+220

Inhuman

Zen

320

440

# **Player Reference**

	stics Modifiers		Size & Weig			Weight	t Index (pg.	54)			Base Preser		
(1	pg. 9)	Size	Height	Weight	Weight Inde	x Natural	Weight M	ax Load	Require		Level	Pre	esence
haracteristic \	Value Modifier	2	8" - 2'	10 - 35 lbs	s. 1	< 91	bs.	10 lbs.			1		30
1	-30	3	1'6" - 2'	20 - 45 lbs	s. 2	10 lt	bs.	20 lbs.			2		35
2	-20	4	2' - 3'4"	45 - 65 lbs	s. 3	20 lt		40 lbs.			3		40
3	-10	5	2'8" - 4'			30 II		90 lbs.			4		45
4	-5	6	3'4" - 4'6			50 II		30 lbs.			5		50
		7									6		55
5	+0		3'6" - 4'11			90 1		260 lbs.			7		60
6 - 7	+5	8	4' - 5'4"			130 I		100 lbs.					65
8 - 9	+10	9	4'4" - 5'4		-	175 I		75 lbs.			8		
10	+15	10	4'8" - 5'8	" 90 - 200 lbs	s. 9	220 I	lbs. 7	770 lbs.			9		70
11 - 12	+20	11	4'8" - 6'	110 - 220 lbs	s. 10	330 I	lbs. 9	925 lbs.			10		75
13 - 14	+25	12	5' - 6'	110 - 220 lbs	s. 11	440 I	lbs. 1	300 lbs.	Inhuman		11		80
15	+30	13	5' - 6'	110 - 310 lbs	3. 12	770	lbs.	1 ton	Inhuman		12		85
16 - 17	+35	14	5'4" - 6'3	" 110 - 330 lbs		1 to		3 tons	Inhuman		13		90
18 - 19	+40	15	5'4" - 6'6			5 to		25 tons	Zen		14		95
20	+45	16	5'8" - 6'1			15 to		00 tons	Zen		15	1	100
20	140	17	5'8" - 6'1			100 t		00 tons	Zen		+1		+5
Base Life	Points (pg. 14)										X	-tal	DP/20
Constitution	Base Life Points	18	5'11" - 7'			500 t		500 tons	Zen				
			6'3" - 7'6			1000		000 tons	Zen				
1	5	20	6'6" - 7'9	" 245 - 705 lbs	s. 19	10 000	) tons 150	000 tons	Zen				
2	20	21	6'10" - 8'	6" 265 - 990 lbs	3. 20	Spec	cial S	Special	Zen				
3	40	22	+8'	+800 lbs	3.				N	loveme	nt Value (pg	. 54)	
4	55			Drogression h	v Lovel (ng. 23	٥١			Movement '	Value	Distance/Turr	R	equires
5	70				y Level (pg. 23				1		< 3 feet		- qan 63
6	85	Level		aracteristics/Level		eded Base	Presence						
7	95	0	400		N/A		20		2		15 feet		
8	110	1	600		0		30		3		25 feet		
9	120	2	700	+1	100		35		4		50 feet		
10	135	3	800		225		40		5		65 feet		
11	150	4	900	+1	375		45		6		70 feet		
12	160	5	1000		550		50		7		80 feet		
		6	1100	+1	750		55		8		90 feet		
13	175	7	1200		975		60		9		105 feet		
14	185	8		. 4					10		115 feet		
15	200		1300	+1	1225		65		11			le.	human
16	215	9	1400		1500		70				130 feet		human
17	225	10	1500	+1	1800		75		12		160 feet		nhuman
18	240	11	1600		2125		80		13		250 feet	In	nhuman
19	250	12	1700	+1	2475		85		14		500 feet		Zen
20	265	13	1800		2850		90		15		800 feet		Zen
		14	1900	+1	3250		95		16		1500 feet		Zen
Base Zeor	າ (pg. 109)	15	2000		3675		100		17		3000 feet		Zen
Power	Base Zeon	+1	+100	+1/even level	+450		+5		18		3 miles		Zen
1	5	Magia	Lovel (na. 1	10\	N				19		15 miles		Zen
2	20		Level (pg. 1		Choosing Spel				20		Special		Zen
3	40	Intelligence	Maximum Ma	agic Level		gic Level Cos	st			niauo I	evels (pg. 9	٥١	
4	55	1 - 5	0		2 - 10	2							
5	70	6	10		12 - 20	4		Level	Maxi		Minimum Mi	Disa	
		7	20		22 - 30	6		1		50	20		1
6	85	8	30		32 - 40	8		2		100	40		2
7	95	9	40		42 - 50	10		3		200	60		3
8	110	10	50		52 - 60	12	Rac	e MA (pg	100)	K	i Accumula	tion (n	og 04)
9	120	11	75		62 - 70	14							
10	135	12	100				Powe		Base MA		racteristic Ba	se Accı	umulatio
11	150	13	150		72 - 80	16	1 - 4		0		1 - 9	1	
	160				82 - 90	18	5 - 7	7	5	1	10 - 12	2	2
12		14	200							1	13 - 15	3	3
12 13	175				92 - 100	20	8 - 1	1	10				
13	175 185	15	300	l.	92 - 100 nnate Magic (p		8 - 1 12 - 1		10 15		16+	4	
13 14	185	15 16	300 400	l So		og. 111)		14		Ada			4
13 14 15	185 200	15	300	l So	nnate Magic (p	og. 111) ate Magic	12 - 1 15	14	15 20	Ada	otation of C	naract	4
13 14 15 16	185 200 215	15 16	300 400	So	nnate Magic (procerer's MA Inna 10 - 50	og. 111) ate Magic 0 Zeon	12 - 1 15 16 - 1	17	15 20 25		otation of Cl (pg. 3	naract 13)	<sup>4</sup> teristic
13 14 15 16 17	185 200 215 225	15 16 17	300 400 500	So	nnate Magic (preer's MA Inna 10 - 50 1 55 - 70 2	og. 111) ate Magic 0 Zeon 20 Zeon	12 - 1 15 16 - 1 18 - 1	14 17 19	15 20 25 30		otation of Cl (pg. 3	naract 13) to 18	4 teristic 1 to 10
13 14 15 16 17	185 200 215 225 240	15 16 17 18	300 400 500 600	So	nnate Magic (preer's MA Inna 10 - 50 1 55 - 70 2 75 - 90 3	og. 111) ate Magic 0 Zeon 20 Zeon 30 Zeon	12 - 1 15 16 - 1	14 17 19	15 20 25		otation of Cl (pg. 3 acteristic 3	naract 13)	<sup>4</sup> teristic
13 14 15 16 17	185 200 215 225	15 16 17 18 19	300 400 500 600 700	So	nnate Magic (preer's MA Inna 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 4	og. 111) ate Magic 0 Zeon 20 Zeon 30 Zeon 40 Zeon	12 - 1 15 16 - 1 18 - 1	14 17 19	15 20 25 30		otation of Cl (pg. 3 acteristic 3	naract 13) to 18	4 teristic 1 to 10
13 14 15 16 17	185 200 215 225 240	15 16 17 18 19	300 400 500 600 700	So	nnate Magic (preer's MA Inna 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 4 115 - 130 5	og. 111) ate Magic 0 Zeon 20 Zeon 30 Zeon 40 Zeon 50 Zeon	12 - 1 15 16 - 1 18 - 1	14 17 19	15 20 25 30		otation of Cl (pg. 3 acteristic 3	naract 13) to 18	teristic  1 to 10
13 14 15 16 17 18 19	185 200 215 225 240 250 265	15 16 17 18 19	300 400 500 600 700	So	nnate Magic (precer's MA Inna 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 4 115 - 130 5 135 - 150 6	og. 111) ate Magic 0 Zeon	12 - 1 15 16 - 1 18 - 1	14 17 19	15 20 25 30		ptation of Cl (pg. 3 acteristic 3 1 2 3	naract 13) to 18 3 4	4 teristic 1 to 10 5 15 25
13 14 15 16 17 18 19 20 Base Psyc	185 200 215 225 240 250 265 hic Potential	15 16 17 18 19	300 400 500 600 700	So	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 4 115 - 130 5 135 - 150 6 155 - 180 7	og. 111) ate Magic 0 Zeon	12 - 1 15 16 - 1 18 - 1	14 17 19	15 20 25 30		potation of Ci (pg. 3 acteristic 3 to 1 2 3 4	naract 13) to 18 3 4 5 7	1 to 10 5 15 25 35
13 14 15 16 17 18 19 20  Base Psyc (pg	185 200 215 225 240 250 265 hic Potential	15 16 17 18 19 20	300 400 500 600 700 800	So	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 4 115 - 130 5 135 - 150 6 155 - 180 7	og. 111) ate Magic 0 Zeon	12 - 1 15 16 - 1 18 - 1	14 17 19	15 20 25 30		potation of Ci (pg. 3 acteristic 3 to 1 2 3 4 5	naract 13) to 18 3 4 5 7	1 to 10 5 15 25 35 45
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower	185 200 215 225 240 250 265 hic Potential . 193)	15 16 17 18 19 20	300 400 500 600 700 800	So	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 5 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8	og. 111) ate Magic 0 Zeon	12 - 1 15 16 - 1 18 - 1	14 17 19	15 20 25 30		otation of Ci (pg. 3 acteristic 3 1 1 2 3 4 5 6	naract 13) to 18 3 4 5 7 9	4 teristic  1 to 10  5  15  25  35  45  55
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower <= 4	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0	15 16 17 18 19 20	300 400 500 600 700 800	So	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 5 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8	og. 111) ate Magic 0 Zeon	12 - 1 15 16 - 1 18 - 1	14 17 19	15 20 25 30		otation of Cl (pg. 3 acteristic 3 1 2 3 4 5 6 7	naract 13) to 18 3 4 5 7 9 10	1 to 10 5 15 25 35 45 55 65
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower <= 4	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10	15 16 17 18 19 20 <b>Modifier</b>	300 400 500 6000 700 800 8 to Comba' (pg. 56)	so So	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 5 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8	og. 111) ate Magic 0 Zeon	12 - 1 15 16 - 1 18 - 1	14 17 19	15 20 25 30		otation of Ci (pg. 3 acteristic 3 acteristic 3 acteristic 5 acteristic 5 acteristic 7 acteristic	naract 13) to 18 3 4 5 7 9 10 12	1 to 10 5 15 25 35 45 55 65 75
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower <= 4 5 6	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0	15 16 17 18 19 20 <b>Modifier</b>	300 400 500 600 700 800 s to Combar (pg. 56)	t Abilities Penalty	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 5 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8	og. 111) ate Magic 0 Zeon 00 Zeon	12 - 15 15 16 - 18 - 1 20	17	15 20 25 30 35		otation of Ci (pg. 3	naract 13) to 18 3 4 5 7 9 10 12 14	4 teristic  1 to 10  5  15  25  35  45  55  65  75  85
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower <= 4	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10	15 16 17 18 19 20 <b>Modifier</b> Tyj Similar Weap	300 400 500 600 700 800 s to Combat (pg. 56)	t Abilities  Penalty -20	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 5 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8	og. 111) ate Magic 0 Zeon 00 Zeon	12 15 16 18 20	117 119 Initiative	15 20 25 30 35		otation of Ci (pg. 3	naract 13) to 18 3 4 5 7 9 10 12	1 to 10 5 15 25 35 45 55 65 75
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower <= 4 5 6	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10 +20	15 16 17 18 19 20 <b>Modifier</b> Tyl Similar Weap	300 400 500 600 700 800 s to Combai (pg. 56) pe	t Abilities  Penalty -20 -40	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 5 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8	og. 111) ate Magic 0 Zeon 00 Zeon	12 15 16 18 20 Fumble on I	Initiative	15 20 25 30 35 (pg. 91)		otation of Ci (pg. 3 acteristic 3 1 2 3 4 4 5 6 6 7 8 9 10	naract 13) to 18 3 4 5 7 9 10 12 14	1 to 10 5 15 25 35 45 55 65 75 85
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower <= 4 5 6 7 8	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10 +20 +30 +40	15 16 17 18 19 20  Modifier  Ty Similar Weap Mixed-class I	300 400 500 600 700 800 s to Comba' (pg. 56) pe on Weapon s/Unarmed	Abilities  Penalty -20 -40 -60	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 5 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8	og. 111) ate Magic 0 Zeon 00 Zeon	12 - 15 16 - 1 18 - 1 20 Fumble on I Result 3	Initiative	15 20 25 30 35 (pg. 91) enalty		otation of Ci (pg. 3 acteristic 3 1 2 3 4 4 5 6 7 8 9 10 11	naract 13) so 18 3 4 5 7 9 10 12 14 16 18 20	4 teristic  1 to 10  5  15  25  35  45  55  65  75  85  95
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower <= 4 5 6 7 8 9	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10 +20 +30 +40 +50	15 16 17 18 19 20 <b>Modifier</b> Tyl Similar Weap	300 400 500 600 700 800 s to Comba' (pg. 56) pe on Weapon s/Unarmed	t Abilities  Penalty -20 -40	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 5 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8	og. 111) ate Magic 0 Zeon 00 Zeon	12 15 16 18 20 Fumble on I Result 3 2	Initiative	15 20 25 30 35 (pg. 91) enalty -75		potation of Ci (pg. 3 acteristic 3 1 2 3 4 5 6 7 8 9 10 11 12	naract 13) so 18 3 4 5 7 9 10 12 14 16 18 20 22	1 to 10 5 15 25 35 45 55 65 75 85 95 100 110
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower <= 4 5 6 7 8 9 10	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +10 +20 +30 +40 +50 +60	15 16 17 18 19 20  Modifier  Ty Similar Weap Mixed-class I	300 400 500 600 700 800 s to Combai (pg. 56) pe on Weapon s/Unarmed	t Abilities  Penalty -20 -40 -60 -60	nnate Magic (precer's MA Inn. 10 - 50	og. 111) ate Magic 0 Zeon 00 Zeon	12 - 15 16 - 1 18 - 1 20 Fumble on I Result 3	Initiative	15 20 25 30 35 (pg. 91) enalty		Detation of Ci (pg. 3 acteristic 3 1 2 3 4 5 6 7 8 9 10 11 12 13	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25	1 to 10 5 15 25 35 45 55 65 75 85 95 100 110
13 14 15 16 17 18 19 20  Base Psyc (pg Willpower <= 4 5 6 7 8 9 10 11	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10 +20 +30 +40 +50 +60 +70	15 16 17 18 19 20  Modifier  Ty Similar Weap Mixed-class Different class Blocking and	300 400 500 600 700 800 s to Combai (pg. 56) pe on Weapon s/Unarmed Dodging	t Abilities  Penalty -20 -40 -60 -60 -iculty Ratings	nnate Magic (precer's MA Inn. 10 - 50	og. 111) ate Magic 0 Zeon 20 Zeon	12 15 16 18 20 Fumble on I Result 3 2	Initiative	15 20 25 30 35 (pg. 91) enalty -75		otation of Cl (pg. 3 acteristic 3 1 2 3 4 5 6 6 7 8 9 10 11 12 13	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25 30	1 to 10 5 15 25 35 45 55 65 75 85 95 100 110 125 150
13 14 15 16 17 18 19 20  Base Psyc (pg Willpower <= 4 5 6 7 8 9 10 11 12	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10 +20 +30 +40 +50 +60 +70 +80	15 16 17 18 19 20  Modifier  Ty, Similar Weap Mixed-class bifferent clas Blocking and	s to Combar (pg. 56) pe on Weapon s/Unarmed Dodging Diff y Targe	Abilities  Penalty -20 -40 -60 -60 iculty Ratings	nnate Magic (precer's MA Inna 10 - 50 1 55 - 70 2 75 - 90 2 95 - 110 4 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8 > 200 9	og. 111) ate Magic 0 Zeon 20 Zeon	12 - 15 16 - 18 - 1 20  Fumble on I Result 3 2 1	Initiative	15 20 25 30 35 (pg. 91) enalty -75 -100		otation of Cl (pg. 3 acteristic 3 1 2 3 4 5 6 6 7 8 9 10 11 12 13	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25	1 to 10 5 15 25 35 45 55 65 75 85 95 100 110 125
13 14 15 16 17 18 19 20  Base Psyc (pg Willpower <= 4 5 6 7 8 9 10 11	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10 +20 +30 +40 +50 +60 +70	15 16 17 18 19 20  Modifier  Ty Similar Weap Mixed-class Different class Blocking and	s to Combar (pg. 56) pe on Weapon s/Unarmed Dodging Diff y Targe	Penalty -20 -40 -60 -60 iculty Ratings	nnate Magic (precer's MA Inn. 10 - 50	og. 111) ate Magic 0 Zeon 20 Zeon	12 15 16 18 1 20 Fumble on I Result 3 2 1 Fumb	Initiative	15 20 25 30 35 (pg. 91) enalty -75 -100 -125 (pg. 6)		otation of Cl (pg. 3 acteristic 3 1 2 3 4 5 6 6 7 8 9 10 11 12 13	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25 30	1 to 10 5 15 25 35 45 55 65 75 85 95 100 110 125 150
13 14 15 16 17 18 19 20  Base Psyc (pg  Willpower <= 4 5 6 7 8 9 10 11 12 13	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10 +20 +30 +40 +50 +60 +70 +80 +90	15 16 17 18 19 20  Modifier  Ty, Similar Weap Mixed-class bifferent clas Blocking and	s to Combar (pg. 56) pe on Weapon s/Unarmed Dodging Diff y Targe	Penalty -20 -40 -60 -60 riculty Ratings t Number 20 Norm	nnate Magic (precer's MA Inna 10 - 50 1 55 - 70 2 75 - 90 2 95 - 110 4 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8 > 200 9	og. 111) ate Magic 0 Zeon 00 Zeon	12 - 15 16 - 1 18 - 1 20  Fumble on I Result 3 2 1 Fumble	Initiative	15 20 25 30 35 (pg. 91) enalty -75 -100 -125 (pg. 6) ult Modifier		otation of Cl (pg. 3 acteristic 3 1 2 3 4 5 6 6 7 8 9 10 11 12 13	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25 30	1 to 10 5 15 25 35 45 55 65 75 85 95 100 110 125 150
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower <= 4 5 6 7 8 9 10 11 12 13 14	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10 +20 +30 +40 +50 +60 +70 +80 +90 +100	15 16 17 18 19 20  Modifier  Ty Similar Weap Mixed-class Different clas Blocking and	s to Combar (pg. 56)  Both Meapon stylunarmed Dodging Diff	t Abilities  Penalty -20 -40 -60 -60 iculty Ratings t Number 20 Norm 40 Norm	nnate Magic (preer's MA Inna 10 - 50 1 55 - 70 2 75 - 90 4 95 - 110 4 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8 > 200 5	og. 111) ate Magic 0 Zeon	12 15 16 18 20  Fumble on I  Result 3 2 1  Fumble 5  Fumble 3	Initiative	15 20 25 30 35 (pg. 91) enalty -75 -100 -125 (pg. 6) ult Modifier -15		otation of Cl (pg. 3 acteristic 3 1 2 3 4 5 6 6 7 8 9 10 11 12 13	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25 30	1 to 10 5 15 25 35 45 55 65 75 85 95 100 110 125 150
13 14 15 16 17 18 19 20 Base Psyc (pg Willpower <= 4 5 6 7 8 9 10 11 12 13 14 15	185 200 215 225 240 250 265 hic Potential +10 +20 +30 +40 +50 +60 +70 +80 +90 +100 +120	15 16 17 18 19 20  Modifier  Ty, Similar Weap Mixed-class 'Different class' Blocking and  Difficult Routine Easy, Moderat	s to Combai (pg. 56) pe on Weapon s/Unarmed Dodging Diff	t Abilities  Penalty -20 -40 -60 -60 iculty Ratings t Number 20 Norm 40 Norm 80 Entry-	nnate Magic (precer's MA Inn. 10 - 50 1 55 - 70 2 75 - 90 3 95 - 110 4 115 - 130 5 135 - 150 6 155 - 180 7 185 - 200 8 > 200 9  (pg. 44)  Descriptic al, unthinking actionalevel training requ	og. 111) ate Magic 0 Zeon	12 15 16 18 20  Fumble on I  Result 3 2 1  Fumble 3 2	Initiative	15 20 25 30 35 (pg. 91) enalty -75 -100 -125 (pg. 6) ult Modifier -15 +0		otation of Cl (pg. 3 acteristic 3 1 2 3 4 5 6 6 7 8 9 10 11 12 13	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25 30	1 to 10 5 15 25 35 45 55 65 75 85 95 100 110 125 150
13 14 15 16 17 18 19 20  Base Psyc (pg Willpower <= 4 5 6 7 8 9 10 11 12 13 14 15 16	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10 +20 +30 +40 +50 +60 +70 +80 +90 +100 +120 +140	15 16 17 18 19 20  Modifier  Tyl Similar Weap Mixed-class Different clas Blocking and  Difficult Routine Easy Moderat Difficult	s to Combar (pg. 56) pe on Weapon s/Unarmed Dodging Diff y Targe	t Abilities  Penalty -20 -40 -60 -60  iculty Ratings t Number 20 Norm 40 Norm 80 Entry- 120 Well t	nnate Magic (precer's MA   Inna   10 - 50	og. 111) ate Magic 0 Zeon 20 Zeon	12 15 16 18 20  Fumble on I  Result 3 2 1  Fumble 5  Fumble 3	Initiative	15 20 25 30 35 (pg. 91) enalty -75 -100 -125 (pg. 6) ult Modifier -15		otation of Cl (pg. 3 acteristic 3 1 2 3 4 5 6 6 7 8 9 10 11 12 13	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25 30	1 to 10 5 15 25 35 45 55 65 75 85 95 100 110 125 150
13 14 15 16 17 18 19 20  Base Psyc (pg Willpower <= 4 5 6 7 8 9 10 11 12 13 14 15 16 17	185 200 215 225 240 250 265 hic Potential +0 +10 +20 +30 +40 +50 +60 +70 +80 +90 +100 +120 +140 +160	15 16 17 18 19 20  Modifier  Ty Similar Weap Mixed-class Different class Blocking and  Difficult Routine Easy Moderat Difficult Very Difficult	s to Combai (pg. 56)  pe on Weapon s/Unarmed Dodging Diff y Targe	Penalty -20 -40 -60 -60 -iculty Ratings t Number 20 Norm 40 Norm 80 Entry- 120 Well t	Comparison   Com	og. 111) ate Magic 0 Zeon 20 Z	12 15 16 18 20  Fumble on I  Result 3 2 1  Fumble 3 2	Initiative	15 20 25 30 35 (pg. 91) enalty -75 -100 -125 (pg. 6) ult Modifier -15 +0 +15	Chara	potation of Ci (pg. 3 acteristic 3 1 2 3 4 4 5 6 6 7 7 8 9 10 11 12 13 14 15	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25 30	1 to 10 5 15 25 35 45 55 65 75 85 95 100 110 125 150
13 14 15 16 17 18 19 20  Base Psyc (pg Willpower <= 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18	185 200 215 225 240 250 265 hic Potential . 193) Psychic Potential +0 +10 +20 +30 +40 +50 +60 +70 +80 +90 +100 +120 +140 +160 +180	15 16 17 18 19 20  Modifier  Tyl Similar Weap Mixed-class I Different class Blocking and  Difficult Routine Easy Moderat Difficult Very Diffic	s to Combar (pg. 56) pe on Weapon w// Dodging Diff y Targe	Penalty -20 -40 -60 -60  iculty Ratings t Number 20 Norm 80 Entry- 120 Well t 140 Exper	Comparison	og. 111) ate Magic 0 Zeon 00 Zeon	12 - 15 16 - 18 - 1 20  Fumble on I Result 3 2 1 Fumble 3 2 1	Initiative Pe	15 20 25 30 35 (pg. 91) enalty -75 -100 -125 (pg. 6) ult Modifier -15 +0 +15	Chara	potation of Ci (pg. 3 acteristic 3 1 2 3 4 4 5 6 7 8 9 10 11 12 13 14 15 6 (pg. 44)	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25 30	1 to 100 5 15 25 35 45 55 65 75 85 100 110 125 150
13 14 15 16 17 18 19 20  Base Psyc (pg Willpower <=4 5 6 7 8 9 10 11 12 13 14 15 16 17	185 200 215 225 240 250 265 hic Potential +0 +10 +20 +30 +40 +50 +60 +70 +80 +90 +100 +120 +140 +160	15 16 17 18 19 20  Modifier  Ty Similar Weap Mixed-class Different class Blocking and  Difficult Routine Easy Moderat Difficult Very Difficult	s to Combar (pg. 56)  s to Combar (pg. 56)  pe on Weapon s/Unarmed Dodging Diff y Targe	In   So   So   So	Comparison   Com	og. 111) ate Magic 0 Zeon	12 15 16 18 20  Fumble on I  Result 3 2 1  Fumble 3 2	Initiative Pole Level Roll Resi	15 20 25 30 35 (pg. 91) enalty -75 -100 -125 (pg. 6) ult Modifier -15 +0 +15	Chara	potation of Ci (pg. 3 acteristic 3 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 6 (pg. 44) Result	naract 13) to 18 3 4 5 7 9 10 12 14 16 18 20 22 25 30	1 to 100 5 15 25 35 45 55 65 75 85 100 110 125 150

Super-powers required

Godlike

51 - 100

101+

Miserable failure; something bad happens.

Catastrophic failure; the worst thing possible happens.

# **Player Reference**

## Base Regeneration (pg. 53)

Constitution	Regeneration Level
1 - 2	None
3 - 7	1
8 - 9	2
10	3
11	4
12	5
13	6
14	7
15	8
16	9
17	10
18	11
19 - 20	12

#### Physical Needs (pg. 55)

Situation	Penalty
Minimal food & drink	-5
1 day fast	-10
1 day w/o drinking	-15
Insufficient sleep	-10
No sleep	-20

## Fatigue (pg. 55)

Fatigue	Penalty
4	-10
3	-20
2	-40
1	-80
0	-120

#### Healing (pg. 53)

Regeneration Level	Resting	Not Resting	Reduction of Penalty	Special Capabilites
1	10/day	5/day	-5/day	
2	20/day	10/day	-5/day	
3	30/day	15/day	-5/day	
4	40/day	20/day	-10/day	
5	50/day	25/day	-10/day	No scars
6	75/day	30/day	-15/day	Does not suffer Bleeding Out.
7	100/day	50/dya	-20/day	Cleanly amputated limbs recover if placed on the stump within a week.
8	250/day	100/day	-25/day	Within 5 days.
9	500/day	200/day	-30/day	Within 3 days. Au-matically stabilize.
10	1/minute	N/A	-40/day	Within 1 day.
11	2/minute	N/A	-50/day	Any amputated limb recovers if placed on the stump within a week.
12	5/minute	N/A	-5/hour	Within 3 days. Au-matically stabilize.
13	10/minute	N/A	-10/hour	Within 1 day.
14	1/turn	N/A	-15/hour	Any limb recovers if placed on the stump within several hours.
15	5/turn	N/A	-20/hour	Any limb recovers immediately if placed on the stump within 1 turn. Any amputated member grows back within 1 week.
16	10/turn	N/A	-10/minute	Within 3 days.
17	25/turn	N/A	-10/turn	Within a few hours
18	50/turn	N/A	-25/turn	Within a few turns
19	100/turn	N/A	ALL/turn	The amputated limb regrows and is functional in 1 turn.
20	250/turn	N/A	ALL/turn	All physical criticals are annulled.

#### Discharge Collision (pg. 111)

Difference	Effect
1 - 50	Both spells are nullified
51 - 100	The winner's spell passes through the other spell, but its Base Damage is reduced by 1/2.
> 100	The lower spell is completely nullified. The Winner's spell

#### Summoning Modifiers (pg. 178)

	,
Summoning Modifier	Bonus
Know the beings' true name	+20
Possess an object belonging to the being	+10
Possess a part of the being	+20
Don't know the type of creature	-50

## Magic Analysis (pg. 116)

Magic	Analysis (pg. 116)	Magic Detection (pg. 116)			
Difficulty	Spell Level	Situation	Modifier		
Easy	Recognize the nature of the magic	Magic source > 60 feet away	-20		
Moderate	Magic Level 20	Magic source > 150 feet away	-40		
Difficult	Magic Level 40	Magic source > 300 feet away	-80		
Very Difficult	Magic Level 60	Magic source > 1 mile away	-120		
Absurd	Magic Level 70	Environment slightly charged with magic	-40		
Almost Impossible	Magic Level 80	Environment strongly charged with magic	-80		
Impossible	Magic Level 90				
Inhuman	Magic Level 100				

# Summoning Difficulty (pg. 176)

					11-3			
Level	Summon	Zeon	Control	Zeon	Bind	Zeon	Banish	Zeon
0	140	10	180	20	160	5	100	5
1	160	20	200	40	180	10	120	5
2	180	40	220	80	200	20	140	10
3	200	60	240	120	220	30	160	15
4	220	80	260	160	240	40	180	20
5	240	100	280	200	260	50	200	25
6	260	120	300	240	280	60	220	30
7	280	140	320	280	300	70	240	40
8	300	160	340	320	320	80	260	50
9	320	180	360	360	340	90	280	60
10	340	200	380	400	360	100	300	80
11	360	220	400	440	380	120	320	100
12	380	240	420	480	400	140	340	120
13	400	260	440	520	420	160	360	140
14	420	280	460	560	440	180	380	160
15	440	300	480	600	460	200	400	180

# Time Invested in Rituals (pg. 178)

Time invested in Rituals (pg. 176)				
Time Spent on Invocation	Bonus			
Immediate	-100			
1 Turn	-50			
3 Turns	-20			
5 Turns	+0			
1 Minute	+10			
1 Hour	+20			
6 Hours	+30			
1 Day	+40			
1 Week	+50			
1 Month	+60			
6 Months	+70			
1 Year	+80			
5 Years	+90			
10 Years	+100			
> 50 Years	+120			

	Difficulties in Magic Projection (pg. 110)
Difficulty	Description
Routine	Spell effects may be used on the spellcaster himself or on a person or object the spellcaster is in contact with.
Easy	Projecting spells up to a maximum of 15 feet.
Medium	Projecting spells up to a maximum of 80 feet.
Difficult	Projecting spells up to a maximum of 300 feet.
Very Difficult	Projecting spells up to a maximum of 800 feet.
Absurd	Projecting spells up to a maximum of 1500 feet.
Almost Impossible	This allows the spellcaster to hit targets out of direct eyesight if he has perfectly determined their exact location. Some sort of supernatural detection that will reveal the exact location is needed(e.g. a Spy of Light spell). Coverage is 3000 feet.
Impossible	This allows the caster to affect targets not within sight of the sorcerer with only an approximate notion of their location. For instance, if the spellcaster knows that his target is located in a house, he would be able to target the spell even though he mat not know the precise address. Distance should not exceed three miles.
	The Greek Wilde Hiller

## Magic Rituals (pg. 116)

Preparation	INT bonus	<b>Additional Cost</b>
1 Hour	+1	+50%
1 Day	+2	x2
3 Days	+3	х3
1 week	+4	x4
1 year	+5	x5

#### Increase Psychic Potential (pg. 194)

Required PP (Total)	Psychic Potential	
1 (1)	+10	
2 (3)	+20	
3 (6)	+30	
4 (10)	+40	
5 (15)	+50	
6 (21)	+60	
7 (28)	+70	
8 (36)	+80	
9 (45)	+90	
10 (55)	+100	

# Concentration (pg. 193)

Concentration	Bonus
1 Turn	+10
3 Turns	+20
5 Turns	+30
1 Minute	+40
1 Hour	+50