

Characteristics Modifiers
(pg. 9)

Characteristic Value	Modifier
1	-30
2	-20
3	-10
4	-5
5	+0
6 - 7	+5
8 - 9	+10
10	+15
11 - 12	+20
13 - 14	+25
15	+30
16 - 17	+35
18 - 19	+40
20	+45

Base Life Points (pg. 14)

Constitution	Base Life Points
1	5
2	20
3	40
4	55
5	70
6	85
7	95
8	110
9	120
10	135
11	150
12	160
13	175
14	185
15	200
16	215
17	225
18	240
19	250
20	265

Base Zeon (pg. 109)

Power	Base Zeon
1	5
2	20
3	40
4	55
5	70
6	85
7	95
8	110
9	120
10	135
11	150
12	160
13	175
14	185
15	200
16	215
17	225
18	240
19	250
20	265

Base Psychic Potential
(pg. 193)

Willpower	Psychic Potential
<= 4	+0
5	+10
6	+20
7	+30
8	+40
9	+50
10	+60
11	+70
12	+80
13	+90
14	+100
15	+120
16	+140
17	+160
18	+180
19	+200
20	+220

Size & Weight (pg. 10)

Size	Height	Weight
2	8" - 2'	10 - 35 lbs.
3	1'6" - 2'	20 - 45 lbs.
4	2' - 3'4"	45 - 65 lbs.
5	2'8" - 4'	45 - 110 lbs.
6	3'4" - 4'6"	65 - 110 lbs.
7	3'6" - 4'10"	65 - 135 lbs.
8	4' - 5'4"	75 - 155 lbs.
9	4'4" - 5'4"	90 - 175 lbs.
10	4'8" - 5'8"	90 - 200 lbs.
11	4'8" - 6'	110 - 220 lbs.
12	5' - 6'	110 - 220 lbs.
13	5' - 6'	110 - 310 lbs.
14	5'4" - 6'3"	110 - 330 lbs.
15	5'4" - 6'6"	135 - 395 lbs.
16	5'8" - 6'10"	155 - 485 lbs.
17	5'8" - 6'10"	175 - 530 lbs.
18	5'11" - 7'2"	200 - 615 lbs.
19	6'3" - 7'6"	220 - 615 lbs.
20	6'6" - 7'9"	245 - 705 lbs.
21	6'10" - 8'6"	265 - 990 lbs.
22	+8'	+800 lbs.

Weight Index (pg. 54)

Weight Index	Natural Weight	Max Load	Require
1	< 9 lbs.	10 lbs.	
2	10 lbs.	20 lbs.	
3	20 lbs.	40 lbs.	
4	30 lbs.	90 lbs.	
5	50 lbs.	130 lbs.	
6	90 lbs.	260 lbs.	
7	130 lbs.	400 lbs.	
8	175 lbs.	575 lbs.	
9	220 lbs.	770 lbs.	
10	330 lbs.	925 lbs.	
11	440 lbs.	1300 lbs.	Inhuman
12	770 lbs.	1 ton	Inhuman
13	1 ton	3 tons	Inhuman
14	5 tons	25 tons	Zen
15	15 tons	100 tons	Zen
16	100 tons	500 tons	Zen
17	500 tons	2 500 tons	Zen
18	1000 tons	10 000 tons	Zen
19	10 000 tons	150 000 tons	Zen
20	Special	Special	Zen

Base Presence (pg. 14)

Level	Presence
1	30
2	35
3	40
4	45
5	50
6	55
7	60
8	65
9	70
10	75
11	80
12	85
13	90
14	95
15	100
+1	+5
X	-tal DP/20

Progression by Level (pg. 23)

Level	DP	Characteristics/Level	Experience Needed	Base Presence
0	400		N/A	20
1	600		0	30
2	700	+1	100	35
3	800		225	40
4	900	+1	375	45
5	1000		550	50
6	1100	+1	750	55
7	1200		975	60
8	1300	+1	1225	65
9	1400		1500	70
10	1500	+1	1800	75
11	1600		2125	80
12	1700	+1	2475	85
13	1800		2850	90
14	1900	+1	3250	95
15	2000		3675	100
+1	+100	+1/even level	+450	+5

Magic Level (pg. 112)

Intelligence	Maximum Magic Level
1 - 5	0
6	10
7	20
8	30
9	40
10	50
11	75
12	100
13	150
14	200
15	300
16	400
17	500
18	600
19	700
20	800

Choosing Spells (pg. 113)

Spell Level	Magic Level Cost
2 - 10	2
12 - 20	4
22 - 30	6
32 - 40	8
42 - 50	10
52 - 60	12
62 - 70	14
72 - 80	16
82 - 90	18
92 - 100	20

Innate Magic (pg. 111)

Sorcerer's MA	Innate Magic
10 - 50	10 Zeon
55 - 70	20 Zeon
75 - 90	30 Zeon
95 - 110	40 Zeon
115 - 130	50 Zeon
135 - 150	60 Zeon
155 - 180	70 Zeon
185 - 200	80 Zeon
> 200	90 Zeon

Technique Levels (pg. 98)

Level	Maximum MK	Minimum MK	Disadvantages
1	50	20	1
2	100	40	2
3	200	60	3

Base MA (pg. 109)

Power	Base MA
1 - 4	0
5 - 7	5
8 - 11	10
12 - 14	15
15	20
16 - 17	25
18 - 19	30
20	35

Ki Accumulation (pg. 94)

Characteristic	Base Accumulation
1 - 9	1
10 - 12	2
13 - 15	3
16+	4

Adaptation of Characteristics
(pg. 313)

Characteristic	3 to 18	1 to 100
1	3	5
2	4	15
3	5	25
4	7	35
5	9	45
6	10	55
7	12	65
8	14	75
9	16	85
10	18	95
11	20	100
12	22	110
13	25	125
14	30	150
15	40	180

Modifiers to Combat Abilities
(pg. 56)

Type	Penalty
Similar Weapon	-20
Mixed-class Weapon	-40
Different class/Unarmed	-60
Blocking and Dodging	-60

Difficulty Ratings (pg. 44)

Difficulty	Target Number	Description
Routine	20	Normal, unthinking actions
Easy	40	Normal, thinking actions
Moderate	80	Entry-level training required
Difficult	120	Well trained and practiced
Very Difficult	140	Expert level training and practice
Absurd	180	Artisan level training and practice
Almost Impossible	240	Absolute mastery required
Impossible	280	Possible, but seemingly miraculous
Inhuman	320	Super-powers required
Zen	440	Godlike

Fumble on Initiative (pg. 91)

Result	Penalty
3	-75
2	-100
1	-125

Fumble Level (pg. 6)

Fumble Roll	Result Modifier
3	-15
2	+0
1	+15

Fumble Result (pg. 44)

Fumble Level	Result
1 - 50	Normal failure; attempt simply fails.
51 - 100	Miserable failure; something bad happens.
101+	Catastrophic failure; the worst thing possible happens.

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 Capabilities
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 resolves without penalties.

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)

Difficulty	Spell Level
Easy	Recognize the nature of the magic
Moderate	Magic Level 20
Difficult	Magic Level 40
Very Difficult	Magic Level 60
Absurd	Magic Level 70
Almost Impossible	Magic Level 80
Impossible	Magic Level 90
Inhuman	Magic Level 100

Magic Detection (pg. 116)

Situation	Modifier
Magic source > 60 feet away	-20
Magic source > 150 feet away	-40
Magic source > 300 feet away	-80
Magic source > 1 mile away	-120
Environment slightly charged with magic	-40
Environment strongly charged with magic	-80

Summoning Difficulty (pg. 176)

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

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.

Time Invested in Rituals (pg. 178)

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

Magic Rituals (pg. 116)

Preparation	INT bonus	Additional Cost
1 Hour	+1	+50%
1 Day	+2	x2
3 Days	+3	x3
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