



Hocus Pocus, Mumbo Jumbo

Magic and Psionics in Big Eyes, Small Mouth: the Universal Japanese Anime Role-playing Game

Rev 2.1

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Forward

This is probably as close as I'll ever get to writing a real book, so I suppose I'd better make this thing count.

I'd like to thank the crowd of people who helped me get this thing finished, and made it whatever it is: good, bad, or indifferent. Specifically:

- Rey Herrera, who wrote up the first incarnation of Technomancy, and in fact came up with the name for this whole bloody thing. (I think he had to think of something because he hated my working title so much, but didn't want to tell me.)
- Juli Halbur-Herrera, who offered to do art for the book if it ever got accepted for publication, which made me think that someday, it might.
- Randy Trimmer, Dave Hill, Margie Kleerup, Dave Geissinger, Jackie Testerman, and Rey and Juli again, who helped me play-test all these convoluted rules using the Outcasts campaign. They have barreled on from the beginning, sticking with me through revision after revision, stoically re-creating the same characters a half-dozen times as Attributes and Skills appeared, disappeared, morphed, merged, and altered in both cost and relative usefulness.
- Mark C. Mackinnon came up with Big Eyes, Small Mouth in the first place, and I'd like to thank him for that, at least.
- Thanks to all those BESM enthusiasts out on the internet who showed me day after day that the game was worth putting all this time and effort into. Specifically, I want to mention Mark Tassin's BESM page, the author's of Shigato no High!, and Rob's Big Eyes, Small Mouth Page. Know it or not, all of the BESM fans out there are in this book somewhere.
- Finally, to my wife Jackie (again). You looked at me and saw that, despite any sort of acknowledgement from The Powers That Be or indication that I might someday see any sort of acknowledgement from all this work, I still really, truly, deeply wanted to do this; so you told me to shut up and do it, because doing it would be enough. You were right.

In some cultures, a person is not judged by what they have, but by what they give away. This is my gift to you.

Prosper.



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Hocus Pocus, Mumbo Jumbo

Magic and Psionics for Big Eyes, Small Mouth



1 Introduction

1.1 Overview: The Magic/Mystic Genre

Premise: A player or Gamemaster becomes attracted to the idea of participating in or running an anime campaign in which Magic or Psychic powers figure prominently. Their first instinct might be to head for their own bookshelves, a well-stocked library, or a nearby Mega-Super-Book Outlet in search of one of the several fine texts on Japanese Animation that are becoming easier and easier to find. Their goal is obvious: locate the section in each of these books that deals with various sorts of magicks and mysticism as they appear in Anime series. After all, a 'Supernatural Adventure' category could very well rank right up there with 'Magical Girls' or 'Big Robots' in popularity; it should be a simple thing to harvest the gathered written wisdom about one of the most common sub-genres in Anime.

I wish them luck.

In doing research for *Hocus Pocus*, I hit upon a curious (and eventually frustrating) fact: none of the admitted experts in the field of Anime had seen fit to give this common type of Anime story a designation of its own. Pages and pages of text analyze the particular practices of 'Magical Girl' anime, or 'Big Robot' anime, but stories with a specific and (at least to me) obvious connecting tie -- the use of Magic and other Mystic practices -- either tended to fall between the cracks because it fit no other designation well, was put into a 'special heading' made just for one series or story, or it was jammed into a slot that it did not fit.

Time and again, a diligent reader will finally find *The Peacock King* mentioned under 'horror', *The Slayers* under 'comedy', *E! Hazard* under 'High School adventures', or *Oh My Goddess* under 'dream girls'. All these categories might be off or on to a degree, but the worst of it all is that these haphazard headings make it nearly impossible for a faithful otaku to find the specific kind of anime which really interests them, the one thing that Anime ranging from the lighthearted *Kiki's Delivery Service* to the heavy-metal *Bastard!!* have in common...

Hocus Pocus, Mumbo Jumbo.

Terminology Notes

To avoid confusion, "he, him," etc., are used to describe players and player-characters, and "she, her," etc., are used to describe the Game Master and non-player characters. In referencing other texts, either on the internet or published by Guardian's of Order, the following abbreviations have been adopted:

- **BESM** - The original Big Eyes, Small Mouth rulebook
- **BRCS** - Big Robots, Cool Starships rules supplement for BESM
- **DTP** - The Dominion Tank Police Role-Playing Game and Resource Book
- **DCS** - Demon City Shinjuku Role-Playing Game and Resource Book
- **HRGB** - Hot Rods & Gun Bunnies rules supplement for BESM
- **TPTB** - The Powers That Be
- **GoO** - Guardians of Order

Big Eyes, Small Mouth and Hocus Pocus, Mumbo Jumbo

Big Eyes, Small Mouth was designed to be a multi-genre Anime game: simple, quick to learn; the game systems were designed to capture the cinematic feel of Anime, and some of the more complex Attributes in the system have been portrayed in very broad strokes. Further detail was left to the individual tastes of GMs and players or addressed in later expansions that could give the topics the attention each deserves.

The primary goal of *Hocus Pocus, Mumbo Jumbo* (a completely unofficial sourcebook for BESM) is to walk a very fine line: provide players and game-masters with a flexible and easily-customized magic and psionics system which can be taken whole, or used piecemeal in whatever setting is desired. At the same time, it must remain true to the simple, non-obtrusive style of the original rules to let the players and GM focus first and foremost on roleplay. With this expansion, your group can add more detailed mechanics to any heavily mystic campaign, ranging from *Slayers*-like powerhouses, to the subtle arts of the *Record of Lodoss War*; from the devastating mental powers seen in *Akira*, to the ever-so-prevalent psionic interaction in *Ghost in the Shell*.

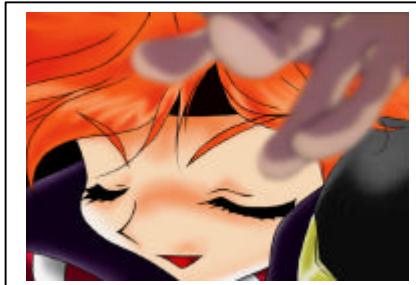
The second goal of *Hocus Pocus* is a more difficult one, but possibly the most valuable: provide to the Anime community a primer on the supernatural as it appears in Anime. Whether you are a GM looking for more source material on Magic in Anime, a player preparing for a 'mind-hacker' character in a futuristic Neo-Tokyo, or best of all a growing fan of Anime who wants to learn more, I hope that *Hocus Pocus, Mumbo Jumbo* can offer some small insight into the influences that have shaped Mystic Anime today.

What's with all the references to other GoO Books?

Throughout this text, I refer the reader to other Tri-Stat System books and then, presuming the reader to have checked the reference, continue on. HPMJ is meant as an expansion to the existing rules. If you want to see the rules I'm expanding on, go buy the books.



2 Character Creation



Creating a magic- or psionic-using or supernatural character should always involve a great deal of interaction between player and GM. The GM will need to inform the player (or decide with them) the boundaries and guidelines she believes will fit the campaign. At the same time, the player should be using this opportunity to bounce ideas off the GM to better understand the setting as it pertains to their character concept.

In *Big Eyes, Small Mouth* you could spend as little as five minutes creating a character. However, because of the more detailed nature of the Magic and Psionic attributes as presented in *Hocus Pocus, Mumbo Jumbo*,

Jumbo, the player and GM should expect the initial time spent on creation to increase somewhat, and probably require some additional follow-up effort as you design the abilities of your character. While this is not always desirable for everyone, players should notice the tremendous upside: the additional influence you will have over your character's defining characteristics is quite possibly greater than any other character type.

2.1 Assigning Character Points

For most characters, this is the most important part of character creation, but for a mystic character that statement is true ten times over! You will have greater freedom to experiment with different or unique applications of your abilities, and the game and the GM will likewise require you to be partially responsible for your character's development in these areas.

The new (and re-visited) Character Attributes in *Hocus Pocus, Mumbo Jumbo* are divided into two categories: Character Attributes (including 'Complex Attributes') and sub-Attributes (those attributes which can be purchased as part of a Complex Attribute). Each attribute listed is further divided into Levels 1 through 6. All available Attributes are listed in **Table 2-1: Character Attributes and Sub-Attributes**.

In the entries that follow the table, the Character Point cost is printed beside each Attribute name, and similarly the Mystic Point cost is printed beside each sub-Attribute. Descriptions for each will indicate the game effects, the relevant Stat, and (most importantly) examples of the Attribute in use during play.

In BESM, Character Attributes can have a Level of 1 through 5. This limit is still in effect, but definitions of attribute levels past this limit are provided to aid the GM, and are not normally available to player characters in anything but extremely high-power campaigns. (For example: while the ability to construct magical artifacts that store 'extra' energy points is something that would reasonably be within a character's ability, creating an artifact intended to destroy gods normally would not.) Should an Attribute possessed by a character progress beyond Level 5 for whatever reason, the player and GM should discuss the influence and limitations of the new level, using the 'advanced attribute' notes as guidelines.

As usual, if you need more Character Points, consider the additional *Character Defects* provided. Many of the defects provided apply specifically to a magic- or psionic-oriented character or campaign.

Table 2-1: Character Attributes and sub-Attributes	
Character Attributes	
Companion	Magic ¹
Energy Regeneration	Personal Gear ¹
Fast Healer	Psionics ¹
Heightened Mystic Power	Shape Change ¹
Item of Power ¹	Supernatural Power ¹
Magic sub-Attributes	
Apportion	Metamorphose
Conjuration	Mind-affecting
Defense	Motive
Empowerment	Offense
Enchantment	Supernatural Training
Energy Manipulation	Scrying
Healing	Technomancy
Psionic sub-Attributes	
Astral Projection	Meditation
Clairvoyance	<i>Self-healing</i>
Divination	Telekinesis
Empathy	Telepathy
<i>Energy Recovery</i>	<i>Themo-kinesis</i>
<i>Healing Others</i>	
Supernatural Power sub-Attributes	
Adaptation	Mind Control
Alternate Form	Non-corporeal Form
Chameleon	Natural Weapons
Dimensional Portal	Place of Power
Dissolve into Swarm	Rejuvenation
Elasticity	Sense
Environmental Control	Simulacrum
Extra Limbs	Special Movement
Flight	Summon Servant
Hardened	Supernatural Attack
Illusion	Supernatural Defense
Immortal	Transform Victim
Inhuman Strength	

¹ Original Rule located in an official GoO rulebook, with specific volumes, pages, and any modifications noted in the Attribute text below. Original text has not been duplicated.

2.2 Character Attributes

Companion (2 points/level)

You have in your possession a faithful companion that will go anywhere with you. Companions all have their own stats and attribute points and can be designed just as though the player is designing their character. The abilities of the companion are dependent on the level of the attribute. If the character, say, wants to have their very own dragon, they would need a level 4, through a talented squire might only be level 1 or 2. Below are some examples to help out. The companion is assumed to have as many skill points as it does Stat points.

Level 1	Small: Small dogs or cats. Young or old servants.	Stats/Attributes: 6/3
Level 2	Medium: Wolves, large dogs or cats, horses. Fit servants.	Stats/Attributes: 9/6
Level 3	Large: Lions, Tiger and Bears. Competent aide-de-camp.	Stats/Attributes: 12/9
Level 4	Small dragons. Peers.	Stats/Attributes: 15/12
Level 5	Large dragons. Mentors more talented than a starting character.	Stats/Attributes: 18+/15+

Example: Margie is designing a character named Fortuna. Fortuna is going to be a young, adventurous girl who gets involved in danger and adventures simply because of her innate curiosity. Because of this, Margie feels Fortuna is going to need some backup. She decides to buy 3 levels in 'Companion' for 6 points. With that, she gets a loyal companion with 12 Stat points, 9 attribute points, and 12 skill points (assuming the companion would logically have skills.) Thinking about the setting that Fortuna's adventures will be set in, Margie decides on a smart, cat-sized dragon with the ability to fly and breath flame.

Energy Regeneration (1 point/level)

The character regains energy points faster than normal.

Level 1	Character Heals (Mind+Soul/2)+1 per hour of rest.
Level 2	Character Heals (Mind+Soul/2)+2 per hour of rest.
Level 3	Character Heals (Mind+Soul/2)+3 per hour of rest.
Level 4	Character Heals (Mind+Soul/2)+4 per hour of rest.
Level 5	Character Heals (Mind+Soul/2)+5 per hour of rest.

Note: for each level of Energy Regeneration, the character gets 1 bonus point for the purposes of Energy regeneration only, i.e.: the same increase to the energy recovery rate as 'Powerful Mind' **plus** 'Strong Soul', but without other benefits such as higher energy point totals. These bonus points do not count towards anything but the regeneration rate while at rest, and in this instance only the character's effective (Mind+Soul/2) can exceed 12.

Fast Healer (1 point/level)

The character regains health faster than normal.

Level 1	Character Heals Body+1 per hour of rest.
Level 2	Character Heals Body+2 per hour of rest.
Level 3	Character Heals Body+3 per hour of rest.
Level 4	Character Heals Body+4 per hour of rest.
Level 5	Character Heals Body+5 per hour of rest.

Note: for each level of Fast Healer, the character gets 1 effective Body point for the purposes of Healing only, i.e.: the same bonus as 'Fortified Body', but without other benefits such as higher hit point totals or raised Body. These 'Body points' do not count towards anything but the healing rate, and in this instance only the character's effective Body can exceed 12.

Heightened Mystic Powers (2 points/level)

This Attribute enhances the Magic, Psionics, and Supernatural Power Complex Attributes by giving the character more Mystic Points with which to buy sub-Attributes, and when a level of Heightened Power is purchased, the player must specify which specific Attribute the level will enhance.

The character can only purchase five total levels of Heightened Mystic Power. Each level of Heightened Mystic Power gives the character 5 additional Mystic Points to apply towards purchase of the appropriate sub-Attributes. This Attribute cannot be applied to the 'Hedge' Magic Attribute.

Example: *The character Sean Levy is a 'natural' when it comes to the mystic arts. During character creation, Randy (Sean's player), decides to purchase 3 levels of Heightened Mystic Power for Sean. Randy then receives 15 more Mystic Points with which to purchase Magic sub-Attributes.*

Item of Power (2 points/level)

See the Item of Power Attribute (BESM, p. 24), for a full description of this Attribute.

In HPMJ, the GM can incorporate the additional possibility of an item that stores (and possibly even regenerates) additional energy points to be drawn on by its owner when necessary. These additional guidelines are shown below.

- Level 1 Item can store up to 20 points of energy, or 10 if this effect is combined with another.
- Level 2 Item can store up to 40 points of energy, or 20 if this effect is combined with another.
- Level 3 Item can store up to 60 points of energy, or 30 if this effect is combined with another.
- Level 4 Item can store up to 80 points of energy, or 40 if this effect is combined with another.
- Level 5 Item can store up to 100 points of energy, or 50 if this effect is combined with another.
- Level 6 Item can store up to 120 points of energy, or 60 if this effect is combined with another.

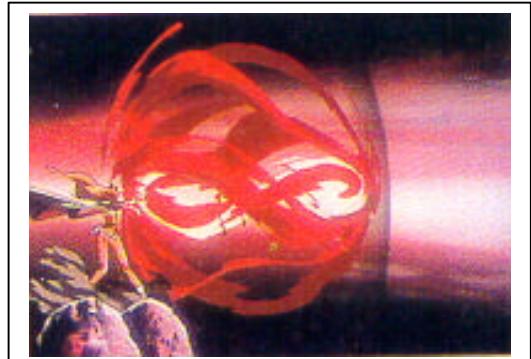
Magic (2 or 4 points/level)

See the Magic Attribute (BESM, p. 25), for a full description of this Attribute.

The abilities of each character with the Magic Attribute vary, depending upon the sub-Attributes each character purchases with the Mystic Points available to them. The number of Mystic Points each character gets per level of Magic is listed below. Mystic points gained from obtaining levels of Magic may only be used to purchase Magic sub-Attributes.

Relevant Stat: Soul

- Level 1 10 Mystic Points
- Level 2 20 Mystic Points
- Level 3 30 Mystic Points
- Level 4 40 Mystic Points
- Level 5 50 Mystic Points



Energy Points and Casting Spells: Casting a spell costs energy. Depending on what a character wants to do, the energy required can be immense or minuscule. A character can put no more energy into a spell than his or her **Soul x 2**, unless the character has enhanced the spell through a Ritual (Chapter 3, Combat and other actions) or other special preparations.

A character who wishes to 'dabble' in the Magical Arts may buy 'Hedge Magic' at a cost of 2 character points per level, and receives half of the Mystic Points listed above per level. A character with Hedge Magic may later 'upgrade' Hedge Magic to the full Magic Attribute, provided they find an appropriate mentor and pay three

Character Points per level they possess in Hedge Magic. Having done this, the character will possess Magic at the same level as they once possessed Hedge Magic, and receive the 5 additional Mystic Points per level that Magic grants.

Example: *Emillie Maggia has always dabbled in the Mystic Arts: she buys one level of 'Hedge Magic' for 2 character points, and uses her 5 Mystic Points to buy one level in Charms and 4 levels in Supernatural Training, to simulate her natural ability to detect and repel evil spirits. Later in the campaign, Emillie's eyes are opened to the larger world, and her lax interest in matters arcane grows much stronger. She finds a mystic Mentor, and under his tutelage, learns the true power of Magic. Emillie then pays 3 character points to turn her level 1 Hedge Magic in to level 1 Magic, and receives 5 additional Mystic Points, bringing her total Mystic Points available up to 10.*

Personal Gear (1 points/level)

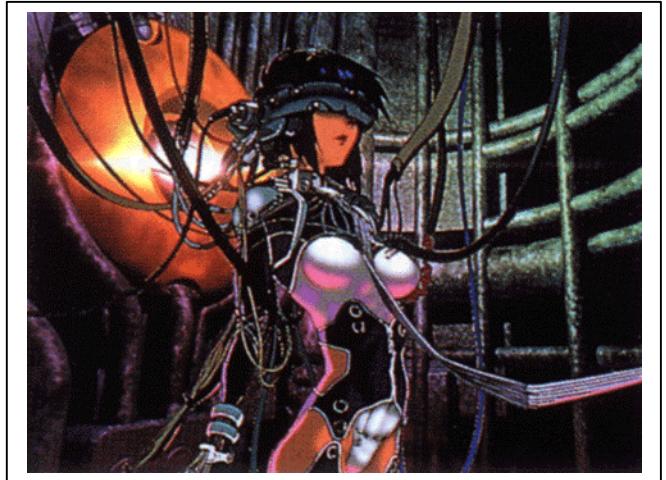
See the Personal Gear Attribute (BRCS, p. 10), for a full description of this Attribute.

Minor – In a fantasy or medieval setting, this might include ranged weapons of easily concealable nature, such as crossbows, or any body armor heavier than leather (depends on the setting). Any minor rank (such as guard lieutenant), lock-picks and other tools of nefarious ends, expensive but portable sets of tools and useful tomes.

Major – The illegal or prohibitively expensive. In a fantasy or medieval setting, firearms of any type (if available), up to and including siege weapons, permits to bear arms in the presence of the nobility, or a high rank or nobility for yourself (or at least well-forged documents to that effect). A spacious home or very well concealed or hard-to-find bolthole; a horse, carriage, magical laboratory, summoning circle, or extensive library. (The player might consider building a truly impressive home using the Mecha-creation rules from BRCS and a little imaginative application).

Psionics (4 points/level)

The term Psionics as it appears in most role-playing supplements is typically misused. Literally, psionics means, "electronically enhanced psychic abilities". To use a more broad (and useful) interpretation, psionics are "psychic abilities enhanced by some outside influence", such as technological augmentation, mystic foci, or any other 'tool' used to enhance a person's basic psychic talents. Without augmentation, psychic abilities are just that -- psychic abilities. For this reason, we will be using both 'psychic ability' and 'psionics' very specifically in the following text in order to clarify between enhanced and un-enhanced usage of power.



See the Psionic Attribute (BESM, p. 29), for a full description of this Attribute.

The number of Mystic Points gained per level of Psionics is listed below. Mystic points gained from obtaining levels of Psionics may only be used to purchase Psionic sub-Attributes.

Relevant Stat: Mind

Level 1	10 Mystic Points
Level 2	20 Mystic Points
Level 3	30 Mystic Points
Level 4	40 Mystic Points
Level 5	50 Mystic Points

Energy Points and Psionics: Cost for any Psionic use has been modified to use the sub-Attributes listed herein. Instead of rolling a number of six-sided dice equal to the difficulty rating of the action and subtracting the character's Mind, the player instead subtracts the character's (Psionics Level + appropriate sub-Attribute Level) to determine the total Energy Points cost.

Shape Change (2 points/level)

Relevant Stat: Body

See the Shape Change Attribute (BESM, p. 31), for a full description of this Attribute.

This Attribute (BESM, p. 31) is the ability to alter one's form into a variety of shapes at will. Changing shape requires a combat round (or about a minute outside of combat) for easy or practiced changes, longer for more difficult ones, and can be very draining on the character.

For every equivalent 'point' (character point or Mystic Point) of an ability that the Shape Changer simulates, they pay 1 point of Energy. Further, in combat situations, maintaining this sort of Shape Change is tiring, so the character must continue to pay the same amount of energy every 5 rounds. A character can only simultaneously simulate a number of 'points' of other powers equal to the number of points they possess in Shape Change.



In non-combat situations, maintaining a specialized form is much less strenuous, so the player only has to pay every game hour or so.

Examples:

Sukra, a character with Shape Change level 5 (10 points) morphs into 'full combat mode' (slippery, damage absorbing, yet with many sharp and pointy edges), thus gaining the equivalent of both 5 point armor and 5 points of weaponry. The character pays 10 Energy Points, and pays again every five combat rounds thereafter until she changes, or the fight ends.

Later, Sukra returns to full combat mode to stand guard. The character pays 10 EP and 10 more every hour thereafter until they change back to 'normal'.

Several days later, Sukra has to get a message to an ally, she manifests wings and takes flight, moving at about 30 mph. She pays 6 EP immediately (for simulating level 3 flight, which costs 2 points/level in this case) and 6 EP for every five minutes of actual flight, or every half-hour she glides, or every hour she is simply perched on a rooftop.

She arrives at the Ally's home to find it locked, rather than knocking, she pours herself through a keyhole, then reforms into her 'normal' self. This is more complicated, but requires a major change, then another change back; the GM decides that the change will cost around 10 to 20 EP. (With unusual applications, the GM's must estimate an appropriate cost.) Note that Sukra wouldn't even be able to attempt such a radical change without at least Level 5. Finally, once the adventure is over, Sukra snakes her arm over to the other side of the room to grab a pitcher of water: This costs 0 EP, because the GM is not going to track every little thing. (If the character were trying to reach a set of keys to unlock the cell they are trapped in, however...)

Level 1 Can induce minor physical changes such as eye, skin or hair color, as well as altering tiny body features.

Level 2 Can induce radical changes in body texture as well as limb and torso structure. One 'practiced' shape.

Level 3 Can change into other living creatures, but lacking the skill to use the physical body correctly (e.g. cannot fly if changed into a bird; cannot breath fire if changed into a dragon). Two 'practiced' shapes.

Level 4 Gains any physical ability a creature possesses while adopting that creature's form. Two 'practiced'

- shapes.
Level 5 Can morph into anything of comparable size, with full control over the new form. Three 'practiced' shapes.

Supernatural Powers (6 points/level)

See the Demonic Powers Attribute (DCS, p. 26), for a reasonable description of this Attribute. The Attribute has been renamed to dispel any notion that the abilities gained by purchasing this attribute must in any way be aligned sole with the demonic and infernal. The point cost has also been changed to better balance the Attribute relative to more generic settings.

The number of Mystic Points each character gets per level of Supernatural Powers is listed below. Mystic points gained from obtaining levels of Supernatural Powers may only be used to purchase Supernatural Powers sub-Attributes.

It should be noted that within the *Hocus Pocus* rules, the cost of this attribute, and the cost of many of the sub-Attributes have been ranged. This has been done in an effort to more accurately balance the Attribute with the rest of the Attributes within the BESM system.

Relevant Stat: None

Level 1	10 Mystic Points
Level 2	20 Mystic Points
Level 3	30 Mystic Points
Level 4	40 Mystic Points
Level 5	50 Mystic Points



2.3 Sub-Attributes

To give your character access to the Magic, Psionic, or Supernatural Power sub-Attributes, you must use Character Points to acquire the Attribute in question. These Attributes give the character Mystic Points (MP) that can only be used to purchase the sub-Attributes particular to that Attribute. Regular Character Points cannot be used to acquire these sub-Attributes directly: you must use Mystic Points. Like standard Character Attributes, sub-Attributes range from levels 1 through 5, and cost 1, 2, 3 or more Mystic Points to increase one level, depending on the sub-Attribute.

2.3.1 Magic sub-Attributes

In order to buy Magic sub-Attributes, you must first decide (with the GM's approval) that the character is magically-capable, and then use Character Points to purchase the Magic Attribute (4 points/level). This gives the character Mystic Points (MP) that can be used only to acquire the Magic sub-Attributes. Regular Character Points cannot be used to acquire these sub-Attributes directly, only Mystic Points gained from the Magic Attribute may be used. These sub-Attributes define your character mystic abilities. Each sub-Attribute represents a specific area of expertise, such as Healing, gathering Information via mystic means, and of course certain Offense capabilities.

Also, each of the main sub-Attributes listed below have been further detailed to illustrate several different approaches to each type of sub-Attribute, such as the differences between Offensive 'Black' Magic and Offensive 'Air' Magic. With these added details, it becomes a simple process to design a magically-endowed character exactly the way in which you envision them.

Apportation

This sub-Attribute governs any sort of teleportation of the caster, sending things and people away from the caster, or bringing things to the caster.

Apportation, Basic (3 mystic points/level)

- Level 1 The character can teleport small items away from them to a destination they can see, very small items within line-of-sight can be brought to them, or they can teleport themselves, but only one or two feet, and only very slowly.
- Level 2 The character can teleport small-to-medium items (under 30 pounds) away from them to a destination they can see, small items within line-of-sight can be brought to them, or they can teleport themselves, but only one or two feet.
- Level 3 The character can teleport medium-sized items (under 100 pounds) away from them to a destination they can see, small-to-medium items within line-of-sight can be brought to them, or they can teleport themselves to a destination they can see, but not carrying a load.
- Level 4 The character can teleport large items (up to 200 pounds) away from them to a destination they can see, medium items within line-of-sight can be brought to them, or they can teleport themselves to a destination they can see, even carrying a heavy load. Alternately, a character could reduce their maximum weight limits in order to teleport to memorized locations, or to summon nearby small, familiar objects to them from outside their line of sight.
- Level 5 The character can teleport large items (up to 200 pounds) away from them to a memorized destination, familiar medium-sized items can be brought to them over long distances, or they can teleport themselves to virtually any familiar destination on the same continent, even carrying a heavy load, or teleport several people short distances.

Performing an apportion casting costs 10 energy points to perform an act at the maximum of the mage's ability. The point cost is reduced by 1 for every level below one's maximum level that a casting would be.

Example: Desdemona, waif-like mistress of the arcane, possesses the Apportion sub-Attribute at level 4. During a brief stay in an inn, Des realizes that she has left her favorite cloak in her saddlebags in the stable. Since she does not wish to walk through the torrential downpour outside, she instead attempts an Apportion. An apportion which can summon a 'small, familiar item from outside the line of sight' is a level 4 ability, which is Des' current maximum level of ability, and as such will cost Desdemona 10 Energy Points, whether or not she makes a successful Soul roll.

Later that same evening, Des spots an interesting-looking tome, which has been carelessly left on a nearby table in the Inn's common room. Since Des doesn't want to be seen 'borrowing' the book, she again resorts to an Apportion. The GM rules this is a 'small to medium' object in line-of-sight, which makes this a level 3 apportion. This will cost Des 9 Energy points. ($10 - 1 = 9$, since the level required to cast the spell is one below her current maximum level.)

Conjuration

This sub-Attribute concerns itself with the summoning of mystic servants from other planes of existence (such as a *bakemono*), or creating the servant whole from mundane materials at hand (a simulacrum or homunculus). Once a servant is summoned, it will remain under the control of its master until it is destroyed, dismissed from service, or the time of its service has run out. The servant can either assume a physical form immediately, or can be attached to an object or human soul to emerge at a later date (this 'dormant' period does not apply to any duration limit). If the player fails a Soul Stat Test at the time of the casting, the summoned creature becomes a rogue servant and will not listen to his or her character's commands (and may even decide to attack the summoning character!).

Bakemono: Any of several kinds of supernatural beings (goblins, apparitions other than ghosts, monsters, etc.). Also called *yokai*. Bakemono can appear in various non-human forms.

Conjuration, Basic (4 mystic points/level)

A Summoning of the highest level currently available to the caster "burns" 10 Energy Points, in addition to the cost for duration (see Energy Manipulation, below).

- Level 1 The character can summon and control 1-2 weak servants.
- Level 2 The character can summon and control 3-5 weak servants.
- Level 3 The character can summon and control 6-8 weak servants or 1-2 servants of moderate power.
- Level 4 The character can summon and control 9-12 weak servants, 35 servants of moderate power, or 1-2 strong servants.
- Level 5 The character can summon and control more than 12 weak servants, 6-8 servants of moderate power, 3-5 strong servants, or 1-2 very strong servants.

Necromantic Conjuration (3 mystic points/level)

This skill is one of Dark nature which enables a persona to work and deal with the remains of the dead of all sort, death, the undead, and all that inhabit those lower realms which dwell in spirit or solid form. Once a servant is summoned, it will remain under the control of its master until it is destroyed, dismissed from service (generally the 'threshold' of service lies at the completion of some task, or following sunrise). The servant can either assume a physical form immediately, or can be attached to an object or human soul to emerge at a later time (the period of service does not begin until the spirit becomes 'active'). If the player fails a Soul Stat check dice roll, the summoned creature becomes a rogue servant and will not listen to his or her character's commands (and may even decide to attack the summoning character!).

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Note: In all cases, unlike basic Conjunction, Necromantic Conjunction requires a 'vessel' or physical target for the casting, even when summoning a disembodied nether spirit... that's the politically correct way of saying that no matter what, a Necromancer has to have dead bodies close at hand at all times. Needless to say, this does not generally lend itself to the sanity of the practitioner.

Each summoning "burns" 10 Energy Points, plus the cost of duration modifiers.

- Level 1 The character can summon and control 1-2 weak servants.
- Level 2 The character can summon and control 3-5 weak servants.
- Level 3 The character can summon and control 6-7 weak servants or 1 servant of moderate power.
- Level 4 The character can summon and control 8-12 weak servants or 2-3 servants of moderate power, or 1 strong servant.
- Level 5 The character can summon and control over 12 weak servants, 4-5 servants of moderate power, or 2-3 strong servants

Defense

Any sort of casting meant to be used in defense, or designed to prevent damage to animate or inanimate targets. Note that in ALL CASES, the cost of duration for a spell must also be paid in addition to the cost of the defense itself. (See the 'Energy Manipulation' sub-Attribute below.)

Defense, Basic (3 mystic points/level)

The maximum resistant armor protection (Type B) possible at any given level, and the amount of protection the spell can absorb before dissipating is listed below. The EP costs listed do NOT include the additional costs for area of effect or duration.

- Level 1
 - 1. The spell blocks 3 points of damage from each attack, and can absorb 10 points of damage before dissipating. Cost: 10 EP.
 - 2. The spell blocks exactly one attack, stopping up to 15 points of damage. It dissipates immediately thereafter. Cost: 10 EP.
- Level 2
 - 1. The spell blocks 6 points of damage from each attack, and can absorb 20 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 1 protection for 8 EP
 - 2. The spell blocks exactly one attack, stopping up to 30 points of damage. It dissipates immediately thereafter. Cost: 10 EP.
- Level 3
 - 1. The spell blocks 9 points of damage from each attack, and can absorb 30 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 2 protection for 8 EP, or a Level 1 protection for 6 EP.
 - 2. The spell blocks exactly one attack, stopping up to 45 points of damage. It dissipates immediately thereafter. Cost: 10 EP.
- Level 4
 - 1. The spell blocks 12 points of damage from each attack, and can absorb 40 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 3 protection for 8 EP, a Level 2 protection for 6 EP, et cetera.
 - 2. The spell blocks exactly one attack, stopping up to 60 points of damage. It dissipates immediately thereafter. Cost: 10 EP.
- Level 5
 - 1. The spell blocks 15 points of damage from each attack, and can absorb 50 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 4 protection for 8 EP, a Level 3 protection for 6 EP, et cetera.
 - 2. The spell blocks exactly one attack, stopping up to 75 points of damage. It dissipates immediately thereafter. Cost: 10 EP.

Elemental Air Magic Defense (2 mystic points/level)

Defensive spells that use wind spirit power and manipulate the atmosphere to create barriers of air, strengthened by magical energy. These barriers can also be used to create 'air globes' in which the caster can breathe normally while under water or in some other hostile environment. The costs listed below to not indicate additional costs for duration or area of effect.

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Type B armor cannot be summoned with the use of this type of Defensive Magic.

- Level 1 10 points of ablative protection versus either energy or physical attacks. 5 EP cost.
- Level 2 20 points of ablative protection versus either energy or physical attacks. 5 EP cost.
Character can cast level 1 protection for 4 EP.
- Level 3 30 points of ablative protection versus either energy or physical attacks. 5 EP cost.
Character can cast level 2 protection for 4 EP, et cetera.
- Level 4 40 points of ablative protection versus either energy or physical attacks. 5 EP cost.
Character can cast level 3 protection for 4 EP, et cetera.
- Level 5 50 points of ablative protection versus either energy or physical attacks. 5 EP cost.
Character can cast level 4 protection for 4 EP, et cetera.

Elemental Earth Magic Defense (2 mystic points/level)

These are spells that use earth spirit power and manipulate the earth to create material barriers strengthened by magical energy.

- Level 1 1. The spell blocks 3 points of physical damage or 1 point of energy damage from each attack, and can absorb 10 points of damage before dissipating. Cost: 10 EP.
2. The spell blocks exactly one attack, stopping up to 15 points of physical damage or 10 points of energy damage. It dissipates immediately thereafter. Cost: 10 EP.
- Level 2 1. The spell blocks 6 points of physical damage or 3 points of energy damage from each attack, and can absorb 20 points of damage before dissipating. Cost: 10 EP.
Character can cast a Level 1 protection for 8 EP.
2. The spell blocks exactly one attack, stopping up to 30 points of physical damage or 20 points of energy damage. It dissipates immediately thereafter. Cost: 10 EP.
- Level 3 1. The spell blocks 9 points of physical damage or 5 points of energy damage from each attack, and can absorb 30 points of damage before dissipating. Cost: 10 EP.
Character can cast a Level 2 protection for 8 EP.
2. The spell blocks exactly one attack, stopping up to 45 points of physical damage or 30 points of energy damage. It dissipates immediately thereafter. Cost: 10 EP.
- Level 4 1. The spell blocks 12 points of physical damage or 7 points of energy damage from each attack, and can absorb 40 points of damage before dissipating. Cost: 10 EP.
Character can cast a Level 3 protection for 8 EP.
2. The spell blocks exactly one attack, stopping up to 60 points of physical damage or 40 points of energy damage. It dissipates immediately thereafter. Cost: 10 EP.
- Level 5 1. The spell blocks 15 points of physical damage or 9 points of energy damage from each attack, and can absorb 50 points of damage before dissipating. Cost: 10 EP.
Character can cast a Level 4 protection for 8 EP.
2. The spell blocks exactly one attack, stopping up to 75 points of physical damage or 50 points of energy damage. It dissipates immediately thereafter. Cost: 10 EP.

Elemental Spirit Magic Defense (2 mystic points/level)

These are spells that use spirit magic power to create barriers of pure magical energy. Costs listed do not include costs for duration of area of effect.

- Level 1 1. The spell blocks 3 points of energy damage or 1 point of physical damage from each attack, and can absorb 10 points of damage before dissipating. Cost: 10 EP.
2. The spell blocks exactly one attack, stopping up to 15 points of energy damage or 10 points of physical damage. It dissipates immediately thereafter. Cost: 10 EP.
- Level 2 1. The spell blocks 6 points of energy damage or 3 points of physical damage from each attack, and can absorb 20 points of damage before dissipating. Cost: 10 EP.
Character can cast a Level 1 protection for 8 EP.
2. The spell blocks exactly one attack, stopping up to 30 points of energy damage or 20 points of physical damage. It dissipates immediately thereafter. Cost: 10 EP.

- | | |
|---------|---|
| Level 3 | 1. The spell blocks 9 points of energy damage or 5 points of physical damage from each attack, and can absorb 30 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 2 protection for 8 EP. |
| | 2. The spell blocks exactly one attack, stopping up to 45 points of energy damage or 30 points of physical damage. It dissipates immediately thereafter. Cost: 10 EP. |
| Level 4 | 1. The spell blocks 12 points of energy damage or 7 points of physical damage from each attack, and can absorb 40 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 3 protection for 8 EP. |
| | 2. The spell blocks exactly one attack, stopping up to 60 points of energy damage or 40 points of physical damage. It dissipates immediately thereafter. Cost: 10 EP. |
| Level 5 | 1. The spell blocks 15 points of energy damage or 9 points of physical damage from each attack, and can absorb 50 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 4 protection for 8 EP. |
| | 2. The spell blocks exactly one attack, stopping up to 75 points of energy damage or 50 points of physical damage. It dissipates immediately thereafter. Cost: 10 EP. |

White Magic Defense (3 mystic points/level)

White Magic Defense calls upon higher beings (of which the caster is a sort of mortal servant) to protect the caster or the caster's companions. The most powerful of all defensive magic, White Magic does come with some restrictions. In most campaigns, it is impossible to learn Black Magic sub-Attributes and White Magic sub-Attributes concurrently. Also, the GM should require (and strictly enforce) certain codes of conduct for any practitioner of White Magic -- and those codes generally are more stringent the more powerful the character becomes. Examples might include the *Shugendo* of Japan.

Shugendo: A Buddhist sect that practices ascetic rituals to obtain holy magical powers in order to benefit the community. Its members wear a distinctive garb and are called *yamabushi*.

As usual, costs listed below do not include duration or area of affect.

- | | |
|---------|---|
| Level 1 | 1. The spell blocks 4 points of damage from each attack, and can absorb 15 points of damage before dissipating. Cost: 10 EP. |
| | 2. The spell blocks exactly one attack, stopping up to 20 points of damage. It dissipates immediately thereafter. Cost: 10 EP. |
| Level 2 | 1. The spell blocks 8 points of damage from each attack, and can absorb 30 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 1 protection for 8 EP |
| | 2. The spell blocks exactly one attack, stopping up to 40 points of damage. It dissipates immediately thereafter. Cost: 10 EP. |
| Level 3 | 1. The spell blocks 12 points of damage from each attack, and can absorb 45 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 2 protection for 8 EP, or a Level 1 protection for 6 EP. |
| | 2. The spell blocks exactly one attack, stopping up to 60 points of damage. It dissipates immediately thereafter. Cost: 10 EP. |
| Level 4 | 1. The spell blocks 16 points of damage from each attack, and can absorb 60 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 3 protection for 8 EP, a Level 2 protection for 6 EP, et cetera. |
| | 2. The spell blocks exactly one attack, stopping up to 80 points of damage. It dissipates immediately thereafter. Cost: 10 EP. |
| Level 5 | 1. The spell blocks 20 points of damage from each attack, and can absorb 75 points of damage before dissipating. Cost: 10 EP. Character can cast a Level 4 protection for 8 EP, a Level 3 protection for 6 EP, et cetera. |
| | 2. The spell blocks exactly one attack, stopping up to 100 points of damage. It dissipates immediately thereafter. Cost: 10 EP. |

Empowerment

The Empowerment sub-Attribute allows non-permanent spells of some duration to be laid on objects and people. Such enchantments rarely last for more than short time, such as one battle (or even one attack), but can sometimes linger for up to a day (or until the next sunrise or sunset). Duration costs are built into the empowerment spell.

Empowerment, Basic (4 mystic points/level)

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|---------|--|
| Level 1 | 10 energy points per focussed level, armor level, or spell effect. |
| Level 2 | 8 energy points per focussed level, armor level, or spell effect. |
| Level 3 | 6 energy points per focussed level, armor level, or spell effect. |
| Level 4 | 4 energy points per focussed level, armor level, or spell effect. |
| Level 5 | 2 energy points per focussed level, armor level, or spell effect.. |

White Magic Empowerment (Blessings) (3 points/level)

White Magic Empowerment calls upon higher beings (of which the caster is a sort of mortal servant) to temporarily Bless the caster, the caster's companions, or specific prepared items (such as Japanese *ofuda*).

White Magic does come with some restrictions: in most settings, it is impossible to learn Black Magic sub-Attributes and White Magic sub-Attributes concurrently. Also, the GM should require (and strictly enforce) certain codes of conduct for any practitioner of White Magic -- in the case of Empowerment, it might be impossible to 'Bless' another character who could be considered 'evil', or for that matter it might even be impossible (in an extreme example) to bless a character who didn't follow the caster's faith!

- | | |
|---------|---|
| Level 1 | 10 energy points per focussed combat level, armor level, or spell effect. |
| Level 2 | 8 energy points per focussed combat level, armor level, or spell effect. |
| Level 3 | 6 energy points per focussed combat level, armor level, or spell effect. |
| Level 4 | 4 energy points per focussed combat level, armor level, or spell effect. |
| Level 5 | 2 energy points per focussed combat level, armor level, or spell effect.. |

Ofuda: A good-fortune talisman made of a tapering piece of wood or paper stamped with red or black ink, then wrapped in white paper and tied with colored thread.

Example: Fortuna (with a Soul of 10), and her companions are about to enter into a deadly battle with unknown mystic forces pledged to the service of evil™. Calling upon her training, Fortuna blesses her companions, beseeching her patron deity to guide their weapons and protect them from harm.

Fortuna has White Magic at level 3. She is bestowing a +1 level of focussed combat and one level of armor on her companions, which costs 12 EP (Two levels of Empowerments total, which cost 6 EP each). In addition, Fortuna will have to pay more even more energy points to account for the duration and multiple targets of the spell.

Enchantment (5 mystic points/level)

This is a special sub-Attribute which allows the character to channel Magical Energy so as to permanently make it a part of some physical item the wielder is making - a weapon, musical instrument, piece of jewelry, item of apparel, piece of furniture, or the whatever. The energy being used as part of the object being so 'forged' comes from the character in question, or may be innate within the item in question.

The construction of magical devices is typically accomplished through long rituals, often in combination with mundane effort. Usually, a very powerful item such as an artifact of some sort would require the extensive use of other energy-using skills and the investment of numerous months of effort by several magically-active characters, and the expenditure of thousands or tens of thousands of the local coin as well. The Rituals involved would be complex and lengthy, of course.

There are nine Areas of Enchantment. Each level the character possesses in Enchantment allows the possessing character to practice the abilities of the Area of the same level. Thus, special circumstances are *required* for any player character to progress past Area 5.

- Area 1 Enhanced Object Quality: enables the persona to magically improve a static, non-living item. This has the effect of making items shine brighter, last longer, work better, be less likely to break, etc.
- Area 2 Enchanted Mechanisms: allows the persona to imbue mechanical items with magical energy. The energy is innate to the device, and does not affect characters using such items. It merely powers the device, enabling smooth operation, whether commanded or automatically engaged.
- Area 3 Reservoirs: is the ability to create and charge magical Reservoirs – which generally act as refueling pools of dae energy for the user.
- Area 4 Detection/Information Items: allows the possessor of the sub-area to create devices that function as divinatory tools, translators, or enchanted detection items.
- Area 5 Defensive/Armor: provides the ability to forge defensive items, such as shields, armor, or amulets, et al.
- Area 6 Offensive/Weapons: allows the manufacture of enchanted weapons or other attack-based objects.
- Area 7 Casting Storage: grants the possessor the ability to store one or more castings within items, charge them with energy, and specify the command word or phrase required to activate them.
- Area 8 Skill-Bearing Items: provides the character with the means to enchant objects with one or more skills.
- Area 9 Spirit Holding Devices: the final and most powerful sub-Area. Items with power and a personality.

Energy Manipulation

The sub-Area of Energy Manipulation deals with energy as it flows in its natural and prescribed channels. This sub-Attribute, simply put, allows the tapping and control of energy. The key phrase here is *control*: this sub-Attribute cannot invoke energy, it can only influence energy once it has been called up.

Author's Note – Attack Abilities and Disabilities: Recently I was made aware of Attack Abilities and Disabilities (as seen in BRCS) as an alternate method of designing spell affects. Up to that point, I had not bothered to read that section of BRCS, since our current play-test campaign uses no Mecha or cybernetics. Having done so, I agree it is a viable alternate method for designing offensive spells. I am not using it in HPMJ for several reasons, the most important of which is that I don't feel the system is currently applicable to non-combat spells, and I didn't want to work out how to effectively apply them at the last minute. The reader is welcome to make the conversion effort. I would certainly include that material in a future version if there were sufficient interest.

Energy Manipulation, Basic (1 mystic points/level)

- Level 1 + or - 10 energy points per increase/decrease.
- Level 2 + or - 8 energy points per increase/decrease.
- Level 3 + or - 6 energy points per increase/decrease.
- Level 4 + or - 4 energy points per increase/decrease.
- Level 5 + or - 2 energy points per increase/decrease.

For a general guideline of what each increase or decrease level can accomplish, consult the following table. Terms in italics are detailed below.

3 Decreases	Penalty to Skill/ACV/DCV roll +3. Damage Maximum lowered by 30.
2 Decreases	Spell has two levels of <i>Shortened Range</i> . Penalty to Skill/ACV/DCV roll +2. Damage Maximum lowered by 20.
1 Decrease	Spell is <i>Easily Dispelled</i> . Spell has one level of <i>Shortened Range</i> . Penalty to Skill/ACV/DCV roll +1. Damage Maximum lowered by 10. Spell is <i>Long</i> . Spell has <i>Limited Targets</i> . Spell does no damage.
1 Increase	Duration < 1 hour. Area of affect roughly 6x6 feet. Targets = 2. Bonus to Skill/ACV/DCV roll -1. Damage Maximum raised by 10. Damage <i>Continues</i> . Spell removes Energy instead of Health points. One aspect of <i>Armor-Piercing</i> . Spell does <i>Collateral Damage</i> . Spell is <i>Blinding</i> .
2 Increases	Duration < 12 hours, area of affect roughly 60x60 feet, or targets = 4. Bonus to Skill/ACV/DCV roll -2. Damage Maximum raised by 20. Basic <i>Drain</i> . Spell removes Energy and Health points. Both aspects of <i>Armor-Piercing</i> simultaneously. Spell is <i>Entangling</i> . Damage <i>Radiates</i> . Spell affect <i>Lingers</i> .
3 Increases	Duration < 24 hours, area of affect roughly 120x120 feet, or targets = 6. Bonus to Skill/ACV/DCV roll -3. Damage Maximum raised by 30. Spell <i>Immobilizes</i> . Spell is <i>Short</i> .
4 Increases	Duration < 7 days, area of affect roughly 300x300 feet, or targets = 8. Spell is <i>Intelligent</i> . Spell does advanced <i>Drain</i> .
5 Increases	Duration < 1 month, area of affect roughly 600x600 feet, or targets = 10. Spell is <i>Very Short</i> .

Armor-Piercing

The effective protection of either mystic or mundane protection that this spell encounters is halved (the spell designer determines which 'aspect' of Armor-Piercing is desired during spell design). If designed to affect energy-based defenses, this spell also halves the effectiveness of spells meant to 'block' it (see Chapter 3, Combat and Other Actions). Each aspect of Armor Piercing costs one Increase.

Blinding

If the target is successfully attacked with the spell, the target must make a Body check with a penalty equal to the level of the spell. If the check fails, the character is blinded for a number of combat rounds equal to the caster's level in the sub-Attribute. This increase can be added to a spell that does no

damage and has several Duration Increases (or which *Lingers*) to make an effective spell indeed. Blinding costs one increase.

Collateral Damage

The spell blasts the area around the target (or the area between the caster and target), possibly causing additional damage apart from that caused by the spell itself as a result of flying or falling debris, toppling buildings or trees, or the character falling into a sudden crevice. The target can avoid the Collateral Damage with a Body check, penalized by the level of the spell. Collateral Damage costs one Increase.

Continues

Assuming the spell hits the target, it continues to affect to the target for several more rounds. The target will take 10% of the original affect once per round for as many rounds as the caster has levels in the sub-Attribute (useful for burning or freezing attacks, or healing magic), or will take 25% of the original damage once per day for as many days as the caster has levels in the governing sub-Attribute (curses, magical poison, or powerful resuscitations). The player and GM should determine what efforts might negate this affect early. (Poison, for example, might require either the antidote, or a successful Body check, penalized by the level of the spell.) ‘Continues’ requires one Increase to Energy Manipulation.

Easily Dispelled

This spell, if it has a duration increase, may be negated by another magic-using character simply by making a Soul check and expending 5 energy points. If Blocked (or used to block), the spell’s effective value for determining the results of the contest is halved. ‘Easily Dispelled’ provides one decrease to Energy Manipulation.

Entangling

The spell wraps the target in a barrier of some kind (determined by the player) which has ‘hit points’ equal to the damage the spell should do. If the hit point total of the Entanglement is less than the target’s Body (+5 for each level the target has in Inhuman Strength), the effect is immediately negated. If the total is greater than the target’s Body, but less than the target’s Hit points, the target can move enough to attack and defend without penalty, but cannot move about (unless the target was already flying). If the total is greater than the target’s current hit points, the character cannot move at all (or falls from the sky). A completely immobilized character can still damage the Entanglement: damage per round is equal to half the target’s Body plus any bonuses to damage for Inhuman Strength. ‘Entangling’ requires two Increases to Energy Manipulation.

Immobilizes

The spell requires a Stat check (determined in design) if it damages the target. If the check fails, the target is somehow rendered useless. Examples include Spell-causing mists, Paralyzing Mind Attacks, a spell that makes the target flee the combat in terror, or one which causes the target to suddenly grow roots into the earth. Details are left to the spell designer. The target gets a bonus/penalty to the Stat check equal to -4 + the level of the spell. ‘Immobilizes’ requires three Increases to Energy Manipulation.

Intelligent

The spell can be given specific criteria requirements that must be met before the spell ‘goes off’. Examples include a spell with a delay (‘wait 30 seconds, dormant, then go off’), a magical trap (‘stay here, dormant, until a troll walks through the door, then go off’), a homing spell (‘find the man in the red cloak... he’s that way... then play back this message’). There are many possible applications available with GM approval. (Such as a ‘hunting’ spell that can gather energy to it to maintain itself.) ‘Intelligent’ requires four Increases to Energy Manipulation.

Limited Targets

The spell can only affect a specific type of target. Examples include: only the sentient, only the living, only the (un)dead, only the supernatural, only the inanimate (such as buildings, vehicles, etc.) ‘Limited Targets’ returns one decrease to Energy Manipulation.

Lingers

Any affects of the spell (presumably negative affects) fail to fade. Health or Energy Points specifically lost to this spell or any other affect do not return normally, but instead require a specific (and progressively more difficult, based on the level of the spell) procedure to encourage normalcy. 'Lingers' requires two Increases to Energy Manipulation.

Long

The spell requires a Short Ritual (See Chapter Three, Combat and Other Actions) of once round, but the character gains no benefits whatsoever for performing the ritual: the spell is simply naturally complicated. 'Long' returns one decrease to Energy Manipulation.

Radiates

Rather than being targeted specifically, the normal affect the spell surrounds the character, affecting everything with a number of meters of the character equal to the level of the spell. 'Radiates' requires two Increases to Energy Manipulation.

Short

The spell takes very little time to cast, and gives the player an effective +2 to their initiative for the round in which the spell is cast. 'Short' requires three Increases to Energy Manipulation.

Shortened Range

Taken for one decrease, the spell's maximum range is 10 feet multiplied by the level of the caster's governing sub-Attribute. Taken for two decreases, the spell requires touch (successful Skill, Unarmed ACV roll in addition to the standard Soul check, which does not count towards the character's action limit for the round. 'Shortened Range' returns one decrease to Energy Manipulation.

Drain

With basic Drain (2 increases), the spell, if successful, drains one specific Stat (determined during spell design) of a number of points equal to the level of the spell, **if** the target fails a Stat check of the appropriate type. With advanced Drain (4 increases), half of any Health, Energy, or Stat points Drained (same conditions as basic Drain) are conveyed to the Caster (not to exceed the Caster's maximum health and energy levels, or 12 for Stats). The target begins to regain any Drained points in a number of hours equal to the caster's Soul, and regains one Stat point per hour. The Caster loses the Stat points gained (but not Health or Energy points) at the same time and rate.

Very Short

The spell is practically instantaneous, requiring little more than frowning at the target. A character casting a spell with this sort of Energy Manipulation effect may take multiple actions in a single round, if they have the Extra Attacks Attribute. This is an exception to the general rules on spell casting. (See Combat and Other Actions, Chapter Three.) 'Very Short' requires five Increases to Energy Manipulation.

Example: In our previous Empowerment example, we saw that Fortuna was casting a White Magic Empowerment, bestowing a +1 level of focussed combat and one level of armor on her companions, which cost her 12 EP. Additionally, she must pay for Energy Manipulation, which she has at Level 3.

She wishes the Blessing to last just for this combat (one increase to duration), and to affect her and her five companions, but obviously not her enemies who are also nearby (3 increases to number of targets), which will cost her an additional 24 EP, total. Obviously, even with a 10 soul, Fortuna will have to spend a full round on a Short Ritual (see Chapter 3, Combat and Other Actions). This will then allow her to spend a maximum of 40, rather than 20, Energy points: just enough to handle the 36 EP necessary to pull the Blessing off.

In most case, Energy Manipulation is a cross-discipline study: it applies (and combines) equally well with any sub-Attribute: White Magic, Elemental Fire Magic, Conjunction, or Spirit Training. For the

purposes of illustration, however, an additional version of Energy Manipulation has been included below.

Energy Manipulation, Black Magic (2 mystic points/level)

In Black magic, this sub-Area of Energy Manipulation deals with controlling the uncontrollable. This type of Energy Manipulation does not apply to any other Magic sub-Attributes; likewise, 'Basic' Energy Manipulation has no effect Black Magic sub-Attributes. Spells in Black magic are somewhat problematic: it is easy to 'let go' – any third-rate student of the black arts can flatten a medium-sized village – unfortunately, one often needs a scalpel when all one has is a sledgehammer. The truly skilled black mage can apply this extremely powerful school with (relative) precision; others are more likely to destroy the one thing they wished to defend.

Note: All Black Magic Offense spells automatically get three increases to their area of effect for 'free', and energy must be paid to make the area of effect *smaller*, if that is desired. In any cases, it is impossible to construct a Black Magic Offense spell with no area of effect at all. (I.e.: one that affects only one target.)

- Level 1 Destructive spells: 5 energy points per increase, 10 energy points per reduction.
Non-destructive: +15 Energy per Increase. -10 energy per Decrease.
- Level 2 Destructive spells: 4 energy points per increase, 8 energy points per reduction.
Non-destructive: +12 Energy per Increase. -8 energy per Decrease.
- Level 3 Destructive spells: 3 energy points per increase, 6 energy points per reduction.
Non-destructive: +9 Energy per Increase. -6 energy per Decrease.
- Level 4 Destructive spells: 2 energy points per increase, 4 energy points per reduction.
Non-destructive: +6 Energy per Increase. -4 energy per Decrease.
- Level 5 Destructive spells: 1 energy points per increase, 2 energy points per reduction.
Non-destructive: +3 Energy per Increase. -2 energy per Decrease.

For a general guideline of what each increase or decrease can accomplish, consult the information under Energy Manipulation, Basic. Remember that Black Magic Offensive spells automatically start with two increases to Area of Effect and a Penalty of +1 to any related ACV roll or Stat check, for 'free'.

Healing

This sub-Attribute governs spells designed to heal living creatures, or to negate the effects of harmful materials in the body (such as poisons or disease). Note that to be able to spend enough energy to come close to the maximum healing for a character's highest level requires the use of Ritual, even for a character with a high soul.

Healing, Basic (4 mystic points/level)

- Level 1 3 points of energy = 1 point of healing. Max healing 10.
- Level 2 2 points of energy = 1 point of healing. Max healing 15.
- Level 3 1 point of energy = 1 point of healing. Max healing 30.
- Level 4 1 point of energy = 2 points of healing. Max healing 60. Poisons might be counteracted.
- Level 5 1 point of energy = 3 points of healing. Max healing 90. Resuscitation (character's heartbeat stopped less than 15 minutes) theoretically possible.

Elemental Earth Magic Healing (2 mystic points/level)

Designed to heal living creatures, or to negate the effects of harmful materials in the body, Earth Magic calls upon the healing powers of strength and resilience found within the living world itself.

- Level 1 6 points of energy = 1 point of healing. Max healing 8.
- Level 2 4 points of energy = 1 point of healing. Max healing 12.
- Level 3 2 points of energy = 1 point of healing. Max healing 24.
- Level 4 1 point of energy = 1 points of healing. Max healing 48. Poisons can be counteracted.
- Level 5 1 point of energy = 2 points of healing. Max healing 80. Resuscitation theoretically possible.

White Magic Healing (3 mystic points/level)

The most powerful of all healing magic, White Magic does come with some restrictions. In most campaigns, it is impossible to learn Black Magic sub-Attributes and White Magic sub-Attributes concurrently. Also, the GM should require (and strictly enforce) certain codes of conduct for any practitioner of White Magic -- and those codes generally are more stringent the more powerful the character becomes.

(Sub-Attribute Levels above 5 might allow resurrection. Consult your GM.)

- Level 1 2 points of energy = 1 point of healing. Max healing 15.
- Level 2 1 point of energy = 1 point of healing. Max healing 30.
- Level 3 1 point of energy = 2 point of healing. Max healing 60.
- Level 4 1 point of energy = 3 points of healing. Max healing 90. Poisons might be counteracted.
- Level 5 1 point of energy = 4 points of healing. Max healing 120. Resuscitation theoretically possible.

Metamorphic (4 mystic points/level)

This Magic sub-Attribute causes physical change in objects. Humans might alter their facial features, gain or lose weight, change their muscle mass, or simply put on an impenetrable disguise. Likewise, plants can be made to grow more rapidly or slowly, in mutant or different form, animals can be made to become monstrous, etc. Even more radical changes, such as altering the human body so that it grows wings and becomes capable of flight are possible via this magic. Permanent changes are possible, but much more costly in energy expenditure, and something undergoing a very radical change could be destroyed in the process. Physical things of all sorts are subject to this law, but the degree of alteration from that prescribed by nature will increase energy point costs.

- Level 1 Minor changes, such as altering facial features, gaining or losing weight, or putting on a very effective, but not impenetrable, disguise. Cannot be forced on unwilling subjects at this level.
- Level 2 Advanced changes, such as changes to form shape, or vestigial additions to the form. Possibly semi-permanent minor changes with the use of Ritual.
- Level 3 Radical changes, such as growing viable wings or gills. Possibly semi-permanent advanced changes with the use of Ritual.
- Level 4 Extremely radical changes – target will be virtually unrecognizable following metamorphosis. Possibly semi-permanent radical changes with the use of Ritual.
- Level 5 Semi-permanent Level 4 changes with the use of Ritual.

Mind Affecting (2 mystic points/level)

This sub-Attribute governs illusions and other mind-affecting magic, including arcane communications and the binding of other's wills to your own. A Mind Affecting spell costs 3 EP per level of the affect.

- Level 1 The character can sense 'surface' thoughts in one individual.
- Level 2 The character can sense 'surface' thoughts in a small (1-3) group of people, and attempt to establish mental contact with a single individual.
- Level 3 The character can sense 'surface' thoughts in a medium (12 or less) group of people, or pull detailed thoughts from a single individual's mind (may be opposed). Simple mental illusions may be targeted at one sentient.
- Level 4 The character can sense 'surface' thoughts in a small crowd of people, or plant simple thoughts in a single target. Simple mental illusions may be targeted at several individuals. More complex illusions may be targeted at one sentient.
- Level 5 The character can sense 'surface' thoughts in a large crowd of people, project a simple thought to a small area, or plant complex instructions in the mind of a single individual. Complex mental illusions may be targeted at a large area, or at multiple targets.

Motive

This type of magic deals with momentum and inertia, energy, and the natural course of things. For example this is a Law whose application can cause things to suddenly start or stop moving. It gives velocity or takes it away.

Motive Magic, Basic (2 mystic points/level)

- Level 1 The character can lift up to 10 pounds and move it very slowly, or more quickly if the load is very small. They can levitate themselves, but only move very slowly. They can run twice as fast as normal, or swim at their normal running speed.
EP Cost = 6 - Character's Motive Magic Level
- Level 2 The character can lift up to 50 pounds and move it very slowly, or move up to 10 pounds at walking speed. Small objects can be moved quite quickly. They can levitate themselves at a walking speed, or carry a heavy load at a crawl. They can run with the speed of the fastest mundane creatures, or swim at twice their normal running speed.
EP Cost = 7 - Character's Motive Magic Level
- Level 3 The character can lift up to 250 pounds and move it very slowly, move up to 50 pounds at a walk, move up to 10 pounds quite quickly, and small objects can be moved extremely quickly. They can levitate themselves at a fast run speed, or carry a heavy load at a slow walking speed. They can run as fast as a speeding car or train, or swim at three times their normal running speed. The character can physically prevent weak humans from moving. (Opposed Tests.)
EP Cost = 8 - Character's Motive Magic Level
- Level 4 The character can lift up to 1250 pounds and move it very slowly, move up to 250 pounds at a walk, move up to 50 pounds quite quickly, 10 pounds extremely quickly, and small objects can be moved at a blur. They can levitate themselves at up to 30 miles per hour, or carry a heavy load at a fast run. They can run twice as fast as a speeding car or train, swim at four times their normal running speed. The character can physically prevent normal humans from moving. (Opposed Tests.)
EP Cost = 9 - Character's Motive Magic Level
- Level 5 The character can lift up to 7000 pounds and move it very slowly, move up to 1250 pounds at a walk, move up to 250 pounds quite quickly, 50 pounds extremely quickly, and anything less than 10 points can be moved at a blur. They can levitate themselves at up to 60 miles an hour, or carry a heavy load at up to 30 mph. The character can physically prevent strong humans from moving. (Opposed Tests.)
EP Cost = 10 - Character's Motive Magic Level

Example: Catarina has Basic Motive Magic at level 3. **Not including the cost for duration, it costs her 5 energy points to fly at a fast run, run as fast as a speeding car, or swim at three times a normal run. She can spend 4 points to fly at a walking speed, and only 3 points to levitate very slowly, or to move items less than 10 pounds very slowly.**

Elemental Air Motive Magic (1 mystic point/level)

This type of magic deals only with the application of Elemental Air movement magic to the character and items around the character. Unlike basic motive magic, Motive Air Magic almost always pertains to moving the character or other targets through the Air.

- Level 1 The character can levitate themselves at a walk, but must concentrate to maintain flight.
EP Cost = 6 - Character's Elemental Air Motive Magic Level
- Level 2 The character can levitate themselves at a fast walking speed, or carry a heavy load (or include 1-2 additional characters) at a slow walk. Concentration is not required.
EP Cost = 7 - Character's Elemental Air Motive Magic Level
- Level 3 The character can levitate themselves at a fast running speed, carry a heavy load at a fast walking speed, or carry a very heavy load (or include less than 6 additional characters) at a slow walk.

	EP Cost = 8 - Character's Elemental Air Motive Magic Level
Level 4	The character can levitate themselves at up to 40 miles per hour, carry a heavy load at a fast run, or carry a very heavy load (or include less than 6 additional characters) at a fast walk. EP Cost = 9 – Character's Elemental Air Motive Magic Level
Level 5	The character can levitate themselves at up to 80 miles an hour, carry a heavy load at up to 30 mph, or carry a very heavy load (or include less than 6 additional characters) at a fast run. EP Cost = 10 – Character's Elemental Air Motive Magic Level

Offense

Any sort of casting meant to use pure forms of energy in combat, or designed to cause damage to animate or inanimate targets. 'Max damage' indicates the approximate limit on the amount of damage a spell of that level can do 'unadorned'. (i.e.: without the benefit of Energy Manipulation that might make it possible for a spell to do more damage).



Offense, Basic (2 mystic points/level)

Level 1	One point of energy = 1 point of damage. Max damage 10.
Level 2	One point of energy = 2 points of damage. Max damage 20.
Level 3	One point of energy = 3 points of damage. Max damage 30.
Level 4	One point of energy = 4 points of damage. Max damage 40.
Level 5	One point of energy = 5 points of damage. Max damage 50.

Black Magic Offense (3 mystic points/level)



Black magic calls on powerful *oni* said to have strength rivaling that of the gods. Since these spells draw their power from beings of chaos and destruction, these are the most highly destructive offensive spells. This is both their greatest strength and greatest weakness; Black Magic castings are usually highly effective, but are also extremely hard to control after they have been invoked, and cause large amounts of collateral damage.

Black Magic spells are generally highly destructive and difficult to control. Black Magic Offensive spells automatically start with two Energy Manipulation increases to Area of Effect and a Penalty of +1 to any related ACV

roll or Stat check for 'free' (no addition or reduction to the spell's energy costs for Energy Manipulation); any additional Energy Manipulation must be paid for. I.e.: The caster is set the task of spending energy to reduce the spell's area of effect and buy off the Penalty to the related rolls if he wants a more controlled effect.

Finally, it should be pointed out that the term Black Magic can be somewhat misleading – use of these castings is not any more intrinsically evil than is choosing to use high explosives when a handgun is available. However, while Black Magic might begin simply as a stylistic choice, it might also be pointed out that there are really only three kinds of long-practicing Black mages: evil, insane, or dead – *caveat emptor*.

Generally, it is not possible to learn both Black and White Magic sub-Attributes.

Level 1 One point of energy = 1 point of damage. Max damage 15.

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- Level 2 One point of energy = 2 points of damage. Max damage 30.
- Level 3 One point of energy = 3 points of damage. Max damage 45.
- Level 4 One point of energy = 4 points of damage. Max damage 60.
- Level 5 One point of energy = 5 points of damage. Max damage 75.

Elemental Air Magic Offense (2 mystic points/level)

These are spells that use air spirit power and manipulate the atmosphere to blow away targets. Although these types of offensive spells are generally weaker than other Offense sub-Attribute, the caster benefits in two ways: the spells are much harder to avoid (+2 on opponent's DCV roll) since their effects are often transparent, and generally cause much less collateral damage to buildings and other expensive scenery.

- Level 1 One point of energy = 1 point of damage. Max damage 8.
- Level 2 One point of energy = 2 points of damage. Max damage 16.
- Level 3 One point of energy = 3 points of damage. Max damage 24.
- Level 4 One point of energy = 4 points of damage. Max damage 32.
- Level 5 One point of energy = 5 points of damage. Max damage 40.

Elemental Earth Magic Offense (2 mystic points/level)

Earth Magic Offense is very useful when striking against the mundane and physical, but is often useless against the spectral and supernatural. However, when used against static, unmoving objects connected in some way to the ground (such as, say, buildings), the effective damage of any Elemental Earth Magic spell is doubled.

- Level 1 One point of energy = 1 point of damage.
Max damage 5 vs. non-corporeal or flying targets, 10 versus all others.
- Level 2 One point of energy = 2 points of damage.
Max damage 10 vs. non-corporeal or flying targets, 20 versus all others.
- Level 3 One point of energy = 3 points of damage.
Max damage 15 vs. non-corporeal or flying targets, 30 versus all others.
- Level 4 One point of energy = 4 points of damage.
Max damage 20 vs. non-corporeal or flying targets, 40 versus all others.
- Level 5 One point of energy = 5 points of damage.
Max damage 25 vs. non-corporeal or flying targets, 50 versus all others.

Elemental Fire Magic Offense (3 mystic points/level)

Spells that use the power of fire usually possess fire's destructive nature. While fire magic faces a limitation in its possible applications, it tends to make up for this by providing the most potent offensive power among the elemental schools, without the downside of Black Magic's uncontrollability.

- Level 1 One point of energy = 1 point of damage. Max damage 12.
- Level 2 One point of energy = 2 points of damage. Max damage 24.
- Level 3 One point of energy = 3 points of damage. Max damage 36.
- Level 4 One point of energy = 4 points of damage. Max damage 48.
- Level 5 One point of energy = 5 points of damage. Max damage 60.

Elemental Spirit Magic Offense (2 mystic points/level)

Spirit Magic Offense spells can attack the target through the Astral Plane, thus causing Mental Damage (i.e.: reducing Energy Points), or a combination of Mental and Physical Damage. Thus, it is a much-sought-after tool when dealing with supernatural creatures, many of which can not be hurt through normal means. Spirit Magic spells can design spells that do Energy Damage instead of Health Damage with paying for the cost of the Energy Manipulation.

- Level 1 One point of energy = 1 point of damage. Max potential 10.
- Level 2 One point of energy = 2 points of damage. Max potential 20.
- Level 3 One point of energy = 3 points of damage. Max potential 30.
- Level 4 One point of energy = 4 points of damage. Max potential 40.

Level 5 One point of energy = 5 points of damage. Max potential 50.

Elemental Water Magic Offense (2 mystic points/level)

Spells using the spirit power of water are the counterpart to spells that use the spirit power of fire. While fire spells use heat as a weapon, water spells use extremely low temperatures to harm or hold the target.

- Level 1 One point of energy = 1 point of potential damage. Max damage potential 10.
- Level 2 One point of energy = 2 points of potential damage. Max damage potential 20.
- Level 3 One point of energy = 3 points of potential damage. Max damage potential 30.
- Level 4 One point of energy = 4 points of potential damage. Max damage potential 40.
- Level 5 One point of energy = 5 points of potential damage. Max damage potential 50.

Scrying/Detection

Spells designed to detect special energies in the area, or to divine the past, present or future. In general, all but low-grade castings of this type are lengthy and involved. Methods of Scrying and Detection spells vary from reading tea leaves, tarot cards, and crystal balls to study of **Kaso**. The GM should make any and all Stat or (Magic + Scrying) tests relevant to this skill's success. The cost of each casting is 5 EP, modified as necessary by the GM.

Kaso: Also known by the Chinese term 'Feng-Shui', kaso is, among other things, a belief system for discovering the true nature of an area by the study of its natural formations and orientations, often as related to building placement.

Scrying, Basic (3 mystic points/level)

- Level 1 Character can determine the natural flow of arcane energies in the immediate area, detect obvious castings affecting objects, areas, or living things, or detect the presence of Supernatural or Astral entities.
- Level 2 Character can determine the natural flow of arcane energies in a larger area, detect obvious castings affecting objects, areas, or living things, or detect the presence of Supernatural or Astral entities.
- Level 3 Character can determine (and predict) the natural flow of arcane energies in the immediate region; detect obvious castings affecting objects, areas, or living things; or cast divining-type castings to design a short-term course of action, or the immediate history of an area, person, or object.
- Level 4 Character can cast divining-type castings designed to learn an appropriate course of action for an endeavor, or the recent history of an area, person, or object.
- Level 5 Character can cast divining-type castings designed to gain insight into the long-term future, or learn even the distant history of an area, person, or object.

Black Magic Scrying (2 mystic points/level)

Spells designed to glean information from temporarily conjured and compelled minor *oni*, to learn more about the energies of an area, or to divine the past, present or future. In general, all black castings of this type are lengthy and involved.

The **GM** should make a Test against the character's Soul Stat at beginning of the casting and again at the completion of the casting. A failed check indicates that control was never fully gained, and that the minor *oni* has been released on the world. The character may not notice this failure at all, or the fact that this freed *oni* is probably feeding them false information. The strength of the released creature is directly proportional to the original level of the casting, as determined by the GM, and can be quite impressive (the *oni* conjured at higher levels are only considered 'minor' when compared to their near-godlike brethren who power Black Magic as a whole).

- Level 1 Character can determine the natural flow of arcane energies in the immediate area, or detect obvious castings affecting objects, areas, or living things.
EP cost = 1 x (6 - Character's Level in 'Information').

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|---------|---|
| Level 2 | Character can determine the natural flow of arcane energies in a larger area, or detect subtle castings affecting objects, areas, or living things.
EP cost = $2 \times (6 - \text{Character's Level in 'Information'})$. |
| Level 3 | Character can determine (and predict) the natural flow of arcane energies in the immediate region; detect obvious castings affecting objects, areas, or living things; or cast divining-type castings to designed to learn a short-term course of action, or the immediate history of an area, person, or object.
EP cost = $3 \times (6 - \text{Character's Level in 'Information'})$. |
| Level 4 | Character can cast divining-type castings to divine an appropriate course of action in an endeavor, or to learn the recent history of an area, person, or object.
EP cost = $4 \times (6 - \text{Character's Level in 'Information'})$. |
| Level 5 | Character can cast divining-type castings designed to gain insight into the long-term future, or learn even the distant history of an area, person, or object.
EP cost = $5 \times (6 - \text{Character's Level in 'Information'})$. |

Example: Catarina has discovered that one of her friends has been kidnapped and is about to become the star attraction in a blood sacrifice. She needs information on her friend's location, and so casts a *Information* spell. She has *Black Magic, Information* at level 3, which the GM rules may just be enough to learn what she needs. Casting the spell (and paying the appropriate 9 EP), she lures a small, ugly demonling imp by the name of Vhato into her mystic circle.

At this point in time, the GM makes an Average test against Catarina's Soul of 9 and rolls a 10! The GM decides that Vhato is a wily demon, and pretends to be bound by Catarina's commands. Dutifully, he calls upon his demonic grapevine and informs 'Rina where to find her kidnapped friend, and even a good way to sneak into the abandoned theatre where she is being held.

Little does Rina know that Vhato has already decided to aid the evil cult planning this sacrifice, and when Catarina 'dismisses' him, he feigns banishment, but instead makes a hasty beeline for the theatre itself to warn the would-be evil-doers! Worst of all, Vhato is free to roam the world as he pleases, and will probably trouble Catarina again.

Supernatural Training (2 mystic points/level)

See the Supernatural Training Attribute (DCS, p. 33), for a full description of this Attribute.

The *raison d'être* of Anime *miko* everywhere. Characters are trained in the removal, driving away, and barring from return of various spirits, non-mortals entities, and beings able to assume non-corporeal form. Regardless of the nature of such spirits and beings, they can inhabit with the whole or a portion of their being a place, thing, animal, or person. Individuals with Spirit Training at **level 3** or higher can create ward objects (such as *Harae-gushi*) to force the spirit or being in question out of what it is residing in, drive it away, and establish guards to inhibit its return. (This applies to any creature of un- or super-natural origins.)

At level 4, the character can use their wards to prevent Supernatural entities or Astrally Projected entities from Scrying, spying, or otherwise determining the activities taking place within a designated area, or locating a warded person or item. The difficulty of overcoming these wards is the same as that listed for physically breaching the wards.

Miko: Shinto priestesses or 'shrine-maidens'. Miko wear white long-sleeved tops and bright red leggings. Some miko still perform ancient shamanistic duties such as exorcism, usually independently of the shrines.

Harae-gushi: Sacred paper streamers attached to a stick waved to the right, left, and right in a purification ritual.

Technomancy

Technomancy, or "Gadget Magic," is magic that relates to the manipulation and control of man-made and man-built objects. While the Gadgeteer has a knack for building and repairing items and machinery, the Technomancer takes it one step further. He is in tune with the essence of the thing (or things), commanding them and even giving them new life.

With the GM's permission, the Technomancy sub-Attributes can be included under Psionics as well.

Naturally, the use of Technomancy is dependent upon having an item to manipulate. Furthermore, the item must be man-made, and not occurring naturally in nature. So, causing a wooden staff attack would not be possible, while causing a crossbow or blaster pistol to not fire is conceivable.

The Technomancer can appear in any genre. Be it a young high school student with the ability to control the ancient artifacts of a distant fantastic realm, a goddess with a gift for creating high-tech toys, or a CyBeR HaCkEr of the future, a technomancer can always find a role to fill.

Technomancy Item Attunement (2 mystic points/level)

The ability to attune oneself with the essence of an item. This power gives the technomancer insight into an item which would not otherwise be known. Using this ability costs 4 Energy Points times the Level of the Ability that was used.

Note: This sub-Attribute might be more expensive in some campaigns, such as when the characters are surrounded by many artifacts from some ancient culture.

- Level 1 The caster can learn the last time the item was used.
- Level 2 As above, plus the caster can learn where it was created, and by whom.
- Level 3 As above, plus the caster can learn why it was created, and what powers it possesses.
- Level 4 As above, plus the caster can learn how to activate its main power.
- Level 5 The caster knows everything about the item, including its entire history.

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Technomancy Item Healing (3 mystic points/level)

This power allows the magician to repair machines and man-built items. Keep in mind that the appropriate parts or raw materials must be there to make the repairs.

Note: this skill requires Technomancy Item Attunement at level 4.

Using this ability costs 8 Energy Points per Level per Hour.

- Level 1 Repair small, simple items (crossbow, revolver) in one hour.
- Level 2 Repair large, simple items (wagon, bridge) in one hour.
- Level 3 Repair small, complex machines (clocks, microcomputer) in one hour.
- Level 4 Repair large, complex machines (car, jet) in one hour.
- Level 5 Repair virtually any machine (super-computer) in one hour.

Note: Even at Level 1, the technomancer could repair any machine, no matter how large and complex, but the time factor and Energy Point expenditure would make the repairs very difficult. For each level above the character's current level that would be required in order to fix an item in question, multiply the repair times (and commensurate energy cost) by 5. The GM can also further modify the base times as she sees fit.

Example: Surusei has the Technomancy sub-Attribute of Item Healing at level 2, and he needs to get a 1963 Mustang Convertible (Large, complex machine) up and running. Since large, complex machines are two levels above Surusei's current level of ability, it will take him 25 hours to get the Mustang going. (Time x 5 for first level of difference=5 hours, then x 5 again for second level of difference 25 hours.) Surusei will probably be resting fairly often, too: it will cost him 200 energy points to finish up the car!

Technomancy Item Summoning (3 mystic points/level)

With the proper parts or materials, the Technomancer can create any machine his fancy can envision. It is a slow process, and the number of items the magician can create depends entirely on the amount of supplies. The exact amount of time and materials necessary is left to the GM's discretion.

Note: this skill requires Technomancy Item Healing at level 4.

Using this ability costs 12 Energy Points per Level per Hour.

- Level 1 Create small, simple items.
- Level 2 Create large, simple items.
- Level 3 Create small, complex machines.
- Level 4 Create large, complex machines.
- Level 5 Create virtually any machine.

Technomancy Item Animation (4 mystic points/level)

Technomancers with this power ("Soul of the Machine") are so in tune with the essence of machines that he can actually breathe life into them, making them free-thinking, autonomous creatures. (Or at least with that appearance.)

Note: this skill requires Technomancy Item Summoning at level 4.

Animating machines costs 8 Energy Points per level.

- Level 1 The caster can animate 1-2 small machines
- Level 2 The caster can animate 3-5 small machines
- Level 3 The caster can animate 6-8 small machines, or 1 large machine.
- Level 4 The caster can animate up to 12 small machines, or 2-3 large machines.
- Level 5 The caster can animate up to 24 small machines, or 4 large machines.

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Note: a Techomancer can breathe life into the machine, but that machine is not necessarily under his control. They may perform a task (or several) for their creator out of gratitude, but this is not always the case.

Technomancy Soul Projection (4 mystic points/level)

Note: like Item Animation, this skill requires Technomancy Item Summoning at level 4.

With intense concentration and preparation, a Techomancer can transfer his consciousness into a machine, either one that was acquired or of his own making. To project his consciousness into the machine, the magician must first successfully attune himself to the machine.

After projecting into the machine, the caster can control the machine's functions as well by making a successful Soul Check. (Note that actual psychic combat may have to take place before a technomancer can control the actions of a sentient machine, such as an advanced android, or a machine which was 'brought to life' by the Technomancy ability of 'Item Animation'.)

At the expiration of the spell, the Techomancer's consciousness is violently returned to the body, and as a result the caster is rendered essentially useless for twice the amount of time that he spent transferred into the machine, or a minimum of one hour. (Minus 30 minutes for each point in "Strong Soul").

If a machine is destroyed while a technomancer resides within it, he is ejected back to his own body, and loses an additional 50 energy points. If the full 50 energy points are not available to be used, then the remainder is instead subtracted from the character's Health Points.

Note that if a character's original body is killed while he resides within a machine, the character must make an immediate Soul check or expire. If the character then wishes, he can remain within his current host permanently. To do this, the character must permanently remove one Soul point in order to bond with his current host.

Projecting into an item costs 10 Energy Points per base unit of time. (10 EP for a character with Level One to stay in a machine 1 hour, or 10 EP for a character with Level Four to stay in a machine for 8 hours.)

- Level 1 The caster can remain in a machine for 1 hour.
- Level 2 The caster can remain in a machine for 2 hours.
- Level 3 The caster can remain in a machine for 4 hours.
- Level 4 The caster can remain in a machine for 8 hours.
- Level 5 The caster can remain in a machine for 16 hours.

2.3.2 Psionic Sub-Attributes

In order to buy Psionic sub-Attributes, you must first decide (with the GM's approval) that the character is psionically-capable, and then use Character Points to purchase the Psionics Attribute (4 points/level). This gives the character Mystic Points (MP) that can be used only to acquire the Psionic sub-Attributes. Regular Character Points cannot be used to acquire these sub-Attributes directly, only Mystic Points gained from the Psionic Attribute may be used. These sub-Attributes define your character's psionic abilities. Each sub-Attribute represents a specific area of expertise, such as Empathy, Telekinesis, or Telepathy.

Also, many of the sub-Attributes listed below have been further detailed to illustrate several different approaches to each type of sub-Attribute, such as the differences between Telepathy and Virtual Mind Link. With these added abilities, it becomes a simple process to design a psionically-endowed character exactly the way in which you envision them.

Psionic sub-Attributes
<ul style="list-style-type: none"> • Astral Projection • Clairvoyance • Divination • Empathy • Meditation <ul style="list-style-type: none"> • Energy Recovery • Self-Healing <ul style="list-style-type: none"> • Healing Others • Telekinesis <ul style="list-style-type: none"> • Thermo-kinesis • Telepathy

Sub-areas that have been indented further cannot be taken initially; learning these 'higher secrets' is dependant on the characters talent with the skill immediately preceding it – a character may not learn one of the advanced sub-Attributes until its 'base' sub-Attribute has been learned to level four. For example, one may not learn Self-Healing until one has achieved level 4 in Meditation, and may not in turn learn Heal Others until Seal-Healing has achieved level 4 as well.

Astral Projection (3 points/level)

A 'classic' psychic talent, Astral Projection allows the character to slip into the astral plane. Astral projections requires that the character enter Meditation (they gain the benefits of the trance, of course), and make a successful roll versus the characters Psionics + Astral Projection. If the character is at peace and unhurried, the task is Easy (-1). If the character is wasting no time, the task is Average (+0) and takes 15 seconds. If the character hurries, the test is Difficult (+2) and takes one combat round. Emotional instability (the character feels anger, sadness, fright), makes the task one level harder.

Once in the Astral Realm, the character can travel far from their material bodies -- they are literally only a thought away. Astral travel allows the character to accomplish several effect normally associated with other psychic powers. For instance, mystics can mimic clairvoyance or clairaudience simply by sending their astral form to the appropriate place and observing (the astral plane lies adjacent to our own. Post-cognition (but not pre-) can be accomplished by linking to some item from the past and following its 'history' backwards. While in the Astral Realm, the character is vulnerable only to mental combat from another psychically active character, another creature on the Astral Plane, or those spells or affects which cause Energy Point Damage. They can be barred from certain areas or from observing certain individuals using the techniques designed to bar foreign spirits (see Magic, Spirit Training).

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Returning from Astral Projection exactly like recovering from a Trance, since that is exactly what the character is doing.

Finally, at level 3 or higher, the character may attempt to use their 'Third Eye' while in the waking world. The character moves their perception into the Astral Plane for a few seconds without the benefit of a Trance, allowing them to look into the astral plane and the real world simultaneously. This also allows the character to watch out for supernatural beings that are more easily perceived from the Astral Plane. This practice does require some skill. Glancing into the Astral Plane for a moment is easy, but flipping quickly back and forth is difficult. If a mystic focuses on the astral plane for more than 3 seconds, control over their own body ceases, and they collapse. If they stay focussed on the Astral Plane for more than 10 seconds, they must return to their body as though recovering from Meditation, but with an additional +1 to the roll.

In order to maintain control over their physical body while checking on the Astral Plane, the character must make an Average Psionics + Astral Projection test for every 'glance' into the Astral Plane, modified by circumstances. Failure to make this roll stuns the character for one full combat round (psychic backlash from their failure to achieve the Astral Plane. The character cannot 'glance' into the Astral Plane while Meditating, since in that state they are essentially entering the Astral Plane completely.

Clairvoyance (2 points/level)

In order to use this skill, the character must either know the location they are attempting to see/hear -- knowing a location means the mystic must have been there for at least one hour -- or be able to link into a person at that location. Linking to a person is a (Psionics + Clairvoyance) Test: Easy (-1) if the character knows the person well, Average if they have met and touched the person, Difficult (+2) if they have only seen the person before, and Extremely Difficult (+4) if the character has never met them before.

Once the link is established (or if the character knows the place being observed), a successful (Psionics + Clairvoyance) Test (Average, modified) allows the mystic to observe what is transpiring at that location. Attempting to both see *and* hear what is transpiring increases all difficulties by +1. If the character has established a link through a person on the scene, the character sees and hears, but only what that person sees and hears.

Clairvoyance is not normally detectable, but a character using the skill through a link with another person can be detected by another psychic character in contact with the same person.

Divination (3 points/level)

The ability to sense mystic energies, the presence of the supernatural, and possible futures and pasts. In general, many of this sub-Attributes applications are lengthy and involved. The DR in all cases is (5 + Level of Divination Desired) - Character's level in Divination.

- Level 1 Character can determine the natural flow of arcane energies in the immediate area, or detect obvious mystic effects that affect nearby objects, areas, or living things.
- Level 2 Character can determine the natural flow of arcane energies in a larger area, or detect subtle affects on objects, areas, or living things.
- Level 3 Character can determine (and predict) the natural flow of arcane energies in the immediate region; detect concealed castings affecting objects, areas, or living things (opposed test); determine the possible ramifications of a short-term course of action, or the immediate history of an area, person, or object.
- Level 4 Character can learn an appropriate course of action for a complex endeavor, or the recent history of an area, person, or object.
- Level 5 Character can gain insight into the long-term possible futures, or learn even the distant history of an area, person, or object.

Empathy (2 points/level)

Empathy allows a character to perceive the mental and emotional state of other sentient species whose general emotional makeup is similar to that of the character's race. Note that this is not telepathy -- it is not thoughts which are perceived, but emotions. At higher levels, a character with Empathy can even go so far as to project emotions *towards* a target, thus affecting a target's emotional state. Note that this is not generally an opposed task, unless the target is aware of the character's ability and is resisting, or maintains their psychic defenses as a matter of course.

- Level 1 The character can sense 'surface' emotions in one individual.
(DR = 6 - Empathy)
- Level 2 The character can sense 'surface' emotions in a small (1-3) group of people.
(DR = 7 - Empathy)
- Level 3 The character can sense 'surface' emotions in a medium (12 or less) group of people, pull the 'images' from a single individual's mind that are the cause of their current emotions (may be opposed), or sense 'surface' emotions from creatures somewhat alien to the character's mind. (Near-human aliens, or 'native' animals.)
(DR = 8 - Empathy)
- Level 4 The character can sense 'surface' emotions in a small crowd of people, project emotions at a single target, or sense 'surface' emotions from creatures alien to the character's mind. (True aliens, or 'native' plant life.)
(DR = 9 - Empathy)
- Level 5 The character can sense 'surface' emotions in a large crowd of people, or project emotions to anyone within a given area, or at several discreet targets.
(DR = 10 - Empathy)

Meditation (2 points/level)

In order to completely free the mind from the body, a psychically endowed character must learn proper meditation techniques in order to achieve a trance-like state. This Psionic tool takes approximately 30 seconds to a minute to initiate when out of combat, or one full round during combat. Methods vary, ranging from chanting mantras, yoga positions, ritual *kata* designed to focus the mind (such as the 'moving meditation' of Chinese *Tai Chi*), or a good *mizugori* (waterfall purification). As the character enters their meditation, heartbeat and respiration slow to minimums necessary to sustain life, and the body becomes completely subservient to the mind's needs, and completely unresponsive to outside *stimuli*, including sustaining damage. **No roll is normally needed to enter meditation, and the DR is 1 for the purposes of determining Energy Cost.**

While in the trance state, a character's abilities are heightened due to a lack of physical distractions. All psionic sub-Attribute levels are effectively raised by the character's level in Meditation for skill checks, and the number of dice rolled to determine the energy cost for any activity is likewise lowered by the character's Meditation level, to a minimum of one. (Also, some sub-Attributes, such as Astral Projection, require the character enter a Meditation trace first.)

Exiting a trance is often more difficult than it was to enter it, however. Whenever a meditation trace is used to enhance the use of another Psionic skill (as opposed to meditation simply for the sake of meditating), a roll is required to exit the trance. If the character is unhurried and takes their time (five full combat rounds or one minute out of combat), the process is Automatic. If the character must rush, however, the task becomes more difficult, and requires a Mind Check. Note that this check is not modified by the bonuses gained from the Meditation itself:

Time Taken	Difficulty
Four Full Rounds	Easy, -1 on dice roll.
Three Full Rounds	Average, no modifier to roll.
Two Full Rounds	Difficult, +2 to dice roll.
One Full Round	Extremely Difficult, +4 to dice roll.

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If the character rolls a **natural** Critical Failure (a 12 on 2d6) on this Mind Check, there can be severe consequences. See the table below:

2d6 Result	Result
2	Stunned for 1 round.
3-5	Stunned for 1d6 rounds.
6-8	Unconscious for 1d6 hours.
9-11	Catatonic for 1d6 days.
12	Comatose. Character requires life-support and hospitalization. Once per week, the character may make a Difficult (+2 to dice roll) Mind Check to wake up.

The only way for other characters to assist an Unconscious, Catatonic or Comatose character is by initiating psychic contact with Telepathy, locating the character consciousness, and guiding it back.

Energy Recovery (2 points/level)

A special type of Meditation, the character enters a trance which focuses the power of their Mind and Soul. Following an Average (Psionics + Energy Recovery) Test, modified by circumstances, the character recovers their ((Mind + Soul)/2 + Energy Recovery Level) every hour.

The DR is (6 - Character's Energy Recovery).

Self Healing (2 points/level)

A special type of Meditation, the character enters a trance which focuses the power of their Body. Following an Average (Psionics + Self Healing) Test, modified by circumstances, the character recovers their (Body + Self Healing Level) every hour. The character must maintain the Self-Healing trance during the time spent healing.

The DR is (6 - Character's Self Healing).

Healing Others (2 points/level)

A special type of Meditation, the character enters a trance which focuses the power of their target's Body. Following an Difficult (Psionics + Healing Others) Test, modified by circumstances, the Target recovers their (Body + the Healing character's Healing Others Level) every hour. One target can be healed simultaneously for each level the character has in Healing Others. (Entering Meditation also modifies this limit by the level the character has in Meditation.)

The DR is (8 - Character's Energy Recovery +1/additional person past the first being healed).

Telekinesis (2 points/level)

This is perhaps one of the great defining abilities of Psionics; the embodiment of mind over matter. Ability in this area allows a character to move objects from a distance with only the power of their own will.

- Level 1 The character can lift up to 10 pounds and move it very slowly, or more quickly if the load is very small. They can levitate themselves, but only move very slowly.
(DR = 6 – Telekinesis)
- Level 2 The character can lift up to 50 pounds and move it very slowly, or move up to 10 pounds at walking speed. Small objects can be moved quite quickly. They can levitate themselves at a walking speed, or carry a heavy load while flying at a crawl.
(DR = 7 – Telekinesis)
- Level 3 The character can lift up to 250 pounds and move it very slowly, move up to 50 pounds at a walk, move up to 10 pounds quite quickly, and small objects can be moved extremely quickly. They can levitate themselves at a fast run speed, or carry a heavy load while flying at a slow walking speed.
(DR = 8 – Telekinesis)
- Level 4 The character can lift up to 1250 pounds and move it very slowly, move up to 250

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- pounds at a walk, move up to 50 pounds quite quickly, 10 pounds extremely quickly, and small objects can be moved at a blur. They can levitate themselves at up to 30 miles per hour, or carry a heavy load while flying at a fast run. (DR = 9 – Telekinesis)
- Level 5 The character can lift up to 7000 pounds and move it very slowly, move up to 1250 pounds at a walk, move up to 250 pounds quite quickly, 50 pounds extremely quickly, and anything less than 10 points can be moved at a blur. They can levitate themselves at up to 60 miles an hour, or carry a heavy load while flying at up to 30 mph. (DR = 10 – Telekinesis)

Thermo-kinesis (2 points/level)

The character can raise or lower the temperature of an object or life-form by altering its molecular friction inside the subject. The effects are not immediate, but progress through levels, each level taking one round, beginning on the round the roll is made -- even if the character desires a level five result, he must still 'walk' the target up through levels 1 through 4 first. Concentration has to be maintained during the process. If the character suffers a wound during the process, they must pass an Average Mind Test to continue. The target must be kept in sight for the whole of the process.

If the player desires (and the GM will allow it), the character can 'push' the target through all the required intermediate levels in one round by paying the Energy Point cost for each level passed through simultaneously, rather than simply paying the cost for the Final level. If this cost is paid (and an Extremely Difficult (Psionics + Thermo-kinesis) Test is made), the target suffers the effects of all the levels of Thermo-kinesis desired at once.

- Level 1 Character can boil or freeze a liter of water, or make a human-sized creature feel feverish or chill.
(DR = 6 – Thermo-kinesis)
- Level 2 Character can boil or freeze up to 20 liters of water. Small targets will become hot enough to inflict painful blisters when touched.
(DR = 7 – Thermo-kinesis)
- Level 3 Character can boil or freeze up to 50 liters of water. Gasoline (or gunpowder) might ignite. Human-sized creatures suffer heat-exhaustion (nausea, profuse perspiration, weakness) or minor or hypothermia, affecting any task they might be undertaking. Small targets might be visibly hot.
(DR = 8 – Thermo-kinesis)
- Level 4 Character can boil or freeze 100 liters of water, ignite paper, cotton cloth, and other readily flammable materials. Human-sized creatures suffer heat prostration or major hypothermia -- headaches, dry skin, delirium, and possible loss of consciousness. Alternately, human targets will sustain minor burns or frostbite (5 points/round).
(DR = 9 – Thermo-kinesis)
- Level 5 Character can boil or freeze 200 liters of water, ignite wood, synthetic cloth, and can ignite stable explosives, such as grenades. Human targets will sustain major burns or freezing damage (15 points/round).
(DR = 10 – Thermo-kinesis)

Telepathy (2 points/level)

Telepathy allows a character to perceive the thoughts other sentient species whose general emotional makeup is similar to that of the character's race. At higher levels, a character with Telepathy can project thoughts *towards* a target, enter into mental contact with them, exchanging thoughts (or attacks)... even implant certain simple thoughts into the target's mind. Note that these latter abilities are generally opposed tasks, and are made more difficult if the target is aware of the character's ability and is resisting, or maintains their psychic defenses as a matter of course.

- Level 1 The character can sense 'surface' thoughts in one individual.
(DR = 6 – Telepathy)

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- Level 2 The character can sense 'surface' thoughts in a small (1-3) group of people, and attempt to establish mental contact with a single individual. (Opposed roll.)
(DR = 7 – Telepathy)
- Level 3 The character can sense 'surface' thoughts in a medium (12 or less) group of people, or pull detailed thoughts from a single individual's mind (may be opposed). Simple mental illusions may be targeted at one sentient.
(DR = 8 – Telepathy)
- Level 4 The character can sense 'surface' thoughts in a small crowd of people, or plant simple thoughts in a single target. Simple mental illusions may be targeted at several individuals. More complex illusions may be targeted at one sentient.
(DR = 9 – Telepathy)
- Level 5 The character can sense 'surface' emotions in a large crowd of people, project a simple thought to a small area, or plant complex instructions in the mind of a single individual. Complex mental illusions may be targeted at a large area, or at multiple targets.
(DR = 10 – Telepathy)

2.3.3 Supernatural Power Sub-Attributes

These sub-Attributes are special abilities that are generally only possessed by supernatural creatures, or special mortals who for one reason or another are destined to serve or destroy them. In order to buy Supernatural sub-Attributes, you must first decide (with the GM's approval) that the character is somehow unnatural in nature, and then use Character points to purchase the Supernatural Powers Attribute (4 points/level). This gives the character Mystic Points (MP) that can be used only to acquire the Supernatural Powers sub-Attributes. Regular Character Points cannot be used to acquire one of these sub-Attributes directly.

Adaptation (1 mystic point/level)

See the Demonic Powers sub-Attribute, Adaptation (DCS, p. 36), for a full description of this sub-Attribute.

Alternate Forms (3, 5, or 10 mystic points/level)

See the Demonic Powers sub-Attribute, Demonic Transformation (DCS, p. 43), for a full description of this sub-Attribute.

Chameleon (3 mystic points/level)

Relevant Stat: Body

The character possesses the ability to blend, to a greater or lesser degree, with their surroundings. For each level of Chameleon, the character can either make themselves quite hard to detect using one sense, or (at higher levels) somewhat more difficult to detect using most senses, even non-mundane ones. Note that for simple silent movement, the attribute 'Special Movement' can be purchased instead. The senses that can be blocked include: sight, sound, smell, touch (arguably), or a 'special' sense (such as the ability to detect heat signatures, magical emanations, energy signatures, mental signatures, radar, sonar, et cetera.) This ability costs 5 energy points per hour when the character is not active, 5 energy points per 10 minutes when the character is active but not in combat, and 5 energy points per round when in combat.

- Level 1 Detection tests using one sense suffer a +4 penalty.
- Level 2 Detection tests using two senses a +4 penalty, or +1 penalty to all tests.
- Level 3 Detection tests using three senses suffer a +4 penalty, or +2 penalty to all tests.
- Level 4 Detection tests using four senses suffer a +4 penalty, or +3 penalty to all tests.
- Level 5 Any detection tests suffer a +4 penalty.
- Level 6 Any detection tests suffer a +5 penalty, or target is practically undetectable.

Example: Sukra (a pseudo-demonic character of indeterminate origin) is something of an enigma to those around her. Her player buys her two levels of 'Chameleon', and defines it as a +4 penalty to detect Sukra if the detection relies either on Magical emanations, or mental signatures: Sukra 'reads' like a blank spot on the wall when trying to scan an area either magically or mentally.

Dimensional Portal (2, 3, 4, or 5 mystic points/level)

See the Demonic Powers sub-Attribute, Dimensional Portal (DCS, p. 44), for a full description of this sub-Attribute, with the following addendum:

For 5 points per level, character can actually enter the dimension at any appropriate location, and exit at another point entirely, provided the exit location is somewhere near the starting entrance. Moving from one entrance point to a separate exit point takes 1 full round (player will be absent from the 'real' world for one entire round, minimum), regardless of the distance traveled, if the character does not stop to retrieve anything while in the other dimension. Generally, the character can emerge from the new exit point and act during the same round.

Example: If the character had the sub-Attribute at level 3 (dimension can be as large as a room), the exit point would have to be no further from the entrance point than the distance that could be traversed by crossing a room. During a fight, the character chooses to enter 'his' dimension on round two. The character plans to enter the dimension through a nearby shadow (since this is how he defined the entrance points to the GM at character creation), move to a new exit point nearby (remembering the distance limitations), and emerge from another shadow behind the enemy. On round two, the character pays the Energy cost for opening the portal, and steps inside. During round three, he does nothing but move from the entrance to exit point. Finally, on round four, he rolls initiative as normal, emerges from the exit point at the appropriate moment, and leaps to attack!

Dissolve into Swarm (2 mystic points/level)

See the Demonic Powers sub-Attribute, Dissolve into Swarm (DCS, p. 44), for a full description of this sub-Attribute. Non-Demonic Supernatural entities will, generally, Dissolve into more appealing forms, such as a swarm of butterflies or sparrows.

Elasticity (1 mystic point/level)

See the Demonic Powers sub-Attribute, Elasticity (DCS, p. 45), for a full description of this sub-Attribute.

Environmental Control (5 mystic points/level)

The Environmental Control Attribute allows a character to affect his or her immediate surroundings. The character must be within visual range of the specific target area to control its environment. However, if the character cannot see the target area (behind a wall, beneath the ground, etc.) he or she can still control its environment with limited accuracy if it is within a hundred feet. The environments that can be controlled include weather, the four elements (Earth, Air, Water, and Fire), light/darkness, et cetera. The Environmental Control Attribute does not limit the character to one single aspect of the environment. The character has the potential to control any and all environment details. Each use of this Attribute drains 10 Energy Points from the character.

The player and GM should determine the type of environment affected during character generation.

Note: If the character does not have conscious control over the environment (such as a mage who inadvertently causes the weather to worsen when he loses his temper), the player should instead purchase the defect Affect Environment.

- Level 1 The character has little environmental control.
- Level 2 The character has moderate environmental control.
- Level 3 The character has good environmental control.
- Level 4 The character has great environmental control.
- Level 5 The character has extreme environmental control.
- Level 6 The character has primal environmental control.

Extra Limbs (1 mystic point/level)

See the Demonic Powers sub-Attribute, Extra Limbs (DCS, p. 46), for a full description of this sub-Attribute.

Flight (2 or 3 mystic points/level)

See the Demonic Powers sub-Attribute, Flight (p. 46), for an alternate version of this sub-Attribute.

Simply, the ability to fly, either by the use of special appendages (2 points/level) or some form of levitation (3 points/level). Normally, the 2 points/level version of this power requires the 'Notable Appearance' defect as well, and is used when the power of flight is



not better explained by the Attributes of Cybernetic Body, Magic, or Psionics.

- | | |
|---------|--|
| Level 1 | At 3-points/level, can rise slowly vertically and moves horizontally without assistance, but only very slowly. At 2-points level, can glide, and must use updrafts to gain altitude. |
| Level 2 | Can move slowly, no faster than a fast walking speed. |
| Level 3 | Can attain speeds up to 75 kph. |
| Level 4 | Can attain speeds up to 200 kph. |
| Level 5 | Can attain speeds up to 600 kph. |
| Level 6 | Might be able to break the sound barrier. |

Hardened (1+ mystic points/level)

See the Demonic Powers sub-Attribute, Exoskeleton (DCS, p. 45), for a full description of this sub-Attribute.

Illusion (2+ mystic points/level)

See the Demonic Powers sub-Attribute, Illusion (DCS, p. 46), for a full description of this sub-Attribute.

Immortal (1 or 10 mystic points/level)

The character is capable of living forever. As an Immortal, the character never ages and (if purchasing the '10 points/level version) might be capable of regenerating Health Points at a rapid pace. When created, the player should explain how the character became immortal and why, and decide whether the character's immortality is of the 1 or 10-point variety. The GM should then consider any noteworthy defects the character might have as a result.

At 1 point/level, the character's life span is simply extended. Each level doubles the character's current life span (assume a starting life span of 100 years), with an appropriate slowing of the aging process (unless the character somehow achieves level 6, at which point they simply cannot die of old age, and do not physically degenerate over the years).

At 10 points/level, the character might be able, at higher levels, to survive the loss of vital organs or limbs (heart or even head). This should be discussed and determined before the beginning of play. Thought should also be given as to what types of damage (if any) can still bring on permanent death to the immortal character, despite this ability.

The table below applies onto to the '10 mystic points/level' version of the sub-Attribute:

- | | |
|---------|--|
| Level 1 | Regenerates 0 HP Doesn't age. Might grow back minor body parts (fingers, toes, etc). |
| Level 2 | Regenerates 1 HP per turn/minute. Regenerates non-vital, major limbs after centuries. |
| Level 3 | Regenerates 2 HP per turn/minute. Can regenerate non-vital, major limbs after decades. |
| Level 4 | Regenerates 3 HP per turn/minute. Can regenerate non-vital, major limbs after years. |
| Level 5 | Regenerates 4 HP per turn/minute. Can regenerate non-vital, major limbs after months. |
| Level 6 | Regenerates 5 HP per turn/minute. Can regenerate non-vital, major limbs after days. |

Inhuman Strength (3 mystic points/level)

See the Demonic Powers sub-Attribute, Unholy Strength (p. 53), for an alternate version of this sub-Attribute.

The character is strong, supernaturally so. The character might be joining a campaign in which such things would be out of sync with the setting, so this sub-Attribute should be approved by the GM. Increased values in this attribute allow the character to lift (and throw) inhumanly heavy objects. Additionally, this Attribute gives bonuses similar to Massive Damage: the additional damage is simply from the remarkable strength of the character, not because any special knowledge of a target's weak spots, and only applies to strength-based hand-to-hand or melee attacks, and thrown weapon attacks involving appropriately large objects.

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- Level 1 The character can throw objects much heavier than could be thrown by a normal human, (throw a bowling ball as though it were a basketball, for example), or simply lift even heavier items (such as a motorcycle). Increase all melee and thrown weapon damage by +5.
- Level 2 The character can lift and throw objects much heavier than could be thrown by a normal human (throw a motorcycle as though it were a basketball, for example), or simply lift even heavier items (such as a small car). Increase all melee damage by +10.
- Level 3 The character can lift and throw objects much heavier than could be thrown at level 2 (throw a small car as though it were a basketball, for example), or simply lift even heavier items (such as a large vehicle). Increase all melee and thrown weapon damage by +15.
- Level 4 The character can lift and throw objects much heavier than could be thrown at level 3 (throw a large vehicle as though it were a basketball, for example), or simply lift even heavier items (such as a trolley car or tank). Increase all melee and thrown weapon damage by +20.
- Level 5 The character can lift and throw objects much heavier than could be thrown at level 4. (Throw a small boat or trolley car as though it were a basketball, for example), or simply lift even heavier objects (such as a house). Increase all melee and thrown weapon damage by +25.
- Level 6 The character can lift and throw objects much heavier than could be thrown at level 5. (Throw a small house as though it were a basketball, for example), or simply lift even heavier objects (such as a large ship). Increase all melee and thrown weapon damage by +30.

Mind Control (4 mystic points/level)

See the Demonic Powers sub-Attribute, Mind Control (DCS, p. 48), for a full description of this sub-Attribute.

Natural Weaponry (1 or 2 mystic points/level)

The character has weapons as part of their physiology, either because they are naturally occurring in that type of character, or have been added through technological, medical, or mystic means. The 2-point version of this attribute indicates body weaponry that is obvious to the casual observer. For four points per level, the character possesses weapons that are not easily noticeable when they are not in use (the weapon emerges from the body of the character, for example).

- Level 1 Damage: 2
- Level 2 Damage: 4
- Level 3 Damage: 6
- Level 4 Damage: 8
- Level 5 Damage: 10

Non-Corporeal Form (3, 4, 5, or 6 mystic points/level)

See the Demonic Powers sub-Attribute, Incorporeal Form (DCS, p. 47), for a full description of this sub-Attribute.

Place of Power (1 mystic point/level)

See the Demonic Powers sub-Attribute, Place of Power (DCS, p. 50), for a full description of this sub-Attribute.

Rejuvenation (1 or 0 mystic points/level)

Generally, this ability (DCS, p. 51), is shown by plenty of Anime characters who aren't supernatural: they're just too stubborn to die, thus in HPMJ, this is the GM's option, it's either a sub-Attribute or a Game mechanic.

Sense (1 mystic point/level)

The character can focus (5 energy points and a successful Soul + Sense check) and sense the supernatural around him. The GM should penalize the character's Soul check to sense disturbances the farther away from the source the character is. (Max Range = 1 mile per level in Sense.) The character might also be able to sense the history or emotional residue of an object, person, or place he could closely observe.

Simulacrum (2+ mystic points/level)

See the Demonic Powers sub-Attribute, Simulacrum (DCS, p. 51), for a full description of this sub-Attribute.

Special Movement (also Swimming, Tunneling) (1 or 2 mystic points/level)

See the Demonic Powers sub-Attribute, Special Movement (DCS, p. 52), or the Swimming and Tunneling sub-Attributes (DCS, p. 53) for full descriptions of this sub-Attribute.

Supernatural Attack (3 mystic points/level)

See the Demonic Powers sub-Attribute, Demonic Attack (DCS, p. 36), for a full description of this sub-Attribute.

Supernatural Defense (3 mystic points/level)

The character gains a virtually undetectable protective field surrounding them that stops up to 10 points of damage per level in the sub-Attribute, but only versus attacks of a specific type. The affect might also have additional odd effects. Examples include a character who has a natural resistance to magical attacks, and whose presence often causes spells of any sort to perform erratically.

Summon Servant (4 mystic points/level)

See the Demonic Powers sub-Attribute, Summon/Control Servant (DCS, p. 52), for a description of this sub-Attribute. The cost/level of this sub-Attribute has been changed, see above.

Transform Victim (3, 5 or 10 mystic points/level)

See the Demonic Powers sub-Attribute, Demonic Contamination (DCS, p. 43), for a full description of this sub-Attribute.

2.4 Character Defects

New Character Defects available are listed in **Table 2-3: Character Defects**. It is recommended that you assign no more than 3 Defects of a 'mundane' type to your character, and no more than 3 that specifically relate to magic, psionic, or supernatural attributes. You GM will determine the exact limit on allowable defects.

Each Defect description suggests the character type that would most likely possess the Defect, but when in doubt, consult the GM for details on how he or she plans to implement your character's Defects. The Defects that are commonly exhibited by psionic- or magic-using characters in various Anime series are listed below:

Magic-using

Requires Gesture (Level 1 or 2), Requires Words (Level 1 or 2), Item Dependency (Level 1 or 2)

Psionic-using

Amnesia, Item Dependency (in the case of cybernetic-interface-dependent powers), Marked, Owned, Recurring Nightmares

Table 2-2: Character Defects

Ageism	Notable Appearance
Affect Environment	Oblivious
Appetite	Owned
Amnesia	Physically Unappealing
Awkward Size	Poor Social Graces
Bane	Poverty
Bad at [Skill]	Recurring Nightmares
Blind	Requires Gesture
Dependant	Requires Words
Directionally Dysfunctional	Restricted Area
Double Damage	Slow
Enemy	Slow Energy Recovery
Honor Code	Slow Healer
Infamous	Trouble Magnet
Irresistible/Hated	Unreliable Equipment
Item Dependency	Voices in Your Head
Jinx	Weakened Mystic Power

Ageism

Your character is either under 14 or over 50 years old. The older/younger people tend to look down on you in most situations- they think you're way to young or old to be of any help in their problems,. Any character with this defect will remain in their age bracket for the duration of the campaign, or must buy it off if the age of the character changes significantly.

1 BP: 10 to 13 for kids and 50-60 for geezers.

2 BP: 5-10 years old or 60 to whatever.

Affect Environment

The character's current mood and demeanor affects his or her immediate surroundings. Generally, the environments affected can include electrical power, weather, the four elements (Earth, Air, Water, and Fire), perception of space (height, width, and depth), material density, gravity, magnetic forces, light/darkness, sound, and many others. The player and GM should determine the environments affected during character generation.

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Note: If the character has conscious control over the environment, the player should instead purchase the Attribute Environmental Control.

1 BP: The character affects limited areas of the environment, or affects a small area.

2 BP: The character affects several areas of the environment, or affects a larger area.

Amnesia

The character has huge gaps in their memory, perhaps as the result of mental trauma or some sort of magical spell.

1 BP: You know a few things about yourself.

2 BP: You have no clue as to your identity or your abilities.

Appetite

The character is constantly hungry and looking for something to eat, and consumes shocking (or impressive) amounts of food when given half a chance).

1 BP: The character will get hungry every few hours or so, whining constantly until fed.

2 BP: The character is constantly hungry and will always follow the smell of food.

Awkward Size

See the Defect, Awkward Size (DCS, p. 55), for an initial description of this Defect. In HPMJ, this defect applies not only to very large, but also very small characters. Characters of either size with 2 points of Awkward Size cannot use 'normal'-sized items with any real success.

1 BP The character is either bulky, such as an ogre, or somewhat small, such as a halfling or gnome.

2 BP The character is remarkably large, such as a giant, or incredibly small, such as a pixie.

Bad at [Skill]

The character with this defect cannot perform a specific skill well. This defect can be used to represent anyone who is really bad at a skill and doesn't get the hint that they should not use the skill at all (cooking, swimming, etc.). 2 BP worth of this defect will cause damage to people or the environment, no matter what the skill is (use your imagination).

Bane

See the Defect, Bane (DCS, p. 55), for a description of this Defect.

Blind

1 BP: Not much of a handicap. Character compensates by some other means (extraordinary sense, psychic sense, etc.)

2 BP: Completely blind. Character might always be last in initiative. The GM should determine specific penalties.

Dependant

You have someone (a kid sibling, elderly relative, or significant other) who always gets in trouble, and you have to bail him or her out. The 'someone' must be a non-player character.

1 BP: The NPC gets in trouble about once every 6 'episodes'.

2 BP: The NPC gets in trouble about every other 'episode'.

Directionally Dysfunctional

(I want to thank my wife for providing a living, breathing example of this defect.)

This character gets lost all the time. Compass directions mean nothing to them, and they frequently swap 'right' and 'left' when either following or giving directions. Finding his own home might be difficult.

1 BP: Character must make a MIND - 2 roll to get from point A to B.

2 BP: Character must make a MIND/2 or MIND - 4 roll to get from point A to B, whichever is *lower*.

Double Damage

See the Defect, Double Damage (DCS, p. 56), for a description of this Defect.

Enemy

At some point in the character's life, they earned themselves an enemy that will hunt them down to the ends of the earth.

1 BP: The enemy is of equal power to the character.

2 BP: The enemy is of greater power than the character, or an entire group is pursuing the character

Honor Code

The character follows a specific and at least somewhat restrictive Code of Honor that dictates his actions in specific circumstances. Examples include Bushido, 'Honor Among Thieves', Oaths of Assistance and Secrecy between Mages, or Vows of Poverty and Charity for a priest.

1 BP: While concerned with the Honor Code, it doesn't loom over every action the character takes, and the character probably chooses not to follow truly extreme dictates of the code.

2 BP: The character lives every moment of their life in accordance with their Honor Code: it is What they Do, it is Who they Are.

Infamous

The character with this defect is famous for something that scares people. Instead of "Can I have your autograph?", the mere mention of your name causes cursing and fleeing.

1 BP: The character is infamous in their home area. Outside of the area, people really don't care who you are.

2 BP: You're as hated as the Dirty Pair, and as well known.

Irresistible/Hated

Members of the opposite sex adore you, members of your own sex find you a hazard and try to remove you by any means necessary. Or vice-versa.

1 BP: Only one or a small group of people finds you irresistible/hates you.

2 BP: Nearly everyone you meet will try to pursue you as a romantic interest, or remove you as a possible obstacle.

Item Dependency

One or more of the (sub-) Attributes the character possesses requires the presence of a focus item. This may mean a specific item that assists the character to channel the required energies, or a generic item of a specific type is required simply to perform the task. If an item possesses powers other than being useful to this defect, it should be constructed using the Item of Power Attribute. Examples include:

- The ubiquitous mystic staff (the head of which, in Anime, consistently resembles the top of a question mark if the character is a mage, or to have rings hanging from it (a *shakujo*) if the character is more spiritual in nature.).
- The use of mandala (prayer scroll strips) to channel energy for exorcism and conjuration.
- An Buddhist exorcist's **Juzu** beads or **Kongosho**.
- A mage's mystical spell components (numerous, but non-specific).
- A 'hacker' -- the character must have access to a cybernetic interface port in order to perform any Psionic Skills, such as Clairvoyance).

Juzu: Also known as *nenju*. 'Rosary'-type beads to keep count while reciting the name of Buddha. Usually juzu have 108 beads. There are also small juzu with fewer beads.

Kongosho: Also known as Vajra. A hand-held item which generally symbolizes the power of wisdom over delusion. Usually made of cut brass and designed to symbolize a thunderbolt.

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1 BP: One or two of the character's (sub-) Attributes depend on the item's presence.

2 BP: Three or four of the character's (sub-) Attributes depend on the item's presence, or the Power requires that both the character and the Target be using the item. (IE: A character with psionics who needs his target to be hooked to 'The Net' as well in order to initiate any intra-character Attributes.)

Jinx

Your character is the current living focus of Murphy's Law: when something goes wrong for you, it usually goes very wrong.

1 BP: You get critical failures on a roll of 11 or 12.

2 BP: You get critical failures on a roll of 10, 11, or 12.

Notable Appearance

The character has a tendency to stand out in a crowd. This is a must for aliens, cyborgs, monsters, mages with full-body tattoos, the extremely unappealing, or any character concept with a very notable appearance.

1 BP: Small horns, blue skin, cat ears, or a notable birthmark or tattoo. In any case, the notable characteristic can be easily concealed.

2 BP: Robots, Demons, and Cyborgs, oh my. The notable appearance is nearly impossible to conceal. This might also be appropriate for gaijin characters in a feudal Japan setting.

Oblivious

Your version of reality is quite a bit different from everyone else's, often despite conflicting evidence.

1 BP: Small 'reality' differences. ("My '76 Pinto is a very safe vehicle.")

2 BP: Large 'reality' differences. ("Why would the government hide anything from the public?")

Owned

See the Defect, Owned by a Mega-Corp (BESM, p. 40), for an initial description of this Defect. This Defect must be broadened in scope to reflect the many ways in which a character might not have complete control over their own actions in a mystic campaign.

1 BP: You still have your free will, even though your actions may be controlled. If you want to act on your own, you must roll your Soul Stat. If successful, you can act (including attacking the 'owner').

2 BP: You can almost never go against the wishes of your owner, no matter what you do. You are a slave in a very real sense and must obey, even if it means your destruction.

Physically Unappealing

See the Defect, Physically Unappealing (DCS, p. 58), for a description of this Defect.

Poor Social Graces

The character hampered in social situations: they can't handle (figuratively speaking) members of the opposite sex, can't speak in public, or are just generally annoying.

1 BP: Okay most of the time.

2 BP: Completely helpless except in specific social environments (chess matches, sci-fi conventions, et cetera).

Recurring Nightmares

See the Recurring Nightmares Defect (DCS, p. 58), for a full description of this Defect.

Requires Gestures

(For another version of this Defect, consult the Sailor Moon Role Playing Game and Resource Book.) A character with this Defect is required to perform an attack gesture or sequence before he can use an Attribute (such as Magic). Damage to the character on the same initiative value as their action disrupts the Gestures and the results of the action, and an immobilized character cannot use the Attribute to begin with. Examples of this

defect in a mystic setting include the involved postures and gesturing of a Western-style mage, or the *Inzo* of an eastern mystic.

1 BP If the attack sequence is disrupted, the attack fails but the character retains the Energy Points that would have been consumed if the attack had been successful.

2 BP If the attack sequence is disrupted, the attack fails and the character loses the associated Energy Points as well.

Inzo: Symbolic hand positions also known as *mudra*. These gestures are done with and without objects held in the hands.

Requires Words

A character with this Defect is required to vocalize aloud (either by reciting a short incantation (such as the *Kuji*, or simply by speaking or shouting the name of a spell) in order to use an Attribute (such as Magic). If the character sustains any damage on the same initiative value as their action, the attack words are disrupted and cancel that action, and a character unable to speak cannot use the Attribute to begin with. The disruption does not prevent taking a second action during the combat round if the character has that capability normally, and it does not cause the loss of Energy Points.

Kuji: The 'nine magic syllables', a spell of Taoist origin that, in Japan, has evolved under the influence of Japanese Buddhism. Kuji are frequently combined with *Inzo*.

1 BP The attack words must at least be whispered.

2 BP The attack words must be shouted.

Restricted Area

See the Defect, Restricted Area (DCS, p. 58), for a description of this Defect.

Slow

The character moves more slowly than others. Appropriate for the crotchety old wizard down the road.

1 BP: Reduce all initiative by 2.

2 BP: Reduce all initiative by 5.

Slow Energy Recovery

The character regains energy points slower than normal. The character cannot take this defect if their effective Mind (for the purposes of determining recovery speed) would be lowered to 0 or less.

1 BP: A little slower than normal: Character recovers Mind-1 per hour.

2 BP: A lot slower than normal: Character recovers Mind-2 per hour.

Slow Healer

The character regains health points slower than normal. The character cannot take this defect if their effective Body (for the purposes of determining healing speed) would be lowered to 0 or less.

1 BP: A little slower than normal: Character recovers Body-1 per hour.

2 BP: A lot slower than normal: Character recovers Body-2 per hour.

Trouble Magnet

Strange things seem to follow and happen to you. When the slimy aliens show up from out of town, they ask to camp in your backyard. Monsters stop by for a spot of tea, when the earth needs a champion you're elected. The GM should restrict more than one or two players in a campaign from taking this defect.

1 BP: Minor weird things (strange animals, minor monsters, space police, minor demons, etc.) bother you frequently.

2 BP: Big weirdness (Demons needing advice seek you out, Lost Dragons stop by for directions, Alien invasions start on your block, etc) comes your way all the time.

Note: Trouble Magnet can be modified in various ways to account for strange occurrences that focus around the character. Examples include *Kidnap Magnet*, *Disaster Magnet*, *Social Disaster Magnet*, *Loser Magnet*, or *Monster Magnet*. Points in these might affect frequency (affects character only once every five or six episodes, up to once every other episode), or severity

Unreliable Equipment

This defect covers the mechanically challenged and the technology impaired.

1 BP: One item acts up, or the character is generally very clumsy with most items.

Every time an item is used, the GM roles 1D6: on a 1, the item malfunctions.

2 BP: It seems that every time the character touches something it either explodes or lets out a little pathetic beep and dies.

Every time any item is used, the GM roles 1D6: on a 1, 2, or 3 the item malfunctions.

Voices in Your Head

You hear voices; specifically, the voice of the other person who rents out space in your head. At 1 BP, the voice is friendly and supportive although it tends to act like a second consciousness. At 2 BP, the voice may have its own goals going or be particularly critical of what you do ('Well that was stupid. What do you think you're doing?'). Note that these 'voices' might have entirely separate Skill Lists, and even Attributes from the 'base' character, and may take over the character's body when they aren't paying attention (such as when the character is sleeping or unconscious).

1 BP: The 2nd voice in your head is supportive.

2 BP: The 2nd voice is critical and might have its own agenda.

Weakened Mystic Power

Possessing this Attribute decreases the number of Mystic Points available for use in acquiring additional Complex Magic or Psionic sub-Attributes. This Defect is only available to those characters with the Magic Psionic, or Supernatural Power sub-Attributes. When a level of Weakened Mystic Power is taken, the player must specify to which specific Complex Attribute the level will apply; thus, this Defect can be taken more than once if it is applied to a different Complex Attribute each time.

1 BP: The character has -2 Mystic Points with which to purchase powers.

2 BP: The character has -5 Mystic Points with which to purchase powers.

2.5 Character Skills

Acrobatics (4 points/level) (B)	Melee Defense (4 points/level) (C)
Agriculture (1 point/level) (M)	Military Science (3 points/level) (M)
Animal Husbandry (2 points/level) (M/b)	Mystic Attack (5 points/level) (C)
Appraisal (1 point/level) (M)	Mystic Defense (5 points/level) (C)
Architecture (1 point/level) (M)	Navigation (3 points/level) (M)
Astronomy (1 point/level) (M)	Performing Arts (2 points/level) (S)
Biology (2 points/level) (M)	Physical Science (2 points/level) (M)
Boating (2 points/level) (B)	Piloting (4 points/level) (B)
Business (2 points/level) (M)	Poisons (2 points/level) (M)
Computers (4 points/level) (M)	Police Sciences (3 points/level) (M)
Cooking (1 points/level) (M)	Ranged Combat (5 points/level) (C)
Crimes, Mental (4 points/level) (M)	Ranged Defense (6 points/level) (C)
Crimes, Physical (4 points/level) (B)	Riding (3 points/level) (B)
Cultural Arts (2 points/level) (S)	Siege Weapons (3 points/level) (M/b)
Demolitions (4 points/level) (M)	Social Sciences (2 points/level) (M)
Disguise (3 points/level) (M/S)	Sports (1 point/level) (B)
Driving (4 points/level) (B)	Stealth (4 points/level) (B)
Education (1 point/level) (M)	Supernatural Skill (3 points/level) (M/S)
Electronics (4 points/level) (M)	Surveillance/Security (3 points/level) (M)
Etiquette (2 points/level) (S)	Survival (2 points/level) (M/b)
Gaming (2 points/level) (M)	Swimming (2 points/level) (B)
Gun Combat (6 points/level) (C)	Tracking, Urban (3 points/level) (M)
Heavy Weapons (4 points/level) (C)	Tracking, Wilderness (3 points/level) (M)
Interrogation (3 points/level) (M/S)	Thrown Weapons (4 points/level) (C)
Law (2 point/level) (M)	Unarmed Attack (4 points/level) (C)
Linguistics (2 points/level) (M)	Unarmed Defense (4 points/level) (C)
Mechanics (3 points/level) (M/b)	Visual Arts (1 points/level) (S)
Medical (3 points/level) (M)	Writing (1 points/level) (S/M)
Melee Attack (4 points/level) (C)	

(C) -- Combat-related skill

(M) -- Mind-related skill

(B) -- Body-related skill

(S) -- Soul-related skill

Two letters listed side-by-side (such as (M/S)) indicates that two or more stats could be the base Stat for a skill check relevant to that skill. If one of the letters is lowercase (M/b), instances of the lowercase Stat being used are rare.

In all cases, reference the HRGB sourcebook for skill descriptions, though costs for certain skills vary.

Acrobatics (4 Skill Points/Level)

Relevant Stat: Body (HRGB, p. 26)

Agriculture (1 Skill Point/Level)

Relevant Stat: Mind

This Skill covers all manner of activities.

Crop Farming covers the planting, maintenance, storage, and marketing of anything from alfalfa to zucchini squash fall under this specialization.

Floraculture covers all manner of ornamental plants, decorative shrubs, and flowers such as orchids, roses, and so on. Grown of herbs is also covered under this heading.

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Horticulture pertains principally to the maintenance of orchards or fruit and nut trees, vegetable gardening, tree farming, and the growing care of most sorts of other plants not otherwise covered in any of the other specializations.

Viticulture is the narrowest of all the specializations, and pertains to the planting, growing, maintenance, and harvesting of grape vines and grapes, as well as vinifying the wine itself.

Specializations: Animal Husbandry, Crop Farming, Floraculture, Horticulture, and Viticulture.

Animal Husbandry (2 Skill Points/Level)

Relevant Stat: Mind, sometimes Body

Similar to Agriculture, this still covers a number of activities related to the raising, maintenance, and marketing of small and large livestock, including bird handling such as falconry, horse breeding and breaking techniques, herding, and just about anything similar.

Specializations: Animal Raising, Breeding, Falconry, Training/Breaking, Herding, and Capturing (from the wild).

Appraisal (1 Skill Point/Level)

Relevant Stat: Mind

This skill is tailored by the GM to fit the character's profession. A thief will have a broad general and specific Appraisal ability, while a librarian will more likely have a more limited scope of discerning the quality and value of items. Appraisal covers such things as: Artwork, Furs, Crystal/Glasswork, China/Pottery, Rugs/Fabrics, Gold/Precious Metals, Jewelry, Handicrafts, Woodworks/Furniture, Garments, Buildings, Workmanship/General Goods, Animals, and Land. Note that in this case, the GM and player must determine the character's areas of expertise, and these areas do NOT give a specialization bonus. Instead, some penalties would be applied to those areas of appraisal with which the character was NOT familiar.

Architecture (1 point/level)

Relevant Stat: Mind (HRGB, p. 26)

Astronomy (1 Skill Point/Level)

Relevant Stat: Mind

This skill covers knowledge of the positioning and movements of the visible planets. Characters with this skill will be familiar with the geography of the moon and have information on the relative sizes and physical descriptions of the planets, as well as which planets, stars, and constellations are visible at certain times of the year. They can use this knowledge to predict seasons, tides, eclipses, etc.

Biology (2 points/level)

Relevant Stat: Mind See Biological Sciences (HRGB, p. 26)

Boating (2 points/level)

Relevant Stat: Body (HRGB, p. 26)

Business (2 points/level)

Relevant Stat: Mind See Business Management (HRGB, p. 26)

Computers (4 points/level)

Relevant Stat: Mind (HRGB, p. 27)

Cooking (1 points/level)

Relevant Stat: Mind (HRGB, p. 27)

Crimes, Mental (4 Skill Points/Level)

Relevant Stat: Mind

This skill pertains solely to those illegal activities which do not involve physical activities. Since there are so many sub-areas of this skill, the GM may choose to allow two different areas of specialization, provided they are somehow related.

Specializations: Blackmail, Bribery, Confidence Games, Counterfeiting, Embezzling, Extortion, Fencing (of goods), Forgery, Fraud, Gambling Operations, Racketeering, Vice, Money Laundering, Misappropriation.

Crimes, Physical (4 Skill Points/Level)

Relevant Stat: Body

This skill pertains solely to those illegal activities which involve physical activities. Since there are so many sub-areas of this skill, the GM may choose to allow two different areas of specialization, provided they are somehow related.

Specializations: Lock-Picking, Ambushing, Pick-Pocketing, Forced Entry, Strongbox Breaking, Shoplifting & Pilfering, Mugging & Robbery, Sleight-of-Hand.

Cultural Arts (2 points/level)

Relevant Stat: Soul (HRGB, p. 27)

Demolitions (4 points/level)

Relevant Stat: Mind (HRGB, p. 28)

Disguise (3 points/level)

Relevant Stat: Mind/Soul (HRGB, p. 28)

Driving (4 points/level)

Relevant Stat: Body

See the Skill, Driving (HRGB, p. 28), for a description of this Skill. Point cost of this skill varies depending on importance of automobiles and related combat in the campaign.

Education (1 Skill Point/Level)

Relevant Stat: Mind

This Attribute is one which deals with the education or training of people, including supervising study. Characters with this ability can teach other individuals the basics of one or more other Attributes (with the approval of the GM) or Skills that they themselves possess at a rating above 2. Such characters might be able to rapidly teach willing people, explain things clearly, find the salient parts of written works, and so forth. The character with the Education Attribute may concurrently train one person for every point possessed in Education skill, unless a magic or psionic skill is being taught, in which case only one person for every 2 points in Education may be instructed. Students may not gain a higher score than their instructor possesses, unless other instructors are sought, or independent training is undertaken earnestly.

Electronics (4 points/level)

Relevant Stat: Mind (HRGB, p. 28).

Etiquette (2 Skill Points/Level)

Relevant Stat: Soul

This ability conveys a multitude of small thins with identify an individual as coming from a certain nationality and/or Social Class. Examples of things covered by this skill are table manners, mode of speech & vocabulary, dress, hair style, casual interests, political and social awareness, breadth and depth of experiences, etc. Rolls against this skill may prove important when a character is trying to impress an NPC, or fit in with a certain crowd.

Gaming (2 points/level)

Relevant Stat: Mind (HRGB, p. 28)

Gun Combat (6 points/level)

(HRGB, p. 32)

Heavy Weapons (4 points/level)

(HRGB, p. 32)

Interrogation (3 points/level)

Relevant Stat: Mind/Soul (HRGB, p. 29)

Law (2 point/level)

Relevant Stat: Mind (HRGB, p. 29)

Linguistics (2 points/level)

Relevant Stat: Mind (HRGB, p. 29)

Mechanics (3 points/level)¹

Relevant Stat: Mind/body (HRGB, p. 29)

Medical (3 points/level)

Relevant Stat: Mind (HRGB, p. 29)

Melee Attack (4 points/level)

(HRGB, p. 33)

Melee Defense (4 points/level)

(HRGB, p. 33)

Military Science (3 points/level)

Relevant Stat: Mind (HRGB, p. 30)

Mystic Attack (5 Skill Points/Level)

The ability to attack more effectively with a magical spell or psionic attack (other than telekinesis). This is an Attack Combat Skill, which is fairly common in any Fantasy setting.

Mystic Defense (5 Skill Points/Level)

This is the ability to avoid mystic attacks. This Defense Combat Skill does not enable a character to actually dodge spells and psionic attacks *per se*. Rather, it is a combination of situational awareness and tactical movement as it applies to spell casting, as well as knowing when to keep moving, and when to find cover. This skill no way assists the character in avoiding the use of non-combat sub-Attributes with detrimental effects, such as a gypsy's curse.

Navigation (3 points/level)

Relevant Stat: Mind (HRGB, p. 30)

Performing Arts (2 points/level)

Relevant Stat: Soul (HRGB, p. 30)

Physical Science (2 points/level)

Relevant Stat: Mind (HRGB, p. 30)

Piloting (4 points/level)

Relevant Stat: Body (HRGB, p. 30)

Specializations in a more Fantastic setting include: Horse-sized flying creatures, Large Flying creatures, Magical items (brooms, carpets, etc), Self

Poisons (2 points/level)

Relevant Stat: Mind (HRGB, p. 30)

Police Sciences (3 points/level)

Relevant Stat: Mind (HRGB, p. 31)

Ranged Combat (5 points/level)

The ability to attack more effectively with a single-person ranged, non-thrown and non-gun-related weapon. This is an Attack Combat Skill, which is fairly common in any Fantasy setting. In settings where firearms are common, this skill would be less expensive.

Specializations: Bows, Crossbows, Slings, Springbolts, etc.

Ranged Defense (6 points/level) (DCS, p. 64)

Riding (3 Skill Point/Level)

Relevant Stat: Body

This skill includes equestrian ability with various sorts of animals in various sorts of situations. Rolls may be necessary to control a mount under difficult conditions and to successfully negotiate obstacles.

Specializations: Horses/Mules/Asses, Camels, Elephants, Racing, Difficult/Unbroken Animals, Teamstering.

Siege Weapons (3 Skill Points/Level)

Relevant Stat: Mind

This skill covers all manner of weapons that are not individually held or employed but are nonetheless common in warfare. This includes engines and machines with hurl arrows, javelins, spears, harpoons, rocks, metal balls, etc. Those constructed with arms of crossbow-like sort and use tension to propel their missiles are generally called ballistas or scorpions. Those using the principle of torsion are called catapults, mangonels, or onagers. The great machines that use counterweight are called trebuchets. There are also some few other sorts that your Gamemaster might wish to include. ("Passive" weapons such as bristling barriers or archer's stakes, *chevaux de frise*, cauldrons of boiling liquid or flaming oil, jets of flaming liquid, wheeled vehicles a-spike or aflame, 'gravity motivated' cylindrical or spherical objects, and so on.

Specialization: Tension weapons, Torsion weapons, Counterweight weapons, 'passive weapons.'

Social Sciences (2 points/level)

Relevant Stat: Soul (HRGB, p. 31)

Sports (1 Skill Point/Level)

Relevant Stat: Body

(HRGB, p. 31), for a description of this Skill. This skill, in a fantasy setting, has different specializations.

Specializations: Mounted Individual, Mounted Team, Individual Non-Violent, Individual Violent, Team Sports

Stealth (4 points/level)

Relevant Stat: Body (HRGB, p. 31)

Supernatural Skill (3 Skill Points/Level)

Relevant Stat: Mind/Soul

This is the ability to skillfully use non-combat-related magic, psionic, or supernatural power sub-Attributes. In application, it gives the character a bonus to their Soul or Mind checks when using any of the non-Combat applications of the sub-Attribute in question. This skill may be purchased several times.

Specialization: Any specific non-combat sub-Attribute under Magic, Psionics, or Supernatural Power that requires a Stat check. Examples include: Flight, Scrying, Conjunction, Astral Projection, Meditation, Telekinesis, Supernatural Movement, et cetera.

Surveillance/Security (3 Skill Points/Level)

Relevant Stat: Mind

This skill is used when guarding and protecting an item from theft, acting as a bodyguard, or watching an area to prevent intrusion and unwanted access (or as a method of monitoring it). The character with this skill will be able to recognize any setting that is conducive to an attempted theft, ambush, or breach, and will know how to correct the situation as well as circumstances might allow.

Survival (2 Skill Points/Level)

Relevant Stat: Mind/body See *Wilderness Survival* (HRGB, p. 32)

Specializations: Arctic, Aquatic, Desert, Forest, Jungle, Mountain, URBAN

Swimming (2 Skill Points/Level)

Relevant Stat: Body

Swimming measures a character's ability to swim in any body of water. Another application of the skill is Diving, the ability of the character to jump into a body of water from a height without sustaining injury.

Tracking, Urban (3 points/level)

Relevant Stat: Mind See *Urban Tracking* (HRGB, p. 32)

Tracking, Wilderness (3 points/level)

Relevant Stat: Mind See *Wilderness Tracking* (HRGB, p. 32)

Thrown Weapons (4 points/level)

(HRGB, p. 34)

Unarmed Attack (4 points/level)

(HRGB, p. 34)

Unarmed Defense (4 points/level)

(HRGB, p. 34)

Visual Arts (1 points/level)

Relevant Stat: Soul (HRGB, p. 32)

Writing (1 points/level)

Relevant Stat: Soul/Mind (HRGB, p. 32)

2.6 Background Points

When designing a character for BESM, players can each extra background points for several different contributions, including providing background for the character. If using HPMJ, GM's might consider awarding additional background points to a player who designs new spells for his or her character, especially if the new designs will add more depth or history to the magical background of the GM's setting.

Additionally, players designing supernatural characters might also get Background Points for detailing the history of the supernatural species that the character comes from. Finally, psionic characters might get Background Points, depending on the setting, for providing background from the character's point of view on the nature of Psionics in the setting. (Such as a hacker character in a cyberpunk campaign writing information about the evolution and development of 'The Net'.

3 Game Mechanics

3.1 Introduction

The combat rules expansions detailed here are designed to mimic Anime-style mystic powers in combat – flashy, generally powerful, fairly fast and usually very spectacular. Mystic combat is fun to watch, and should be fun to play. *Hocus Pocus, Mumbo Jumbo*'s aim in this regard is offer combat options for the player's and GM that allow them to *simply* and enjoyably recreate the great mystic battles that are found throughout Anime.

3.2 Combat

Characters are generally permitted to take a maximum of one offensive action and one defensive action each round (more if they have the Extra Attacks Attribute). When a character is casting a spell, any levels that character might have in Extra Attacks are DISREGARDED for both bonus attacks and bonus defenses.



3.2.1 Taking Action

3.2.1.1 Initiative

Each player involved in combat rolls one die and adds the result to his or her character's Attack Combat Value. *Hocus Pocus, Mumbo Jumbo* does NOT recommend allowing the use of Focussed Combat Levels in Spell casting (we do not, in fact, recommend the use of Focussed Combat levels, period), skill levels in Spell Casting should be purchased instead.

A character who is performing a 'short ritual' (see below) in order to allow the use of more Energy Points on a spell, acts on the same initiative result in subsequent rounds as they did on the round in which they began casting. (Once the casting completes, the character may roll a new initiative for following rounds.)

3.2.1.2 Attack

When a character casts a spell or use psionic or supernatural abilities during combat, he or she may attack any one target or group of targets (if the attack allows for multiple targets) that are WITHIN LINE OF SIGHT. The GM might enforce other limitations, but the basic rule with such powers is that, barring the use of Clairvoyance or Scrying spells, if the character cannot see the target, they cannot attack the target. Use of Magic, Supernatural, or Psionic Attributes that do physical damage of some sort are also resolved during this time, but attacks involving direct or indirect mind contact are governed by the Mind Combat rules (BESM, page 59).

For a Magical, Supernatural, or Psionic attack to succeed:

- The player must subtract the Energy Cost for the attack from his current Energy Point total. If the character does not have enough Energy to cast the spell, they may choose to make a Soul check at +2. If the check is successful, the character may use the attack, and the 'extra' Energy Cost for the attack is taken from the character's HEALTH Points.
- The player must roll less than or equal to his or her character's Attack Combat Value on 2 dice (including all Attribute/Skill bonuses and Defect penalties).

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Damage is delivered for any successful attack that is not fully or partially avoided through the opponent's defense roll.

Any natural roll of 2 OR (optionally) any dice roll (natural or modified) that is 8 or more points lower than the character's ACV is considered to be a critical success and can only be negated by a critical success on the opponent's defense roll. A critical success also inflicts increased damage on the opponent, (as outlined in BESM, page 54 or on the **Critical Hits, Random Damage** table below).

The 'Never Repeat!' Rule

This completely optional rule was developed after watching many, many Anime shows as well as Anime-style fighting games. Simply stated, the Never Repeat rule reads: "**"When using any mystic attack or spell, the attack automatically fails if that same attack was used by the character, successfully or unsuccessfully, in the round that immediately preceded."**" If, in the preceding round, the attack was successful, the attack simply fails, possibly going a bit awry (damaging random scenery). If the attack already failed in the previous round, the second attack fails spectacularly: consequences, either dire or humorous will be had. Some possibilities include giving the target a free round of attack on the stunned character, rebounding the attack on the character while the target taunts and laughs, or healing the intended target somewhat while the character scrambles for cover, because the character's foolishness gives them a 'second wind'. It behooves the Mystic to develop more than one 'cool attack'.

Villains above grunt-level are in all cases exempted from this rule. The fact that they can kick the player's butts round after round with the same attack is just part of what makes them so evil. Mua-ha-ha.

Modifying Combat Spell Effects

The GM and players should always keep in mind that spells and supernatural effects can be modified extensively through the use of Energy Manipulation of the Attack, and Affects and Defects that can be 'built into' a Spell or Supernatural Attack.

The Short Ritual

Sometimes, the player will design a spell that simply can't be cast within the normal limitations of the character's Soul: in other words, the cost of the spell in energy points is greater than the Character's Soul x 2. The character can choose to use a 'short ritual' to give them greater freedom regarding the energy limit. For every complete round that the character performs a ritual during the spell casting to focus their power (chanting, incantations, etc.), the player doubles their current energy point limit, for that casting only.

Example: In our Energy Manipulation example, we saw that Fortuna was casting a White Magic Empowerment, meant to last for one combat, and to affect six targets. With a 10 soul, Fortuna can spend a total of 20 energy points on any given spell, but the spell she is casting requires 36 EP to cast. Fortuna spends one full round reciting a prayer to her deity to bless her companions, and in the following round, on the same initiative score that she began the short ritual, she actually completes the spell. Because of the short ritual, Fortuna's energy point limit is raised to 40 for this spell only. (20 x 2 = 40).

If Fortuna's spell has required more than 40 energy points, she could have announced a longer short ritual, thus doubling her energy point limit for every round she spent on the ritual.

If the character sustains any damage during the round or rounds spent on the short ritual, the spell and ritual are disrupted, but no energy points are lost (the character is at a +2 to defend during the short ritual). The Short Ritual in no way increases the maximum allowable damage, protection values, or healing limit imposed by the character level in a sub-Attribute. Only modifications from Energy Manipulation can surpass these limits.

3.2.1.3 Defend

If a character is the target of a mystic attack, he or she may attempt to defend against it by either blocking, dodging or fleeing. Defensive actions are not carried out according to Initiative order, but are resolved immediately after the attack.

Avoiding Spells and Effects

The best way to entirely avoid a spell or other mystic effect is simply to not be targeted by it. Always remember the 'Line of Sight' rule for the use of these powers: If They Can't See You, They Can't Hit You. (However, if they can see the house you're hiding in, they might simply attack that...)

If it is already too late to avoid being targeted by an effect, the player may opt to dodge it. If the character successfully uses one of their defensive maneuvers for the round to avoid the effect (rolls at or under their DCV), the effect will either be negated (if it was designed to target a single individual) or halved (if the effect has an area of effect or is a *spreading* attack).

Blocking Spells and Effects

There are two ways a spell-caster or psionicist (and, optionally, someone with a Supernatural Attack) may try to Block an opponent's spell or attack effect:

- If the character decides to hold their supernatural attack until a later point in the combat round, they may 'meet' an opponent's attack with one of their own. The success of both characters' spells must be determined. If both spells are successful, they 'collide'. Whichever spell ends up with a higher damage result 'wins': subtract the damage total of the 'losing' spell from the damage total of the 'winning' spell, and the remaining damage will convey to the winner's original target.
If the 'winning' spell did over double the total damage of the losing spell, do NOT subtract the losing spell's damage total from the winner's: the winning spell instead 'blows through' the weaker spell without being noticeably weakened.
- If the character has neither attacked or defended during the current round, AND had declared the use of a supernatural attack (spell, psionics, etc), they may 'abort' both their attack and defense in favor of using that attack to block another character's attack immediately. The success of this effort is determined as above, except:
 - The character who 'aborts' to perform the block loses their defense roll for the round.
 - The character rolls against their Defensive Combat Value instead of Attack Combat Value to determine success of the spell, unless the spell they are casting is Defensive in nature (see Defensive Magic, below).
 - If their attack 'wins the collision' extra damage does NOT move through to hit the opponent (the character was in fact targeting the spell itself, instead of aiming 'through' it.)

Like versus Like

When a character meets another character's supernatural attack with a similar attack (ie: fire with fire, water with water, telekinesis with telekinesis), there are several possibilities for 'special results':

- The two attacks negate each other, reacting in a violent display of pyrotechnics.
- The two attacks ignore each other, passing through without change towards their targets.
- The two attacks feed off of each other: each effect gains half the opposing effect's damage result, adds it to its own damage result and proceeds on towards its target (possible with certain Black Magic, for example).
- The two attacks react just as any other opposing attacks would react: see the rules for 'blocking', above.

Generally, no single rule will apply to every supernatural attack in a campaign: consult your GM for her take on the subject, or simply wait to find out what happens during game play.

Defensive Magic

Defensive Spells are particularly suited to blocking other spell affect, hence their name. If a character uses a Defensive spell to block an attack, they receive a -2 bonus to their Attack Roll, although excess damage does not 'blow through' to hit the opponent. When 'Aborting' to block an affect (see 'Blocking Spells' above), and using a Defensive Spell, the character rolls against their Attack Combat Value, but without the -2 bonus.

3.2.2 Delivering Damage

The damage of a successful supernatural attack is determined one of two ways:

- It is equal to the sum of the attacker's Attack Combat Value and Weapon Damage Value (Use this rule when the attack is a physical object, such as a levitated rock).
- The damage has been calculated during the spell design process, and is either a set value, or the random sum of a certain number of dice, determined by the spell's 'Maximum Potential Damage'.

In either case, the player can elect to reduce the damage below the final result, to a minimum of 1 point of damage.

Random Damage (Optional Rule)

In a Mystic or Supernatural milieu, damage totals can get remarkably high. This is somewhat understandable: it's hard to believe that a spell that can flatten a small town is not going to hurt quite a lot if it's directed at an individual. To avoid imbalance between those characters who have Mystic powers of some kind and those who do not, the GM may decide that an effort needs to be made to balance the playing field somewhat. One of the best and easiest-to-implement rules is that of Random Damage.

- To determine a random damage result, divide the Maximum Damage Potential by either 10 or 6. The result is the number of either 10- or 6-sided dice to roll when adding up damage for the spell.

In the event of a critical success (any natural roll of 2 OR any dice roll (natural or modified) that is 8 or more points lower than the character's ACV) when using Random Damage, the attacker rolls one die and matches the result to those listed on the table below.

Critical Hits, Random Damage

Die Roll	Damage Modifier
1-3	Either Double the rolled damage or simply apply the maximum damage for the affect.
4-5	Double the Max damage, or Triple the rolled Damage.
6	Triple the Max damage possible, or Quadruple the rolled damage. (Or instant kill).

3.2.3 Weapons and Armor

As a general rule, weapons cannot be used to parry supernatural attacks, unless they are appropriate items of power (check with the GM), or the attack being made is somehow material in nature (a telekinetically-hurled

telephone pole). In most cases, normal armor will negate an appropriate amount of spell damage, as per normal, unless the effect is designed to do Mental damage instead of Physical damage (Energy points instead of Health points); in this case, only enchanted armors will help protect against the attack (consult your GM).

3.3 Non-Combat Actions

The world is full of things for your character to do and accomplish that in no way involve combat – shocking, but true. When a spell- or psionic- using character wants to do something with their abilities outside of combat, use these guidelines.

First off, virtually any out-of-combat application of Magic or Psionics **in which the result may be in doubt** will require either a successful Soul or Mind check, respectively. Either check will be modified by the GM, as appropriate, to simulate the relative difficulty of whatever task is being attempted.

4 Designing Magic

4.1 Introduction

Hopefully, one of the greatest contributions to BESM that Hocus Pocus can claim is a means to make spells design interesting, relatively *simple*, and fun. The rules on spell design detailed here are designed to govern both the out of character and in character work necessary to create and design spells specifically for the character. *Hocus Pocus, Mumbo Jumbo's* aim in this regard is offer design options for the player's and GM that allow them to enjoyably design or replicate the amazing mystic effects that are found throughout Anime.

4.2 Spell Design

When designing a new spell, the player (or GM) needs to deal with two separate procedures. First, the player, using the guidelines supplied here and the information under the Magic sub-Attributes in question, determines the 'hard numbers' that define the spell: affect, duration, area, et cetera. This is essentially an out of character task (aside from making sure that the 'feel' of the spell matches the character's nature), but is quite important. Following that, the player must work with the GM to deal with the In Character time and research efforts that must be made by the character to successfully design the spell *within the confines of the game setting*. The specific details of both tasks are detailed below.

4.2.1 New Spells Out of Character

Designing a new spell is a complex but rewarding process. The straightforward steps to designing a spell for your character are:

- Determine what you want the spell to accomplish.
- Decide on the base level of the spell, as well as the basic affect you want the spell to have. Identify the energy cost for the Base Spell.
- If necessary, determine what Energy Manipulation needs to be applied to the base spell to make it do what you envision. Once this is known, determine which increases or decreases the Energy Manipulation entails, and identify the cost of these modifications.
- If the Energy Manipulation modifications change the cost or limits of the Base Spell, determine the new cost and limits.
- Add the Modified Base Cost to the Energy Manipulation cost. This is your Casting Cost. If this amount is too high or too low, modify the Base Spell or Energy Manipulation as necessary. Remember that the Character cannot spend more than their Soul x 2 on a spell without the use of a Short Ritual.
- Check the spell with your GM to make sure it is acceptable (if you haven't already), and determine the amount of In Character time that will need to be spent on research.

Example: Margie, Fortuna's player, wants to design a new spell for her little Warrior of Justice!™. What she has in mind is essentially a combat spell in which she confronts the unholy legions of the undead with the power of her deity's Super Fist of Justice (again,™). She will be basing this spell on her levels in the Magic sub-Attributes of Spirit Magic Offense and Energy Manipulation, both of which her character has at level 3.

First, she determines the basic level of the Spell. Since this is going to be a new, powerful spell for Fortuna, Margie wants it to be a good one. She wants the level to be 3 (the highest she can currently cast), and do as much damage as possible (at least 30). To cast an Elemental Spirit Magic Offense spell that does 30 points of damage will cost Fortuna 10 energy points, but Margie's not done yet. She notes this Base Cost and continues.

Next, Margie determines what, if any, modifications Fortuna would like to make to the spell using Energy Manipulation. She knows the spell will only affect undead or evil supernatural creatures, so she takes Limited Targets. She also takes one level of Shortened Range (the fiends must be close to her to feel the Wrath of Justice (again with the TM)). For advantages, Margie selects 3 increases to the number of affected targets (6), and one increase to the Maximum Damage of the Spell. She also decides the spell will do Energy rather than Health damage, but as noted in the description for Elemental Spirit Magic Offense, she gets that modification for free. In total, she has to pay for 2 increases (4 increases – 2 decreases = 2 increases) at 6 energy points each, for a total of 12 energy points for Energy Manipulation.

Having completed her choices for Energy Manipulation, Margie checks for any cost modifications these Manipulations might have had on the base spell. She bought a 10 point increase to the base damage, and so pays 3 more energy to add an additional 9 points of damage to the spell.

Subtotaling, Margie notes that her spell 'The Holy Light of Justice' does 39 points of energy damage to as many 6 targets, the spell is limited in its targets to undead or evil supernatural beings, and will cost a total of 25 energy points to cast (10+3+12=25). Fortuna's Soul rating is a 10, which means the most she can spend on any single spell without the use of a Short Ritual is 20 energy.

Mumbling, Margie considers using the Short Ritual, but too be honest, she doesn't want to be able to spend more energy, she wants the spell to cost less. Looking over Energy Manipulation, Margie decides that all that Calling on TPTB business takes awhile, and selects an additional decrease of 'Slow' – the spell takes a full round to cast. This decrease lowers her total energy point cost to 19: just under her normal limit of 20.

Finally, Margie presents the new spell design to her GM, who decides it looks good, except for the term 'supernatural evil creatures', which he finds too broad. They agree on undead and 'creatures whose dimension of origin is a negative plane of reality.' The GM checks out the final spell, and tells Margie that the spell will take four weeks and four successful Soul checks for Fortuna to research and design on her own. Alternately, it will take two weeks and two Soul checks if she can find an instructor who knows the ins and outs of such magic. (See **New Spells in Character**, below.)

Margie sighs, and prepares for the real work.

4.2.2New Spells In Character

Researching and developing a new spell in character is a time-consuming and difficult process. Your GM will probably ask for additional efforts than those listed below, but the straightforward minimum requirements for In Character spell design are these:

- Calculate the effective level of the new spell (see **New Spells Out of Character**, above).
- A minimum of one day to one week of research time must be spent designing the spell, multiplied by the level of the spell itself, plus one week if Energy Manipulation is part of the spell. During this research time, the player must spend no less than eight hours of each day working on the spell in an appropriate setting. Each day in which this does not occur adds another day onto the completion time, and possibly additional Soul checks (see below) if the added time becomes excessive). The time and number of Soul checks required is halved if the character can find a willing and able tutor.
- A successful Soul check must be made for each level of the spell, plus an additional Soul check if Energy Manipulation is involved in the spell. Additionally, there is a penalty to the die roll equal to the level of the spell. A failed Soul check adds another week of research time and another Soul Check. Two consecutive failed checks mean the character has to start over from the beginning.

Example: Sean Levy is designing a new Elemental Fire Attack Spell, "The Full Monty", whose aim is to burn the clothes completely off the victim- err, target, thus leaving them in the buff, but relatively unharmed (1st- or 2nd- degree burns only). After working out exactly what he wants the spell to do in game terms, Sean's player notes that the spell is Level 2 Fire Magic, and requires Energy Manipulation (big surprise there). After consulting with the GM, Sean plans for this spell research to take a total of 3 weeks (2 levels + Energy manipulation) and require 3 Soul checks, with a +2 penalty on all the Checks.

Sean's Soul is a 10, and he passes the initial test easily with a 5. One week of research passes by without event when the player informs the GM that Sean is not taking visitors of any kind, or leaving the lab under any circumstances.

Unfortunately (for the player), Sean has the 'Easily Distracted' disadvantage, and by the second week, the GM decides Sean is getting a bit stir-crazy. Sean passes the Soul check (barely) with an 8, but spends a great deal of his time during the week out on the town, resulting in five days in which he failed to spend at least 8 hours working on the research. This adds 5 additional days to the research time, which the GM rules is close enough to a full week to require a fourth successful Soul check. As the third week rolls around, Sean's player grumbles, picks up the dice, announces that Sean is buckling down and getting back to work... and proceeds to fail the Soul check with a 9. (Remember the +2 penalty on the checks).

The GM and player decide that the week is a fruitless rehashing of everything Sean had already worked out in the first week, but had mostly forgotten during the second week of revelry. At the end of the week, Sean's player grabs the dice with some small amount of fear, but lucks out; he rolls an eight, which is just enough to succeed.

One week, five extra days for slacking off, and two more successful Soul Checks to go...

At the end of the week, Sean makes his third successful Soul check, but since he lost so much ground while out on the town, he still has 5 more days of research (and another Soul check) to go.

As the days drag on, the GM again brings up Sean's Easily Distracted nature, but the player rebounds after the first night of debauchery, declaring that Sean was plagued all during the night with dreams of endless months spent researching one simple spell. The GM laughs and admits that Sean is probably too annoyed at this point by the added research time to allow himself to be distracted, and Sean only loses one additional day to his wandering eyes.

Finally, after 6 long days of solid work, Sean's player takes up the dice for the last check, and rolls a natural 3. Success! Sean dons his finest party clothes and heads out to find the over-bearing snob who inspired him to dream up the spell in the first place.

4.2.3Combining sub-Attributes

When designing a new spell, a player may wish to integrate the effect of two separate sub-Attributes, not including the common combination of Energy Manipulation with other sub-Attributes. Examples include combining Earth and Fire Offense to make a Lava Burst spell, or combining Spirit Offense and Metamorphic sub-Attributes to create a shape-changing Attack (turning the target into a Lilac Bush, for example). The benefits of such a spell combination are numerous:

- If the spell is an attack spell, the effectiveness of any magical barriers or blocks the spell encounters are halved before the contest begins.
- If the spell is defensive in nature, the effectiveness of any magical attack against the barrier is halved before damage is applied against the spell.
- Non-damaging combat spells are avoided at a +2 on the defensive rolls.
- Non-combat spells effects are increased, or any efforts to dispel them are made at a penalty, due to the complexity of the spell.

Such combined spells do have some downsides, however:

- The most expensive result-to-energy point ratio of the combined sub-Attributes is used in all cases.
- Maximum Damage/Protection/Healing/Affect limits are dictated by the lowest current limit enforced by any of the involved sub-Attributes.
- Any Energy Manipulation costs are doubled for the spell.
- One week is added onto the base research time during spell design, and additional +1 is applied to all Soul checks related to the Research.

- Combined sub-Attribute spells are generally more complicated to cast, and suffer a +1 to all Soul, Attack, and Skill rolls related to the successful casting of the spell.

4.3 Example Spells

'Secret Armor'

This spell overlays mystic armor onto the normal garments of the character. The armor is not obvious to normal observation, (it 'shadows' the clothing somewhat, but can be cast on an under layer of clothing) though to mystic perception it would be quite apparent. The spell provides 9 points of protection versus all attacks, and can absorb 30 points of damage before it is dispelled. Normally, the spell will fade at either sunrise or sunset, whichever comes first.

Sub-Attribute:	Basic Defense	Energy Manipulation:	2 increases to Duration
Level:	3 rd	Total Cost:	Level 3 Basic Defense 2 Energy Manipulation increases.

'Bounce'

This somewhat unusual spell approaches protection from another angle: rather than reducing damage to the target, it negates it entirely. This spell protects the target by adding resiliency (even to hard or brittle items), and enabling otherwise bone-shattering collisions to occur between two objects without damage. A fragile item thrown against a stone wall will harmlessly bounce away if either item had this spell cast on it. (although if it were directed at the wall, the object will likely break when it hits the ground). This spell completely negates as many feet of falling (or throwing) distance as the protection spell would normally stop in damage. If the target of this spell falls further than that, all damage from the remaining distance of the fall is halved.

Sub-Attribute:	Earth Defense	Energy Manipulation:	1 increase to Duration 1 decrease: 'limited targets' (impact damage only)
Level:	1st	Total Cost:	Cost: however many points of protection is desired by the caster. Energy Manipulation effects negate themselves.

'Air Balm'

This spell has a dual purpose: protect the caster's companions and bear them away from danger. The protection takes the form of a large ball or bubble in which all the caster's companions are contained. The ball can be controlled by the caster, and can fly a slow rate of speed. The armor provides 30 points of ablative protection.

Sub-Attribute:	Air Defense Air Motive	Energy Manipulation:	1 increase to Duration 3 increases to targets (total, 6)
Level:	3 rd	Total Cost:	30 points of protection. Level 3 Air Motive Magic casting cost. 2 Energy Manipulation increases.

5 Chapter 5: Game Master's Section

5.1 Mystic's in Anime

Ancient Japan

The characters are pawns of the gods, directed by TPTB to keep the world in order, the Shogun in power, and the Demon Army from taking over the Island. Waitaminute, WHAT Demon Army?!?

In Anime: Ninja Scroll, Yotoden

Fantasy

High or low, this is the home of Magic. There are too many possibilities here to list.

In Anime: Record of Lodoss War, Slayers, Ruin Explorers

Recent History

The characters are dabbling mystics living in the late 1920's in New England, where they are slowly becoming aware of the horrors that rule the night, once ruled the world, and wish to rule it again. Can they keep their sanity, as they stand alone against the gibbering horde?

Modern, Comedy/Drama

The characters are minor gods and mortals cast together willy-nilly in a large college dorm: the godlings are just trying to get back in the good grace of the Boss and figure out why there's so many eclipses recently. The mortals just want to pass Bio.

Or

The characters are members of an elite defense squad who's secret mission is to close or contain the mystic portals known as "Hellmouths" that are cropping up all over the planet. They are a mix of mystics, half-breed demons, Chosen Ones (can that be pluralized?), and gun-toting soldiers with a mad-on for destruction.

In Anime: Oh My Goddess!, Tenchi Muyo, El Hazard, Blue Seed, Mai the Psychic Girl

Near Future

The characters are martial artists and mystics battling with one another to control the Nine Keys of Major Whupass. Eventually, you'll all band together to fight someone even more mind-numbingly dangerous than you are. Each game session covers only 25 seconds of Game Time.

In Anime: Don't make me say it.

Or

The characters live in a world in which magic and machine exist side by side after 'The Waking'. Trolls play in rock bands, elves drive luxury cars, corporations run everything, and they look for losers like you to do their dirty work.

Far Future

The characters, representatives of the evolved human race that has finally embraced it's psychic heritage, are part of an exploratory force whose task is to find a new planet to inhabit. (*What, you didn't think Mystic Powers would be enough to save the Ecology's tailspin, did you?*)

5.2 Advice for the GM - Controlling Magic

Hocus Pocus, Mumbo Jumbo has made a concentrated (and painfully extended) effort to make sure that the spell design and casting system presented allows the player to have fun with a mystic character without completely overshadowing her fellow players. If, however, you find that the influence of Mystic Powers does not match your vision of the campaign, there are several ways to maintain the system while adjusting the power level.

5.2.1 Lowering the Power

Reduce the Maximum Energy limit: As presented, a character can spend energy points equal to their Soul x 2 on a given spell. Setting the Base Limit equal to the character's Soul, several results follow: max energy in a spell will drop, which generally means that the spells will either pick up more decreases, or their effect will weaken; characters will be reciting Short Rituals of at LEAST one round in length for any spell of importance, which makes them more vulnerable and thus, more human.

Increase the Cost of sub-Attributes: Simply, add 1 point/level to the current cost of all the sub-Attributes.

5.2.2 Upping the Power

It's unlikely, but in the off-chance you want the power level of Magic to go up, there are a few adjustments that can be made:

Allow Extra Attacks: This in turn will allow the characters to toss off more than one spell in a round.

Decrease the Cost of sub-Attributes: It's simple mathematics: lower costs means higher levels means bigger spells.

Lose the sub-Attributes: Forget about the Mystic Points. The character with Magic or Psionics is assumed to possess all the listed sub-Attributes at the same level as they have the Main Attribute. The information contained under each sub-Attribute would then be used simply as a guideline as to what the character can accomplish. This option is recommended only for campaigns which are both high-power and peopled mostly with mystic PC's.

5.3 Designing New sub-Attributes

The reader will, I hope, bear with me on this particular section. When I was going through the work of creating all of the example Magic sub-Attributes (and believe me when I say that they are almost ALL meant as optional entries, to be used or discarded as appropriate for each campaign), I didn't have a set method of construction. I did what felt right. I'll try my best, for those GM's who find the sub-Attributes insufficient to the task, to give you at least a decent broad guideline to steer by.

What does the sub-Attribute basically do?

You'll forgive my conceit, but by and large, I think that I managed to cover almost all of the true broad categories of magical achievement: there should be at least a close approximation to what you want to accomplish already provided. In this step, your task will be to identify under what broad category your new sub-Attribute will fall: Defense? Offense? Movement? Transmutation? If no sub-Attribute seems to fit, feel free to contact the author (bear@bears-cave.com).

How is the sub-Attribute different?

Presumably, your new sub-Attribute is different from those already presented, otherwise, why go through the effort of reinventing the wheel? Determine in what ways your sub-Attribute varies from the 'Base' version of the sub-Attribute. Does your new Offensive sub-Attribute do more damage than the base version, or is it less

controllable, more easily targeted, et cetera. Does your new Motive magical talent limit who and what the caster can affect, and so on.

Is the sub-Attribute more or less powerful than the base?

This is where your GM's gut instinct must be given control of the proceedings. Take a good hard look at the new sub-Attribute: in practice, will this sub-Attribute be more or less powerful than the base? (Perhaps it will be about the same power level, simply with different strengths.) When this has been determined, move on to the next step.

Assign a Cost.

Using the Base sub-Attribute as a guideline, assign a cost per level to the sub-Attribute. You will be the best judge as to the correct cost of the new group, but don't be afraid to correct yourself once the new sub-Attribute has seen some in-game testing. I'm not ashamed to admit that almost every single one of the Magic sub-Attributes within this book have had their cost/level as well as their affects changed at least once, usually several times.

Test it.

Finally, you've reached the fun part. If you can, try to test the new sub-Attribute with an NPC first; it's much easier to tweak a point cost here and there with a character you control than constantly mucking about with your player's characters. Trust me on this, I speak from personal experience.

Example: A new player enters the playgroup, and has designed an exorcist-style priest: a young man who is committed to driving out evil in all its nefarious forms. During character generation, the player hits a snag: he's looking over the Offensive sub-Attributes and doesn't see what he wants: Offensive White Magic. Consulting with his GM, he debates the point until she realizes that while she doesn't personally think White Magic is very offensive in nature, Basic Offense or Elemental Spirit Magic simply won't do for this character. Taking pen in hand, she sets about to create a new sub-Attribute.

"What does the sub-Attribute basically do?"

As mentioned above, the purpose of the sub-Attribute is Offensive Magical castings. Thus, the GM's base sub-Attribute to start from is Basic Offense.

"How is the sub-Attribute different?"

Damage-wise, the GM decides that the damage ratings per level from Basic Magic are not wholly out of line, so she decides to stick with those. She also decides that White Offense has one free benefit and one 'free' downside. The magic affects limited targets, which the GM defines as 'can only harm the truly evil'. On the upside, the spells are automatically armor piercing versus mundane physical armor. She also notes that any attempts to use this magic on those who are not truly deserving of its wrath will result in unspecified consequences for the caster – this particular side-effect has no point value, it's simply an aspect of the campaign setting.

"Is the sub-Attribute more or less powerful than the base?"

Generally, the sub-Attribute is about the same power level as Basic Offense, although that Armor Piercing affect is nice. Aside from that, the GM decides that learning the Offensive aspects of White magic should be a rare and powerful gift from the temples of the land. Thus, while the sub-Attribute itself is only a smallish improvement over Base, she decides that, within the setting it is 'better', because of its rarity.

"Assign a Cost."

The GM notes that the cost per level for Base Offense is 2 points/level. She has decided that White Offense is just a bit better than Base (at least within the setting itself), and as a result assigns a cost of 3 points/level.

"Test it."

After carefully discussing with the player the affects of the sub-Attribute within the setting, the GM

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explains that the sub-Attribute will still be ‘under review’ for at least a few game sessions so she can ascertain its effectiveness, and turns over the following write-up to the player:

White Magic Offense (3 mystic points/level)

White Magic Offense calls upon higher beings (of which the caster is a sort of mortal servant) to harm the forces of evil that confront the caster. The rarest of all offensive magic, White Magic does come with some restrictions. In most campaigns, it is impossible to learn Black Magic sub-Attributes and White Magic sub-Attributes concurrently. Also, the GM should require (and strictly enforce) certain codes of conduct for any practitioner of White Magic. All White Magic carries to affects of Energy Manipulation for ‘free’. White Magic Offense spells are limited to truly evil targets, but as a benefit, the magic is Armor Piercing in regards to mundane physical armor. A caster who attempts to use the magic of White Offense on the undeserving faces dire consequences indeed.

- Level 1 One point of energy = 1 point of damage. Max damage 10.
- Level 2 One point of energy = 2 points of damage. Max damage 20.
- Level 3 One point of energy = 3 points of damage. Max damage 30.
- Level 4 One point of energy = 4 points of damage. Max damage 40.
- Level 5 One point of energy = 5 points of damage. Max damage 50.

6 Appendix

6.1 Glossary of Japanese Terms

Amaterasu Omikami – The *Kami* (c.f.) of the sun, her name means “Great Divinity Illuminating Heaven”.

Bakemono – Goblins, monsters, spirits (not ghosts), and other creatures of ill-intent.

Bakeneko – Literally ‘Monster Cat’, a demonic feline featured in many old folk tales which centered around the bakeneko’s ability to assume human form (usually female), and their tendency to eat small children.

Benten – Originally a river goddess, Benten later evolved into the guardian deity of wisdom, knowledge and the arts.

Bosatsu – In Buddhism, this denotes a being of great spiritual attainment who decides to postpone their ascent into heaven in order to help others reach enlightenment.

Bukkyo – Japanese Buddhism. There is a saying, which states that, ‘the Japanese live Shinto, and die Buddhist’, this is because one of a Buddhist priest’s main duties within Japan are the funerary rites for the dead. As such, many Japanese tend to regard Buddhist priest with a certain amount of fear and heightened respect; somewhat more so than their earthy, open Shinto counterparts.

Ema – A small prayer tablet, usually wood, on which the supplicant writes the name of the Buddhist deity or Kami on one side, and their request (usually good fortune in some endeavor) on the other.

En no Gyoja – An eighth century ascetic and sorcerer credited with the founding of *Shugendo* Buddhist practices.

Goryo – A vengeful ghost, spirit of someone who died wrongfully. Even today, priests are called into to perform rites of placation for someone if their death might conceivably result in a vengeful spirit.

Hakama – Loose-fitting trousers worn over a kimono, usually more often by men than women. The leggings are very baggy, and can be mistaken for a skirt.

HRGB - Hot Rods, Gun Bunnies rules supplement for BESM.

Kami – Difficult to translate, the word can have many meanings, among with are ‘god’, ‘deity’, ‘spirit’, and ‘mysterious force’. In general, this is a term for the major deified spirits of the Shinto religion.

Ki – Simply, life energy. Also known as Chi in Chinese. In eastern practice, Ki is believed to flow and pool in prescribed channels and areas throughout the body – a strong and natural flow is the result of a mind and soul at peace with the body, while sickness and even death can result if the channels of Ki are somehow blocked.

Ki-Ai – A shout meant to focus Ki energy. Often seen in martial arts, but also used in religious and magical practices.

Magatama – Crescent-shaped beads (they tend to look like then number 9) found in many archeological sites and mentioned often in ancient literature, with their possession often associated with great social status.

Misogi – Purification methods. Specifics vary by practice, and often include either using water (bathing or waterfalls) or salt sprinkling.

Shimenawa – A cord or rope made of rice straw used to mark a place as sacred. These are frequently hung around temple or at altars.

Shinto – Quite possibly the last truly shamanistic religion practiced by a significant population in a modern country today. The religion is indigenous to Japan, and focuses primarily on rites of ritual purification and in living one’s life joyously. It is closely connected to the cycles of nature, as well as planting and harvest events.

Takamagahara – Also seen written as *Takamanohara*. The dwelling place of Shinto’s celestial *Kami*.

Teruteru Bozu – A small doll hung outside the home to ward off rain.

Torii – Arched gates usually placed at the entrance to a Shinto shrine.

Zenki – One of two demon attendants of *En no Gyoja*.

Name: _____

Player: _____

Avail. Char. Pnts: /

Avail. Skill Pnts: /

Big Eyes, Small Mouth

Character Sheet

Characteristics

Body:	Mind:	Soul:
Health Points: _____	Energy Points: _____	CAV: _____ DAV: _____

General Information

Notes:

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Defects

Bonus Points

Defect and Notes

Spells

Name	Sub-Attribute	Total Cost	Effect	Notes
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Combat

Armor Type	Dmg Reduction	Wounds:	
		Health Points	Energy Points

Combat Attack Value: ___ / ___ / ___

Combat Defense Value: ___ / ___ / ___

Weapon	Attk Roll	Init	Dmg Roll	Notes

Spell	Attk Roll	Init	Dmg Roll	Notes

Attack	Attk Mod	Init	Damage	Notes
Punch	AV+0	+0	AV	Normal Strike
Jab	AV+1	+1	AV-1	Quick Strike
Uppercut	AV-1	-1	AV+2	'Wind-up' Strike
Kick	AV-1	+0	AV+2	Normal Kick
Sweep Kick	AV-1	+0	AV-1	Opponent on Ground, -2DV
Flying Kick	AV-2	-2	AV+4	
Trip	+0	+0	None	Opponent on Ground, -2DV
Throw	AV-1	-1	AV-1	Opponent on Ground, -2DV
Hold	Special	+0	Special	Broken by successful body test modified by +\- 1 for every 2 points in difference between the holder and the victim's Body, or if holder is attacked by another person or the held person (can deliver a head-but).
Head-but	AV-1	+0	AV-1	Attacker takes ½ damage. Target dizzy 1d6/2 rounds (-1CV).
Dodge/Block	DV+2	*		Forego attack for +2 DV