

The Conversion Bureau Roleplaying Game
V. 1.1 (beta test version)(Items added as well as a loot scale sheet)

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I. Introduction

Welcome to the TCB Generic Microlite 20. I say Generic because this should be ready to be blanketed over most Conversion Bureau universes. Now before we begin I'd like to say that this isn't done. I wish to add up to level 20, ascending by 5, worth of abilities and creatures. So while not currently **complete** it is **playable**. If you have any suggestions or comments you can PM me at fimfic or email me at KrassMcWriter@gmail.com You can add or take from what I have here and omission does not mean banned. Thank you, and have fun!

II: Rolling: Dice for Dummies

Primary ability/skill Roll: $1d20 + \text{Stat Bonus} + \text{Class Level}$ if the character is attempting something directly related to their class.

Secondary ability/skill Roll: $1d20 + \text{Stat Bonus} + (\text{Class Level}/2, \text{round up})$ if the character is attempting something only loosely related to their class.

Minor ability/skill Roll: $1d20 + \text{Stat Bonus} + (\text{Class Level}/4, \text{round down})$ if the character is attempting something not really related to their class.

When the GM calls for a skill or ability roll, he will declare the type of roll, which stat and skill the roll falls under, and any situational modifiers and the player will make a skill roll. (The GM should make the roll in secret if seeing the result would give the player more information than his character should have.) Roll equal to or higher than the GM assigned Difficulty Class to succeed. Unless the GM rules otherwise, a natural roll of 20 always succeeds for a Primary or secondary Skill or ability Roll.

Classes of challenges:

Easy - 8
 Normal - 12
 Difficult - 16
 Hard - 20
 Very Hard - 24
 Legendary - 28
 Unbelievable - 32

Example for some tasks an easy task: Spellcasting without any distractions, shooting a 50m target with an acog.

Normal task: Fighting an evenly matched opponent, shooting a 200m target with a red dot sight.

Hard task: shooting a 400m target with Iron sights

Very Hard: Shooting a 400m target with Irons and some wind

Legendary: 800m target with irons and high wind

Unbelievable: 1k target with a pistol in a hurricane

Saving Throws

When subject to an unusual or magical attack, characters generally get a saving throw to avoid or reduce the effect. To make a saving throw, roll 1d20, add modifiers based on the type of saving throw (and any circumstantial modifiers set by the GM). A natural roll of 1 automatically fails. A natural roll of 20 automatically succeeds. Otherwise, the saving throw is successful if the total of the roll and modifiers is 15 or greater. Standard Modifiers are the character's Level/2 (round down), and a Stat/Class bonus based on the type of saving throw.

Types of Saving Throws:

There are three types of saving rolls: Fortitude (FORT), Reflex (REF), and Will (WIL). Fortitude: These saves measure ability to stand up to physical punishment or attacks against vitality and health. Add STR bonus to Fortitude saving throws. Reflex: These saves test ability to dodge area attacks. Add DEX bonus to Reflex saving throws. Will: These saves reflect resistance to mental influence and many magical effects. Add MIND bonus to Will saving throws.

III: Character Creation

Character creation is quite simple. Choose a race and class and picking out some gear is all self

explanatory. This rpg has only three Stats your character has: Strength, Dexterity and Mind. Roll 4d6 (four six sided dice), drop the lowest die from the total and add the total to stat. Repeat until you have all three stats filled stat bonus is $(\text{stat} - 10)/2$ Rounded down (you will always round down), so if you have a 14, you have a +1, 16 +2, 18 +3.

EX: You roll 4 dice 3 times and get 6,6,3,1 (15); 5, 5, 5, 6, (16) and 6, 6, 6 2 (18) your stats will look like this: STR 15 DEX 16 MIND 18 or however you wish to arrange them

HP is equal to $1d6 + 6$ for tech/magic classes and $1d8+8$ for fighting classes.

Alternately, you may use a stat buying system, all stats are 10 and you may distribute 12 points amongst them, no higher than 8 in a single skill

Quick Character Sheet:

Name:

Race:

Gender:

HP:

Str: (stat bonus)

Dex: (stat bonus)

Mind: (stat bonus)

Class:

abilities (class and race based):

Skills:

Athletics

Bluff

Diplomacy

Electronics

First aid

Intimidate/

Knowledge (General)

Knowledge (Magical)

Knowledge (Nature)

Knowledge (Technical)

Merchant (appraise and better buying and selling prices)

Scrutiny

Stealth

Survival

Gear:

Character Info/traits:

Races

Human:

Humans, are the main and only race native to earth and much like ponies have varieties. However, lacking innate magic, they cannot use any equestrian magic abilities, however have they technomagic.

-Augmented

Now, while controversial, some humans seek to improve their abilities. There is a sliding scale (augmetic - cyborg). An augmetic human being mostly human, with maybe a pair robotic eyes and gets improvements to related abilities and checks. A cyborg is someone that is noticeably augmented. As such, they are seen as an outcast or fringe.

All bonuses are in addition to Unaugmented bonuses

Augmetic: +2 to abilities related to the augmentation, or some gain other skill related to it. Covers augments such as Eyes, prosthetic replacement limbs and mental boosters. No more than two or three augments. +1 potion susceptibility, due to reduced biomass.

EX: Robotic eyes might let someone see IR spectrum, heat, or zoom. Thus making something like hitting a far off target with a scopeless gun fall under a “normal” challenge. Or say they have a robotic arm, they get a +2 to strength checks with that arm.

-Cyborg

+5 to HP and knockout points. +2 to strength, speed, and intelligence/wisdom based check depending on augments. Covers stuff like arms that also turn into railguns, removing the need to sleep, eat, or poop, Jet packs, integrated armor and other weapons.

+3 Potion susceptibility due to reduced biomass. When a cyborg is converted, it results in a foal sized pony though they keep their mental facilities. Also, converted augments and definitely Cyborgs may be a bit shocked at normal body functions if converted

Note on augments: Any non-augmented Human may obtain augments and move into the Augmetic or Cyborg status in game, though procurement of said augments is up to player and DM.

-Unaugmented

Unaugmented humans are just like you or me. They lack augments, but are still quite capable. "I trained my whole life for this" Choose any two skills and Receive a +2 with all related skill checks. you cannot crit fail while performing said task.

Pony

Ponies are the main race of Equestria. Three races, each a bit different than the other, the still have a few things in common. Most notable of which is the cutie mark. For the Cutie mark, Choose one special talent and receive a +4 for related checks and cannot crit fail them. Non-unicorn ponies (and other races) can use magic if they have a foci.

-Pegasus

Pegasi can fly and use wings to grab things, being nimble they get a +1 to aerial dodging. Can manipulate some human weaponry with wings.

-Earth Pony

Earth ponies may lack flight or magic, but they are hardy and strong. +5 to hp and KO points and +2 to strength checks though are unable to use human weaponry

-Unicorn

Unicorns have the innate ability to use magic finely manipulate non-electronic human weaponry.

-Crystal

Living crystal they can regrow limbs and heal injuries outside of combat given, normally fatal wounds are just inconvenient.

-Thestral

Luna's chosen, Thestrals can see in the night as the do in day, fly, and have +2 to intimidate.

Diamond Dog

Diamond Dogs live in a tribe structure in the mountains south of equestria primarily, but are found wherever the gems they eat are found. Diamond dogs can dig through and navigate underground easily, can eat gems and rocks, and have a +2 to strength checks. They can use rifle but have too much finger chub to work a pistol.

Mule/Donkey

Another common dezien of equestria, donkeys/mules are very strong willed and are thus immune to mental attacks, and intimidation. They also receive a +2 in diplomacy and haggling. "I won't take no for an answer". They are so stubborn in fact, that they are somehow able to utilize guns and other such things, despite it being impossible. "Aint no one told me I can't"

Zebra

Zebra's hail from the realm Equestria, far away from the main equestria. They are highly in tune with nature and are familiar with things such as alchemy, lore, curses, and spirits. Being such they receive a +2 to perceptive rolls in forested conditions and against any creatures that may appear in lore (such as detecting changelings) as well as curses and spirits.

Gryphon

Two of the deadliest predators rolled into one, gryphons are formidable opponents. They have flight but lack the nimbleness that pegasi possess and cannot manipulate objects with their wings . They also have hand like claws and can operate all human weapons. Their culture has warrior elements and thus they receive +2 to medieval sets of fighting abilities such as swordplay, bow and arrows and hand to hand.

Changeling

Some changelings have lost their queen, been exiled or mayhaps their queen seeks to establish relations with other races. Regardless of their motive, changelings seek groups. They can take the appearance of any other race, fly, detect emotions and are masters of illusion magic (+4 to illusion magic checks) However, if they are starved of love, they grow weak and receive a -2 to all checks. Also, they are feared and vilified by all races in most settings.

Young Dragon

Young dragons have adventurism in their blood and may wander far and wide. They have tough hides (All heat based damage dealt to a dragon is ignored), the ability to breathe fire and some can fly. They have the ability to utilize human weaponry, but most shun it.

Girraffin

[But look at this anyways](#) (apparently the links broken oops)

~~Girrafogryphons are what happen when you combine an ostrich and a giraffe. Hailing from the same lands as zebra's, They are capable of flight and are very successful miners. If brought up to any Gryphons, they will deny their existence. Girraffins can fly, burrow, and have a 1d8 headbutt attack with reach.~~

Classes

Multiclass abilities and Notes:

You may at any time buy another class for 2 ability points. This combination may receive a unique name and one GM approved unique ability. Following is a list of abilities based off race, stats, or free for all to choose:

Mage

Mages are the token spell casters, focusing on damage and effects. Mages have arcane knowledge and get a +2 bonus when making checks based on arcane knowledge. Mages have spent a good lot of time reading books, and can roll to access random knowledge and facts they have learned. All mages have prestidigitation, parlor tricks, in which they can cast a non harmful illusion or create a non valuable material. Physical Combat Bonus is level/4, round up. Magical/Technology Combat Bonus is level/2

Level 1

1 Point:

Elementalist: passive; when you choose this ability, select an elemental type (fire, ice, lightning, etc); the elements you select can alter the effects of other spells you know. This ability can be taken multiple times to gain or create additional elements.

Fire: a target rendered helpless by a fire attack has a reduced chance of recovering (DC +1), and especially flammable targets take ongoing wounds. Fire spells can be used to warm and burn objects and the environment.

Ice: a target hit by ice grants an increased crit range for the next turn (10 becomes 9+, etc); this ice effect does not stack. Ice spells can be used to chill and freeze objects and the environment.

Lightning: target becomes helpless for one turn on a critical hit. Lightning spells can be used to shock and charge objects and the environment.

GMs and players may choose to create their own elemental effects as deemed appropriate for their characters and campaign settings.

Thaumatic Missile: Spell; A bolt of damaging thaumatic energy (Aka magic.). 1d6+mind modifier (Recharge 1) (gains one hit dice per five levels) Elementalist can be applied.

Cantrips I: Automatic; Scribe Writing (Copy a piece of writing from a book, scroll or other physical source to a blank piece of paper instantaneously) Create 1 gallon of clean water, Control Rope and Prestidigitation (Parlor tricks and such)

Shield: Automatic; Improves Targets DA by 10 (recharge 3)

Mirror Image: Automatic; Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. (Recharge 3)

Level 5:

Polymorph others: Change another into another being. Change is complete and includes gaining special abilities and mind of creature. Lasts until dispelled. Cannot be used in combat except against a helpless target. (Recharge 4)

-Polymorph self: Lasts 1h + 1h per level (Recharge 3)

Cantrips II Attach(Adheres any object of 100 or less pounds to any other object.) Torch(Creates a magical light source of the casters choice in intensity) Water Breathing(Lasts 2d4 hours or until dispelled.)

Elementalist 2:

Explosive: Affected attacks that hit deal an additional +1d6 damage

Acid: Affected attacks that hit inflict 1d4 damage a turn, save ends.

Necrotic: +2 damage against the living. If the target dies they are resurrected as a zombie with half their original HP and the Draining Touch move.

Silence: Spell; Automatic; Silences any moderately loud noise source for 1d6 ten minutes or rounds.

Level 10:

Haste: Spell; Automatic; One Other target can take an additional move and combat action. This counts as a turn towards cooldown. (Recharge 2)

Cantrips III; Thaumic Alarm(DC 12; An Area of up to 200m becomes alarmed and will emit a siren that only the caster can hear.) Magical Seal(You magically lock a door or openable object. It can be dispelled and wears off after 2d4 hours) (You Magically open any door or openable object). Message(You psychically send a message up to one mile away)

Magic Sense: prereq: Detect magic; Passive; You can now naturally sense magic via a specific taste in the mouth, feeling or sound when near it or by visually seeing its general location.

Level 15

Mass Shield : Automatic; Improves Party's DA by 10 for 1d4+1 turns (recharge 3)

Mirror Image II: Creates 1d6-1 exact images of the caster, all moving exactly like original. Attackers cannot tell images from original. Images hit disappear. (Recharge 3)

Cantrips IV;

Level 20

Mass Haste: Spell; Prereq: Haste; Automatic; Up to 1d4+1 Other targets take an immediate extra move and combat action or One target takes up to 1d4+1 immediate extra moves and combat actions. These turns count towards cooldowns. (recharge 3)

Cantrips VI

Level 25

Cantrips VII

2 Points:

Enchant: Player may enchant target item to have an elemental effect (Gains an "elementalist"

effect and type damage), be sharper (+x to damage, where X is $\frac{1}{2}$ casters level), or be effective against a certain type of enemy (+x Damage where X is casters level)

Elemental tornado: Spell; Recharge 3; 10ft tornado appears during 2d8 damage to all within. Elementalists can be applied.

Slow: Spell; Recharge 2; Target's next turn is skipped.

Wink: Automatic spell; Recharge 2; you may target yourself or a willing or helpless subject or an unattended item within 10 meters of you within line of sight; the target is warped to an unoccupied space within the same range. Warping a hostile target or carried item is versus reflex save..

-Displacement: spell, recharge 2; warps yourself or a single target of any type within 5 meters of you within line of sight to a destination within the same range. If you warp the target into an occupied space, occupying objects of equal or lesser mass are obliterated, while an occupying creature of equal or lesser mass takes 1 wound of damage. If the target is of lesser mass than the occupier, these effects apply to the target instead.

-Teleport: spell, recharge 2; warps yourself or a single target of any type within 50 meters of you within line of sight to an unoccupied destination within the same range. Warping a hostile target or carried item is reflex save.

Level 5:

Elemental Storm: Spell; recharge 4; 10m cubic vortex of an element chosen upon taking this ability appears doing 4d6 damage to all within.

Practiced Enchanting: Player may enchant the additional following effects:

Anything from elementalists II,

Passive Healing (+x per turn where x is $\frac{1}{2}$ the casters level.),

Power Flux (Enchanted item does double the damage or gives double the DA, however as long as wield it you receive twice the damage. Does not apply to other magical DA bonuses

Lucky (You can crit on a 19.)

Chaotic Orb: Spell; Recharge 1; Cannot be combined with elementalists. Roll 1d8 upon declaration of this attack.

1 Explosive. deals 1d12 damage in area.

2 Acid. 1d8 damage, 1d4 a turn ongoing, DEX save ends. Additional 1d4 if target is made of metal or shit

3 Fire. 1d8 damage, 1d4 Ongoing DEX save ends. Additional 1d4 if target is made of flesh.

4 Ice 1d8 damage, Target opponent loses a turn.

5 Shock 1d8 damage, shuts down most electronics

6 Necrotic, 1d8

7 Healing, 2d8

8 Time Opponent is tossed into the future 1d4 turns ahead!

Detonating Seal: Spell; Automatic; Magical sigil protects door, chest or anything else that opens and shuts. Deals 1d4/casters level damage (max 10d4) if opened.

Curse of the shattered mirror: Spell; Recharge 2; Subject remakes all rolls, uses worse result for x rounds where x is 1/2 the casters level.

Level 10

Level 15

Level 20

Level 25

3 Points:

Thaumatic overcharge: Spell; recharge 4; For better or worse, your next spell is a critical. If you roll a natural 1 or 20, this applies to your next turn.

Energy Bolt: Spell; Deals 1d8/10 levels. Autohits.

Mirrored Disguise: Spell; automatic; all others perceive you as their race and and gender.

Dual Cast: Spell; You can cast up to two different spells or two of the same spell, making all the normal rolls and checks. Recharge stacks (Recharge 2x the accumulative recharge of the spells you cast.)

Level 5:

Rainbow Bolt: Spell; Deals 1d10 damage of every energy type. (Fire, Ice, Electric, Acid and Necrotic.)

Thaumatic conduit: Spell; recharge 5; Your next two spells do double damage, if either roll to hit is a nat 20, you gain a third spell.

Reverse Arrows: Spell; Automatic; Arrows and thrown items return to sender instead of hitting you.

Level 10

Triple Cast

Level 15

Level 20

Quadruple Cast

Level 25

Level 30

Quintuple Cast

9 point Epic: *Cast up to 2x your level in spells. Ignore all recharges.*

Armsman

Armsmen, much like mages, are the staple sword wielders. Armsmen have +2 hit points, FORT saves, can wield and wear any armor (Excluding exo suits) and wield any weapon (also excluding exo suit required ones) Physical Combat Bonus is level/2, round up. Magical/Technology Combat Bonus is level/4

1 Point:

Defender: passive; you gain 3 hp/level

Slam: damages the enemy via a crushing body slam, 1d6+Armor modifier+str modifier. Crits on 19+

Pierce: Recharge 2; a carefully aimed attack that ignores the DA of the target. Deals weapon. damage melee only.

Duel: Automatic; Recharge 3; Target opponent within eyesight must attack you next round, melee if possible.

Level 5:

Guided swing: Recharge 2; Automatic; You take your time to make sure you score a hit, reduces damage by 1 dice (a 1d6 sword would do 1d4, 1d8 would do 1d6, 2d10 would do 2d8 and so on)

Duel II: Automatic; Recharge 3; Up two target opponents within eyesight must attack you next round, melee if possible.

Level 10:

Defender II: Passive; You gain an additional 5 hp/level.

Duel III: Automatic; Recharge 2; Up two target opponents within earshot must attack you next round, melee if possible.

2 Points:

Human Shield: instant, recharge 3; Takes all damage for a target until the end of next turn (2 turns total). Neither can be rendered helpless in that time, but the Armsman becomes helpless afterwards if the target would have become helpless during Human Shield duration.

Overpower: weapon; Recharge 2; overpowers the target, rendering it helpless. Crits on 18+. On crit, apply a +1 to all actions against the target for the next turn.

Sentry: passive; first action taken in combat is an Automatic success

Level 5:

Monkey Grip: Passive; Hold a 2h weapon with one hand allowing you to equip a shield.

Counter: Instant; Recharge 2; When targeted you may make a standard attack against the creature that targeted you. This can be done even if the attack was a miss.

Level 10:

Human Shield II: instant, recharge 2; Takes all damage for a target until the end of your next turn. Neither can be rendered helpless in that time, If the Armsman is reduced to 0 or below, they become helpless the turn after this ability ends.

Rend: Recharge 3; Reduces DA of the target by 1/2 of it's current DA. Deals no damage

3 Points:

Meat Shield: Recharge 5 after effects end; For the next three turns, allies health cannot drop below to or below 0 or become helpless, if the Armsman's health drops to or below 0 or becomes helpless, effect ends.

Swordplay I: Passive; Reduces crits range by one. (You can crit on 19, if you have a move that crits on 19, you can crit on 18.)

Level 5:

Guardian: Recharge 3; If an ally within 10ft would take damage, you may switch spots with them and counterattack.

Nimble Strike: Passive Whenever you make a successful hit, you make another attack, up to two extra attacks a round.

Level 10:

Swordplay II: Passive; Further reduces crits range by one. (You can crit on 19, if you have a move that crits on 19, you can crit on 18.)

Tank: Double your current Hp and all future gains.

Druid

Druids are one with the land and its creatures. As such they have an Animal Companion, +2 to navigating wilds and can converse with animals. Physical Combat Bonus is level/4, round up. Magical/Technology Combat Bonus is level/2

Animal Companion: A druid may choose from the following to begin with: Spider, ROUS, Dog, Eagle, Hawk, Owl, Snake (Small or medium), or Wolf. Spiders and snakes deal 1d4 poison damage or if a constrictor 1d4 and target is grappled. Eagles, hawks and owls deal 1d4. Dogs, Wolves and ROUS's deal 1d6.

At level 5 they gain access to the following: Ape, Black Bear, Cheetah, Crocodile, Leopard, Monitor Lizard, Large snake, Wolverine, Timber wolf. They each deal 1d10.

Animals may move once per turn as a free action on part of the druid.

1 Point:

Animal Herder: Passive; Allows you to acquire one extra animal.

Soothe: Recharge 1; When encountering a hostile animal type creature, you may attempt to calm it and convince it to leave the battle. On a crit the animal fights for you and you may keep it

if you have an additional slot.

Flare: Spell; Recharge 1; Your opponent is blinded for one turn.

Detect Animal: Spell; You use magic to locate any animals nearby.

Level 5:

Converse Stone: Passive; Can converse with stones and other naturally occurring geological stuffs.

Thorny Growth: Spell; recharge 2; Grows a thorny brush in a 10ft area, dealing 1d6 damage. exiting or entering the brush deals 1d4.

Animal Herder II: Passive: Allows for an additional companion.

Converse Plant: You can talk to plants now!

Piercing Gaze: Automatic; You can peer through fog, smoke and fire.

2 Points:

Everfree Canter: Passive; You can move through thick brush unhindered,

Dominate Animal: Recharge 2 after effect ends; You give a hostile animal THAT look. Target Hostile animal is under your control for two turns

Lightning Bolt: Spell; Recharge 2; Summons a lightning bolt. Try to resist shouting it when you use it. 1d10

Flaming Boulder: Spell; Recharge 3; Creates a rolling ball of fire that is about the size of a beach ball deals 2d6 damage.

Wild Shape I: You can shapeshift into a non magical small or medium sized creature, chosen upon taking this perk, once a day and for up to one hour or ten rounds. The druid retains their stats, but is otherwise undeterminable from others of the form it's taking, can use all its attacks and other applicable moves.

Vigor: Spell; Recharge 1; Target heals 2 hp a round for 3d4 +Mind rounds

Level 5:

Shrink: Spell; Automatic; Make one willing animal smaller.

Earthen Prison: Spell; Recharge 3 after effect ends; The earth comes alive and entraps the target. Imprisonment lasts for three turns and is shape of your choosing. Lasts until broken or dispelled if crit.

Share Spells: At the druid's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 10 feet of her at the time of casting to receive the benefit.

Wild Shape II: You can shapeshift into an additional small or medium sized creature magical or non magical, chosen upon taking this perk. twice a day and for up to two hours or twenty rounds. The druid retains their stats, but is otherwise undeterminable from others of the form it's taking, can use all its attacks and other applicable moves.

3 Points:

Nature Elemental: automatic, recharge 5 after effect ends.; your connection to the natural world is complete, allowing your body to reflect the natural cycles. The transformation lasts for the next 3 turns, and you may perform any action that you normally can. You can choose 1 of 3 forms whenever you transform:

Decay: you burst into rot and fungus, multiplying your physical attack damage by 1.5 rounded up and gaining +2 to intimidation

Earth: you harden like stone, gaining +2 hits and a +1 bonus to physical attacks

Life: young buds and sprouts flow from you, passively healing you for two hp/level per turn

Control Animal: Spell; Recharge 2 after effect ends; You dominate target animal for 2d4 turns. It acts as though it were your animal companion

Decay I: All attack rolls in area get an additional 3 damage.

Level 5:

Force of Nature: Automatic; Recharge 5; You summon a large elemental of your choice. You can only have one elemental at a time. Elemental's have 20hp and deal 1d10+ your Mind modifier of their types. You can choose from the following

Fire: Fire elementals can breathe fire, all targets on fire have a reduced chance of recovering (-2) and take 1d4 per turn FORT save ends.

Lighting: Can shoot lightning, Lightning shorts electronics for two turns.

Earth: Earth golems deal 1d12 strikes and can throw boulders for normal damage.

Ice: Can shoot ice spikes and freeze enemies. Frozen enemies lose a turn.

Wild Casting: Passive; You can cast spells while using "Wild shape"

Cleric

Clerics are divine healers and religious devout. They heal in the name of their god or goddess, whoever it may be. Physical Combat Bonus is level/4, round up. Magical/Technology Combat Bonus is level/2

1 Point:

Bolster: automatic spell, recharge 4; the target's next roll to recover from helplessness is successful

Improved - Inure: spell; target is immune to a specific damage type (fire, ice, poison, possessed etc) for a short time

Rudimentary Healing: spell; restores target's hp by 1d6/ 5 levels+MIND modifier, or removes all status effects. Crit restores all hp, crit fail deals 1d4 damage to the target.

Faithful Healing: Spell; Automatic; Heals 2d8+ Level + MIND modifier to target member who shares your religion.

Level 5:

Intermediate healing: Spell; recharge 1; restores target's hp by 1d10/5 levels+MIND modifier.

2 Points:

Mending: spell; mends broken bones, severed limbs, and other horrifying injuries.

Read Intentions: spell; see into the hearts of others to reveal their intentions and influence along with mood and emotions.

-Mind Reader: spell; discern the motives and thoughts of the target. Crit fail reveals your thoughts to the target instead.

Level 5:

Influence: Spell; Automatic; You receive a +5 to diplomatic checks temporarily.

3 Points:

Divine Favor: Spell; Recharge 3; For you next attack, you gain +1 per three levels on attack

and damage rolls.

Wrath: spell; recharge 3; damage all nearby foes with a powerful blast, pushing them back.
2d8+Mind

Level 5:

Overhealing: Recharge 7; spell; Heals health full up to 35 points and grants them 1d8 extra health over the limit.

Necromancer

What is dead may never truly die. Necromancers practice the forbidden magic of consorting with the dead. Usually dark, mysterious and able to eat more pie than anything rightfully should. Necromancers can speak to the dead, can read dead languages and receive a +2 to hit against the living. Physical Combat Bonus is level/4, round up. Magical/Technology Combat Bonus is level/2

1 Point:

Commune: spell; ask the dead for aid. The better you roll, the more helpful they are. Crit fail summons a hostile undead

-Last Rites: spell, once per day; the caster can project into the memory of the deceased subject, witnessing their immediate surroundings at the moment of their death.

Raise Dead: spell; raises the freshly dead as a mindless minion. Crit fail summons a hostile undead.

-Raise Ancients: spell; fresh corpses are no longer required, this spell can now summon ancient minions from bones deep in the earth.

Necrotic Blast: Spell; recharge 1; deals 1d6 against the target +2 if the target is alive.

Level 5:

Last Rights 2: Spell; Must have Last rights; Can now cast last rights three times a day.

2 Points:

Corpse Armor: Spell; Recharge 2; Choose a corpse. This spell breaks it down to heal 1d6/level+mind and gives +2 DA.

Corpse Explosion: spell; explodes a dead creature's corpse, dealing damage to all nearby enemies on success. Exploded corpses cannot be resurrected, raised or communed with. Target reanimates as a hostile on crit fail. Explosion deals 1d8 with a 5m range.

Improved - Time Bomb: instant spell; turn a corpse into an explosive undead minion you control that explodes as per Corpse Explosion on command. The minion explodes after 2 turns of waiting, earlier if the caster decides to trigger it.

Transfix: spell; overpowers an opponent's mind, keeping them helpless. You must maintain the effect with successive rolls.

Improved - Influence: spell, once per combat; the caster gains very basic control of the target's actions, and must make a successful roll each turn to maintain control. This effect ends if the caster fails a roll, or when the target becomes helpless.

Level 5:

It leads to a bad place: Spell; Recharge 3; The ground opens up and the arms of the tortured dead claw out, seeking flesh. Up to 10ft. Deals 7d4.

3 Points:

Necrotic burst: All targets near the Necromancer take 2d8 + mind modifier damage and are pushed away from the Necromancer if possible

Glatorial Ghost: Spell; Recharge 3; Summons an undead spirit warrior from the past. The warrior is a minion with 10hp and a 1d10 necrotic attack.

Level 5:

Resurrect: Spell; You bring someone recently deceased back to life. Takes 2 turns in combat.

Rogue

One with the night, you have trained ceaselessly to be little more than a shadow on the wall. You receive a +4 to remaining undetected and +2 to either ranged or bladed weapons. Whenever making a sneak attack, you get 1d6/2 levels. Rogues may deal KO damage instead of HP damage. KO being at HP/2. Physical Combat Bonus is level/2, round up. Magical/Technology Combat Bonus is level/4

1 point

Poison Attack: Recharge 2 You make a standard attack but now the enemy is poisoned dealing 1d4 per turn, fort save ends

-paralyzer The poison paralyzes the target, save ends.

Practiced Liar: Passive; You get a +2 to lying and bluffing and roll 2 dice checks when making a check. You choose and keep one..

Locate Traps: Automatic; Recharge 2; You find any non-magical traps located nearby.

Disguise: Pretends to be someone else. Min 12+ allows the user to pass as a generic person (a guard, a noble, a commoner, etc); 16+ allows the user to pass as a specific person; a crit allows the user to mimic different races and/or genders.

Improved Sneak Attack I: Passive; You use 1d8 instead of 1d6 for sneak attacks.

Level 5:

Improved Sneak Attack II: Prereq; Improved Sneak Attack I; Passive; You use 2d6 instead of 1d8 for sneak attacks.

Artful Dodger: Passive; adds an additional 1/2 DEX modifier to your DA

Quick: Passive; You get a free sneak attack on any PC who has not yet had a turn this encounter

Dagger Enthusiast I: Passive; Your HD with daggers grow by 1 (if you had 1d6, its 1d8. 1d8, 1d10. 1d10, 1d12. 1d12, 2d10.

2 points

Blind: recharge 1; temporarily blinds an enemy, giving a +2 bonus to all rolls targeting it for 2 turns

Escape Artist: automatic, recharge 2; break free of all immobilizing effects (grabs, roots, freeze traps etc.) and also removes helplessness. If this is used to escape helplessness, you only recover half hits, rounding up.

Pickpocket: Recharge 2; Steal any nonequipped item on the targets person. Small items such as rings: 10, Items such as a wallet or keys: 13. Items such as magazines, grenades and Daggers, 15. Add your dex modifier to this roll.

Dazing Strike: Recharge 2; You make an attack against the target at half damage, they become dazed until your next turn. (You can make a sneak attack)

Level 5:

Backstab: Recharge 2; You make an attack as though it was a sneak attack.

Swipe: Automatic; Recharge 3; Steal an equipped item off a lower or equal level opponent.
Weapon: 15, Non power Armor, 17. Add dex modifier to rolls.

Draining Strike: Recharge 2; you make an attack against the opponet, they take bleed damage.

3 points

Dodge: Instant; Automatic; Recharge 3; If an attack would hit you, you may dodge it and take no damage.

Disappearing Act: instant, recharge 2; can only be used in combat. You become hidden and move behind a target. When you use a second action, treat it as though using it while hidden.

Level 5

Shadow Strike: recharge 1; You make a standard attack while hidden and remain hidden.

Technomancer

A technomancer is a rare breed. Both because of the expensive nanoforges they wield and the blend of crazy and genius necessary to make use of this. Technomancers know technology inside and out and get a +4 to any ability checks involving it. They also have knowledge of many other things, and receive a +2 to all other knowledge checks. Physical Combat Bonus is level/4, round up. Magical/Technology Combat Bonus is level/2

1 Point:

Flash Forge: Recharge 1; You can create any small hand sized item, such as a blade, water, or even a grenade.

Reprogram: Passive; Potion is made of nanites, which YOU control. So why be a pony if you dont want to? You cannot be forcibly converted.

-Reprogram: Other: Recharge 3; removes all potion counters from target

Mend: Recharge 2; You can unbreak any broken small objects, or small breaks on medium objects.

Level 5:

Hack: Recharge 2; You can hack into any computer, IFF, or other program and turn it towards your side.

Signal Booster: passive; You can use nanoforge abilities up to 100m away now.

Enhanced Flash Forge: Requires Enhanced; Recharge 2; you can create any small magically or technologically enhanced item. Potion requires access to DNA of target species one is converting to.

2 Points:

Burst: Recharge 2; Explosions are fun right? You can cause explosions up to 10m away. Explosions deal 1d8 and have a 5m radius. (Additional effects may be purchased for 1 point each)

-Fire Burst: Deals an additional 1d4 Fire damage. Targets susceptible to fire are now on fire.

-Cold Burst: Deals an additional 1d4 Ice damage. All rolls on targets next roll are at a -2.

-Electric burst: Deals an additional 1d4 electrical damage. Shorts out electrics for a turn.

Defend: Automatic; Recharge 2; Your nanites fabricate a super dense material around you, raising your DA by 20 for one hit.

Spear: Your nanites create a super sharp spear that launches up to 10m and deals 1d6 damage. (Additional effects may be purchased for 1 point each)

-Fire Spear: Deals an additional 1d4 Fire damage. Targets susceptible to fire are now on fire.

-Cold Spear: Deals an additional 1d4 Ice damage. All rolls on targets next roll are at a -2.

-Electric Spear: Deals an additional 1d4 electrical damage. Shorts out electrics for a turn.

-Explosive Spear: Deals an additional 1d6 explosive damage.

Level 5:

Stasis: Recharge 2; Targets next x turns is skipped. X is 1/2 Players level + mind modifier. Target cannot be effected or affect anyone else

Replicate: Automatic; Outside of combat, you may make a replication of any non-magical small or medium item.

Enhance: Player may enhance an item to have the following effects:

Auto Aim (Target gets a +x to aim where x is 1/2 the Technomancers level)

Guided Shot (Next shot made with this weapon autohits)

Anti-Personnel deterrent (Armor Only. Deals 1d6 shock damage to any physical attackers,)

3 Points:

Consume: Recharge 3; You sic your nanite on a target, ignoring DA and dealing 2d10. You cannot use any nanite based abilities for two turns.

Nano bullets: Passive; You can create or enhance bullets with any of the following effects.

Toxic: Poisons enemy for 1d4 per turn. FORT Save ends

Fire: Deals additional +2 damage to unarmored targets

Electricity: Disables electrics for 1 turn

Freezing: All rolls on targets next roll are at a -2

Explosive: Deals an additional +2 damage

Level 5:

Deflect: Automatic; recharge 3; Next 1d4 turns prevent all ranged damage to target.

Bolster shield: Instant (you can use this at anytime); Automatic; recharge 2; Target ignores all damage.

Mad Scientist

Genius is hardly ever understood in its own age, and these individuals are no different. Mad Scientists are frightenly brilliant, and even more so motivated. Mad Scientist fight using concoctions and machinations. They have a +4 to knowledge checks, a +2 intimidate checks and can substitute their MIND modifier for other modifiers. Physical Combat Bonus is level/4, round up. Magical/Technology Combat Bonus is level/2

1 Point:

MAdNesS: Passive: You are one hella scary dude, you can roll 2 intimidate rolls and keep either

Tinker: Recharge 2; Increase the effects of an item for one turn. Weapons deal an Additional 1d4, or receive a +4 to hit. Healing Items get an additional 1d4

Analyze: Passive: You can determine the ingredients of any potion or concoction.

Level 5:

Physicist: Passive: You know about forces, coriolis effects and all that, +2 to hit with powder based weapons.

Built it myself: Passive: You get +4 to hit with electrical weapons and deal +2 damage.

Tinker: Recharge 2; Increase the effects of an item for one turn. Weapons deal an Additional 1d6, or receive a +6 to hit. Healing Items get an additional 1d8.

Level 10:

Analyze II: You can determine the Components to any Vapors or Gases.

Tinker II: Recharge 2; Increase the effects of an item for one turn. Weapons deal an Additional 2d6, or receive a +8 to hit. Healing Items get an additional 2d8

Level 15:

Tinker III: Recharge 1; Increase the effects of an item for one turn. Weapons deal an Additional 2d8, or receive a +12 to hit. Healing Items get an additional 2d10

Level 20

Analyze III: You can determine the components of any electronic IE what they do.

Tinker IV: Recharge 1; Increase the effects of an item for one turn. Weapons deal an Additional 3d10, or receive a +20 to hit. Healing Items get an additional 4d8

Level 25

Tinker V: Recharge 1; Increase the effects of an item for one turn. Weapons deal an Additional 6d8, or receive a +24 to hit. Healing Items get an additional 2d10

Level 30

Master Analyze: You can determine the components of anything and what they do.

Master Tinker: Recharge 1; Increase the effects of an item for one turn. Weapons deal an Additional 2d10 per User level/5, or receive a +36 to hit. Healing Items get an additional 2d10 per User level/5.

2 Points:

Jury Rig: Recharge 2; You build something out of what's on hand a la macgyver.

Stroke (of genius): Once per day; you may use one piece of Out of character knowledge

Level 5:

Meet Mr. Hyde: Recharge 6 after effect ends; You brew a potion allowing you to transform into a large muscular man-beast. Your STR is boosted by 10, health doubled, your DA gets +6, and your unarmed swings deal 1d10/5 levels. You transform back after 3 turns.

Level 10:

Gadgeteer Genius (requires Jury Rig): You can build gadgets and gizmo that are a bit more out there. Spring Boots, Rocket assisted landing devices (fire extinguishers + office chair = fast way to the ground out of skyscraper. . . without the splat part,)

3 Points:

Concoct: Recharge 1; You take whatever you have, mix it, and toss it. roll 2d10. Standard die is 1d6 per five levels. Crit fail, the concoction explodes, dealing 1d4 to you.

1 Gunpowder: 1d8 explosive area 10ft

2 Stem Cells: Healing

3 Lye: Acid; 1d4 until save)body)

4 Napalm: Fire +1d4. +2 against unarmored.

5 Nitrogen Capsules: Freezing, Target loses a turn

6 Instaglut: Sticky, effects last two turns.

7 Battery: Lightning damage, shorts out electronics for one turn.

8 Plague: Necrotic; +2 against the living.

9: Ponification: One potion point.

10: Flashpowder: Dazzles the enemy, rendering them blind for a turn. They can still attack at a -4 penalty.

EX 1: You roll a 1 and a 2, which makes a healing explosive, healing everything 1d8 in a 10ft radius

EX 2: You roll a 5 and a 8, dealing Necrotic Freezing damage.

EX 3: You roll a 3 and a 3, instead of dealing 1d6, you deal, 1d10

Two 6's result in the target being bound. Two 9's result in three potion points

Mad laughter: Unnerve opponents as Thunder and lightning echo about, causing them to make a morale check or flee.

BEHOLD THE MACHINE!: The big one, the machine you've been working at for YEARS is finally complete. Well sorta. Spawns a giant machination or otherwise with 1hp, capable of doing 4d10 across in a small area.

Level 5:

BEHOLD THE MACHINE! II: The big one, the machine you've been working at for YEARS is finally complete. Well sorta. Spawns a giant machination or otherwise, capable of taking any two

hits, dies on crits. capable of doing 4d10 + tech bonus across a small area.

Level 10:

BEHOLD THE MACHINE! III: The big one, the machine you've been working at for YEARS is finally complete. Well sorta. Spawns a giant machination or otherwise with 1/8 the users HP, if it would die in one hit it goes to 1 hp instead. Dies on crits. Deals capable of doing 6d12 + tech bonus across a slightly larger area.

R.R.N.O.(Rip Reality a New One)- You can treat one roll as a natural 20.

FACE, THE WRATH OF!- Like an MC hyping up a show, you introduce your comrade as a prime target while pepping them up. When you call out an ally like this in combat they crit on 18's for the rest of the fight.

Infantryman

Infantrymen. They say there are 216 military occupation Specialties in the army and that 215 of them support the infantry. Experts in all avenues of war, the Infantryman gets a +2 to hit and damage with all Powder and electricity based weapons and Infantrymen get +2 to checks for breaking down doors. Physical Combat Bonus is level/2, round up. Magical/Technology Combat Bonus is level/4

1 Point:

I have a T.M. on that...: Automatic; Instant; Recharge 2; There are manuals for everything from survival to fixing a car to booby traps, The infantryman assists with a skill check or to hit roll adding +4.

CLS: Automatic; Recharge 3: Trained in rudimentary medic skills, an infantryman stabilizes target ally and gives them 1d4/level hit points.

Level 5:

Breeching Class: Automatic; Recharge 4; You destroy a barrier, be it a door, wall or whatever else in your way.

2 Points:

Cover: Passive; Benefits received from cover are doubled.

Dual Wield: Automatic; Instant; Recharge 3 after effect ends; At a -4 to hit, you may wield any

two weapons for your next two turns. Cannot shoot targets further than 50m.

Power Armor Training: Passive; You can equip power armor. This is not an exosuit.

Level 5:

Sniper School: Passive; You may not get a tab for this shit, but you're still the damn best. Ignore long range shooting penalties.

Airborne School: Passive; when falling 50ft or less, ignore fall damage.

3 Points:

Controlled Pair: Passive; You have been trained to always shoot two bullets and you always will. Doubles the damage dice of all Powder weapons.

Level 5:

Rambo: Passive; You may wield one heavy rifle based weapon with one hand or two light rifle based weapons with a -4 to hit. Cannot shoot targets further than 50m.

Level 10:

Droppin' Mags and Throwin' frags: You empty your Magazine and toss a grenade. You deal 4x your weapon damage (if your gun is 1d10, you roll 4d10.) or can split normal damage across 4 targets. Grenade deals 1d8 with a 15m radius.

Pugilist

Pugilists let their fists (Or other punching instrument) do the talking. Whether they trained in the UFC or some temple, they can hold their own against armed opponents. Pugilists have a +4 to grapple and those attempting to break free suffer a -4. Also, pugilists deal 1d6 unarmed damage/5 levels instead of 1d4 and may deal KO damage in place of HP damage. KO being at HP/2 of KO damage. Physical Combat Bonus is level/2, round up. Magical/Technology Combat Bonus is level/4

1 Point:

Float Like A Butterfly: Passive; when wearing no armor, you add DEX modifier to each of your unarmed strikes. (If you are rolling multiple unarmed strikes (say you are level 5 and rolling 2d6) you get this bonus for each one.)

Tackle: Recharge 1; Automatic; You tackle a medium or small sized opponent to ground and instantly grapple them.

Level 5:

Sting Like A Bee: Passive; Unarmed damage is upgraded to 1d10/5levels

Drank Their Milk: Passive; Your KO points are 3/4 of your health instead of 1/2

Suplex: Recharge 1; You suplex a large opponent and instantly grapple them.

Practiced Form: Passive; You may add either your dex or strength modifier twice.

2 Points:

Dazing Blow: Passive: When making an unarmed strike, roll 1d6, if it lands on 6, the target is dazed and loses their next turn.

Flurry of Fists: Make three unarmed attacks at a -4 to hit penalty.

Calloused: Passive; You receive your DEX modifier + level/2 to DA when unarmored.

Toss: You throw a grappled enemy 10 feet.

Level 5:

Nimble: Passive; You add your DEX and STR modifiers to your unarmed strikes

Precision Punch: Passive; You may ignore targets' light or medium armor bonus when striking.

Stay In The Ring: Passive; Whenever a creature in melee range attempts to move out of melee range you may make one free basic attack.

3 Points:

Brick Break: Recharge 2; You render target's armor broken and deal 1d12. Doesn't break Exosuits.

Practiced analysis: Passive; As a result from years of fighting you can tell how much more your opponent has left in him. (Checks target KO points and threshold)

Level 5:

Piercing Punch: Recharge 2; You can break through a whole exosuit now and deal 3d12.

Draining blow: Recharge 3; Targets maximum KO points is halved (If they have 12 hp, they will be KO'd at 3 points instead of 6.) Can only be used once per target.

Level 10:

Boot Scoot N Boogey-With a flourish and a slide that looks like it came off a dance fighting movie, you body slam all foes in front of you +4 to hit. Foes do have a chance at a reflex save (But really, could you duck out of the way of a man powersliding through you and your buddies in pool of your own bodily fluids. Damn, it's like a Slayers concert already.)

Medic

Medics are the angels of the battlefield. If you're able to make it out alive, he'll make sure you do. Medics Physical Combat Bonus is level/4, round up. Magical/Technology Combat Bonus is level/2

1 Point:

Patch: You patch up the targets wounds, healing 1d6+mind

Cover Fire: Passive: After using patch to heal damage, you can make up three standard attacks on your following turn.

Antidote: Cures non-magical poison

Inspire:DC level/2 +10; A good word in a tough spot goes a long way.

Combat: the entire party gains +2 to all rolls next turn, or +4 on a critical success; this bonus does not stack with repeated use. Critical failure replaces the bonus with a -2 penalty to all rolls next turn.

Noncombat: you speak in front of a gathered audience, and can garner reputation, favors, and resources as the GM deems appropriate

Bluff: Passive; +2 to bluff skill, roll 2 dice and pick the higher roll

Steady Hands: Passive; +2 to first aid, roll 2 dice and pick the higher roll

Level 5:

Inspire II: DC level/2 +10 of target;

Combat: the entire party gains +4 to all rolls next turn, or +6 on a critical success; this bonus does not stack with repeated use. Critical failure replaces the bonus with a -2 penalty to all rolls

next turn.

Noncombat: you speak in front of a gathered audience, and can garner reputation, favors, and resources as the GM deems appropriate

Purge: DC level/2 +10 of target; Removes all ailments, including potion points. Cannot be used in battle.

Overdose: DC level/2 +10 of target; Recharge 1, 2d4 poison damage to target with 1d4 ongoing, save ends.

Combat Patch: DC level/2 +10 of target; Recharge 2, You heal someone 2d6 + mind/5 levels. You cannot perform a heal action next turn.

Level 10

Inspire III DC level/2 +10;

Combat: the entire party gains +6 to all rolls next turn, or +10 on a critical success; this bonus does not stack with repeated use. Critical failure replaces the bonus with a -2 penalty to all rolls next turn.

Noncombat: you speak in front of a gathered audience, and can garner reputation, favors, and resources as the GM deems appropriate

Inoculation: Recharge 2; Cure's non magical Poison and provides 2 turns of immunity.

2 Points:

Stabilize: Recharge 2; You may restore a dying ally to one health. They are now helpless.

Bandage: Recharge 2; Remove non poison ongoing damage.

Inspiring Presence; Passive; Whenever you heal someone, other allies get a +2 to their next roll.

Level 5:

Surgical Precision: Passive: You gain +2 to hitting with ranged weapons.

Morphine: Automatic; Recharge 3; Target ignores all damage from the previous turn and their next turn, at the beginning of the following turn the damage returns. Does not fix lethal.

Stabilize II: Recharge 2; You may restore a dying ally to 1/8 health, they are helpless.

Level 10:

Stabilize III: Recharge 2; You may restore a dying ally to 1/8 health with no penalties.

Inspiring Presence II; Passive; Whenever you heal someone, other allies get a +4 to their next roll.

3 Points:

I know what makes you tick!: Passive; When you score a critical hit, you deal 2x max damage.

Resuscitate: Recharge 3; if an ally dies, and you move before their next turn, you can revive them to 1hp and helpless.

Level 5:

Heroic Speech: recharge 8; the whole party turns all non-critical failures when using abilities into successful hits for 3 turns.

Vengeance for the fallen: Passive; Once per day; In combat in which an ally has died, double the result of all your rolls.

The Best I can: Recharge 5, Automatic: You Purge all poisons and heal any non-dead target to 25% health. You cannot use any healing moves for one turn.

Level 10:

Sedative: Recharge 2; Allows an Ally to operate to -1/8 HP while also bestowing 2 Damage Resistance to said person.

Resuscitate II: Recharge 3; if an ally dies, and you move before their next turn, you can revive them to 1/8hp 1ith no penalty.

Exosuit pilot

All exosuits require several months of training to use. Exosuit Pilot class has this, other classes don't. Now, this class works differently, you build the mech via point system instead of cash. (+2 bonus to mechanical and tech based checks) Physical Combat Bonus is level/2, round up. Magical/Technology Combat Bonus is level/4

Exo suit: "Who needs cover?" You have a plain exo suit, don't worry though, you'll get some

cool bells and whistles soon. Exo suits are about 7.5-9 feet tall to start and make the user a "Large" creature. (+5hp) (+8 DA) (-2 to dexterity while wearing exo suit)

1 Point:

Small Arms: You have an integrated weapons system that can fire bullets. (1d6) (No recharge)

-*Ammunition specialist:* You can add the following to your weapon damage.

Incendiary: +2 damage to unarmored targets

Armor piercing: +2 against those with light or medium armor

Flight: Your suit can fly or hover for a short period of time. (Duration 3, recharge 2 after effect ends)

Memorized The Tech Manual: You can substitute your MIND modifier in place of your DEX for ranged attacks.

Level 5:

-*More dakka:* Upgrades your integrated weapons system to 1d8.

-*Ammunition specialist 2:* Unlocks the following for your integrated weapons system:

Explosive: Deals +2 damage and has a 1m radius.

Two points

Athletics upgrade : Wouldn't it be nice if you could turn your head to see where you're backing up? (Negates Dexterity loss, +1 to strength)

Missile Launcher: Recharge 2; You gain a missile launcher. Missiles have an Area of Effect of about 5m and deal 1d8.

-Missile barrage: Recharge 4; You launch several Missiles at either a single target or multiple. 3d8 to single target or 1d8 to up to four targets

Juggernaut: Recharge 3; When an attack against you is successful, you may activate this ability. if an 14+, you receive no damage, if it is a critical, the challenge is 18+

Level 5:

Acid Spray: Sprays acid over an up to 5m area, dealing 1d6 corrosive damage and all creatures starting in affected area or moving through it take 1d4.

Grenade Barrage: Recharge 2; launches three 1d8 grenades.

Level 10:

Sealed System: Your suit can absorb up to three potion counters for you.

Three points

Targeting AI: Your next attack is an automatic hit and crits on 18+. If you roll an unmodified 20, this applies to your next turn as well. (Recharge 3)

Level 5:

Gatling Guns: Recharge 6; You press the button, you know, the big, shiny red one labeled "The Pain" unveiling your shiny gatling guns which then make it rain lead. 5d8 against up to three targets.

Level 10:

Journeyman

Journeyman are typical jacks of all trades, capable of learning any skill. However that comes with a price. They receive a +1/3 levels to both tech, magic and melee to hit bonuses and while they can buy any skill from any class at level, they do so at 2x the cost. Journeyman uses 1d8 for hp.

Cannot be multiclassed

Level 1

3 Points:

Fast Learner: You gain 1 additional skill point each time you level up

Level 5

3 Points:

Faster Learner: You gain 1 additional skill point each time you level up

Level 10

3 Points:

Fasterer Learner: You gain 1 additional skill point each time you level up

Level 15

3 Points:

Fasterer Learner: You gain 1 additional skill point each time you level up

Level 20

3 Points:

Fasterer Learner: You gain 1 additional skill point each time you level up

Level 25

3 Points:

Fasterer Learner: You gain 1 additional skill point each time you level up

Non Class abilities

1 point

Flight Mastery: prereq; Pegasus, gryphon, thestral; You get +2 to DA when flying.

Thick Hide: prereq; none; +1 DA. Can be taken every 5 levels

Echolocation: prereq; thestral; can navigate in complete darkness by sound.

Adorable: prereq; pony (any race); You get a +1 to persuasion

Dominance Resistant: Prereq; Crystal Pony; Do to living under Sombra's reign, you have increased resistance to being dominated or intimidated. (+2)

Detect Magic: prereq; Any magic using class, unicorn, changeling; You can sense magic in objects or locations.

2 points:

Shadow Meld: Prereq; Thestrall; You get +4 for stealth based checks when it is night or in an otherwise dark area.

Grounded: Prereq; Augmented, cyborg; Electrical attacks don't shut down your augments.

Magic Sense: Prereq; unicorn or spell caster; You can sense if something contains magic or not as well as it's source and effects.

Green Hoof: Prereq; Earth pony; able to grow a small or medium (Pretty much just not trees) plant to an edible status.

Nimble Dodger: Prereq: DEX 16 or higher; add an additional 1/2 dex modifier to your DA when wearing light or no armor.

Crystal Tuning: Prereq; Crystal pony; You can navigate in complete darkness via sonar

Keen Hearing: Prereq; diamond dog; You can hear extremely well, +2 to spotting/locating

3 points:

Tough: prereq; none; You roll an extra 1d4 for hp per level. Affects previous levels.

Adrenaline: Prereq: Human(any kind); At half health you get a +2 to hit and +1 to damage, at quarter health you get +4 and +2 to damage.

Predator's Senses: Prereq; Gryphon, Girraffin, Dragons; You can crit on a 19.

Keen Smelling: prereq; Diamond Dog; It doesn't matter how many levels in ninja they have, you can sniff them out. (+4 to spotting/locating)

Point Swapping:

A very special thing, more or less unique to this RPG is the rite of point swapping. 1 stat point can be traded for 3 ability points and vice versa. 1 ability point can be traded for 3 skill points and vice versa.

IV: Combat

When diplomacy has failed, its time for combat. First thing is to determine if its a **Suprise** At the beginning of an encounter, roll 1d6 for eachside. On a roll of 1-2 a side is surprised and may not act at all in the first round. If attacking from an undetected ambush, the ambush victims are surprised on a roll of 1-4. **A side cannot be surprised if it is aware of the other.**

Initiative: Roll d20 + DEX bonus for initiative order each combat round. Characters and monsters act in Initiative order, from high to low.

Actions: The "hit roll" determines if any damaging blows were delivered during the round. Everyone can do one thing each round; move, attack, cast a spell, etc. The GM may choose to allow some combined actions, like a charge attack, to be one thing. A 5-foot step/shift, drawing a weapon, speaking or similar activities are "free" and do not count as an action.

Attack Rolls: Add attack bonus to d20 roll. A natural roll of 1 always misses, otherwise if the result is higher than your opponent's Armor Class (DA), it's a hit. A natural roll of 20 that would otherwise hit or miss is automatically a critical hit doing maximum damage.

Melee attack bonus = STR bonus + Physical Combat Bonus

Missile attack bonus = DEX bonus + Physical Combat Bonus

Magic attack bonus = MIND bonus + Magical Combat Bonus

Damage Avoidance Rolls: Add your dodge/soak bonus to a D20 roll.

Damage Avoidance Bonus (DA) = DEX bonus or STR bonus + Armor bonus.

Some Basic Armor Bonuses:

Light Armor (e.g. leather, Kevlar jacket) +2,

Medium Armor (e.g. Chainmail, Kevlar plate) +4,

Heavy Armor (e.g. Plate or powered Armor/Exosuit) +6;

a shield adds +1; a large shield adds +2.

Cover: Characters behind an object gain +2 to +10 to their DA against ranged attacks, depending on the extent of the cover (light cover = +2 to nearly complete = +10). In some situations, the GM may allow half this DA bonus to apply to saves.

Weapon Damage: Light weapons do 1d4 damage. Medium weapons do 1d6 damage. Heavy weapons do 1d8 damage. Add STR bonus and any class damage bonus to Melee damage (x2 for two-handed weapons). (A pistol being a light weapon, small to medium caliber rifle or large pistol being medium, large caliber and machine gun being heavy).

Shield Special: A character with a shield may choose to have it completely absorb all the damage from any attack (including a critical hit). A non-magical shield shatters when it does so. A magical shield permanently loses one point of its magical DA bonus when it does so, becoming a non-magical shield if its magical DA bonus is reduced to zero.

Special Combat Situations:

Opportunity Attacks: Anyone not surprised and with a ready weapon who is not already involved in a melee combat gets a free attack on opponents trying to move past them – this attack is in addition to their normal attack for the round. If the attack is successful, the opponent takes damage and can move no further that round.

Ranged Attack into Melee: Shooting or throwing into a crowded melee is not a good idea: there is a 50% chance you'll hit a friend instead of an opponent. Fighting classes may take -4 to hit to avoid hitting a friend.

Dodge: A character who is not making an Active or Full Attack may forgo his next attack at any time and dodge out of the way. Roll 1d20 + DEX bonus + Physical Combat Bonus (PCB). The total is the character's effective DA until his next attack. If it's lower than his real DA, well, the

character zigged when he should've zagged. The GM may modify the roll by +2 or -2 (or more) to reflect the terrain and cover of the area.

Aid Another: A character who can make a melee attack on an opponent engaging an ally in melee combat can help that character attack or defend by distracting or interfering with an opponent. Make an attack roll against DA 10. If successful, the ally gains either a +2 (Fighter Bonus +1 for fighting classes) bonus on his next attack roll against that opponent or a +2 (Fighter Bonus +1 for fighting classes) bonus to DA against that opponent's next attack (aiding character's choice), as long as that attack comes before the beginning of the aiding character's next turn. Multiple characters can aid the same ally.

Grapple: A character can make a grapple attack on an adjacent target. A successful attack roll means they are then grappled with their target. When grappled, both the attacker and the defender's DA becomes 10 and neither can make move actions. When grappled, the defender can't make normal actions and must make opposed rolls (1d20 + PCB) against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Knockout Blow: A character can attempt an armed melee attack against an adjacent creature to stun them. On a successful hit the target is stunned one minute for every point the attacker rolled higher than their defense. Pugilists add their level in minutes to this time.

Combat Tricks/Stunts: Declare what the trick/stunt attack is going to do. It could be anything from knocking a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing with a thrown weapon, tying him up with a bola, tripping him and so on. The attack roll is made at -8 (-6 for fighting classes). If the roll is successful and the target is alive and aware of the attack, the target makes a defense roll (a normal attack roll) against a DC equal to the adjusted attack roll (with the to hit penalty). If the defense roll fails, the target suffers the exact effect described. If the defense roll succeeds, then the attack is treated as a normal attack against the target's DA (with the penalty), which may result in normal damage. Option: The defense roll is automatically failed if the target has a combat stance of Active Attack or Full Attack.

Against an inanimate object, if the attack roll (with the penalty) is successful, the stunt works. No defense roll is needed.

Morale: While a few monsters, such as mindless creatures, are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the GM make these decisions. If the GM wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is

greater than the monster's Morale Rating.

Energy Drain: Certain undead and demonic monsters as well as certain asshole mages can drain energy levels from characters. Each energy level drained reduces the character's level by one, the character may regain the level normally via experience.

Potion in Combat: If there are any human characters in the party, potion is a threat. PER Humans and unicorns are equipped with potion rifles. Each successful shot raises the potion counter by one. Once an unaugmented human reaches Six potion counters, they are rendered unconscious and convert. Augmented humans have reduced potion counter thresholds. An augmented having five and a cyborg having three.

Race is chosen via 1d6, 1-2 being pegasus 3-4 being earth pony and 5-6 being unicorn. Potion counters can be reset by a full rest or the Technomage ability "Reprogram"

There are other methods that dole out higher potion counters, such as a potion grenade, which is like a smoke grenade. one potion counter upon hit and one for each turn started in it. Flooding the area with significant potion can add three at once. For full details, see the chapter on potion.

Monsters

To create new monsters quickly: Pick a name, assign a level, hit dice = level, hit points = 1d8 per level, magic save = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, DA = armor equivalent; pick special abilities as the level increases. Special attacks act like magic attacks against an appropriate defense. Intelligent monsters may have classes at the GM's option. If needed, assign stats to suit. Equip and add abilities as required.

Monster Reactions: Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the GM may opt to make a reaction roll for the monsters by rolling 2d6 and adding the MIND bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll Result

2 or less Very Unfavorable

3-6 Unfavorable

7 Neutral/Uncertain

8-11 Favorable

12 or more Very Favorable

Interpretation of the results is left to the GM, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the

monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters and are willing to be somewhat helpful and are open to working with the party to mutual advantage.

Mooks (optional): Sometimes a GM may want to use a large number of monsters but not want to carefully track each one. Mooks are “cannon fodder” monsters that have 1 hit point per hit die, never make a saving throw, and always run away or surrender if the battle is obviously going against them. Any hit from a Fighting Class character will likely kill a mook. Mooks cannot be told at a glance from non-mook monsters. Mooks make excellent minions for powerful leaders as they are very effective against normal people even if they cannot stand long against pcs and npcs with class levels.

Other Hazards

Falling: 1d6 damage per 10', half damage on REF save. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: FORT save to avoid or for half damage, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, FORT save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

V: Factions

I'd like to note that these are by no means every group in The Conversion Bureau, just some notable examples. I fully encourage creating groups for the sake of the game. With that you don't have to use any of these, though they are immediately recognizable to the player.

PER: Ponification for Earths Rebirth. I've seen them cast as religious zealots who believe they do no wrong though when I made them I intended them to be a collection of those willing to do

what is necessary Utopia justifies the means style. Regardless, The PER seek to bring about utopia by eliminating the human species, some versions also try to keep human culture away from equestria .

HLF: Human Liberation Front. Much like the PER is a violent group trying to ponify the world, the HLF is a violent group trying to send the ponies packing much like the IRA. The HLF was never as fleshed out as the PER but for some reason they don't like ponies, conversion, or humans they perceive as "Race traitors"

EfE: Equestria for Equestrians. Imagine a group with goals similar to the HLF but made of native equestrians. Whereas most PER and the public at large seek assimilation and merging of the cultures, the EfE seek to keep those nasty murderous humans far away from proper Equestria.

IHSA: International Human Survival Association. A group dedicated to preserve Humanity, as much as they can however they can. Could be a good quest giving source recovering lost files from decrypt buildings.

VI: Leveling

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 HLF grunt (a 1 hit die monster) = 1 XP. 2 HLF grunt = 2 XP. 4 HLF grunt = 3 XP, 8 HLF grunt= 4 XP etc. Add +1 or +2 XP (GM's discretion) if the foes have dangerous special abilities. Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures (or taken from monsters) in totally frivolous ways (e.g. wine, women, song, donations to a temple without getting anything in return, generic "training," etc.). A character earns 1 XP for each 1000c (Or 10 bits) spent.

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials and treasure spent. When the total is equal to your Experience Base x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

When you gain a level, you receive three points which you may use to buy new abilities, multiclass or save. Each level adds +1d6 (+1d8 for Fighting Classes) to Hit Points and the character's Physical and Magical Combat Bonuses are recalculated. (Note that the above are already included in the physical and magic attack and hit point formulas given in the rules.) Every ten levels, you gain 10 points to raise your stats. Level cap is 30.

Example: Four newly minted second level adventurers have just completed a dungeon adventure. They each need 40 XP to reach third level. Their expedition was extremely successful. They defeated 22 XP worth of monsters and earned 7 XP from traps and other GM specials for a total of 29 XP each. The party's cleric earned 4 XP for great roleplaying while risking her life to save the party from an angry spirit. The party also found and recovered 2900gp in treasure from the dungeon. That's 725gp each. The cleric decides to donate the entire sum to her temple, and earn 7 more XP. This gives her 40 XP. She goes up to third level, receives 3 ability points and her XP total is reset to 0. The other party members have 29 XP each.

VII: Gear and Other equipment

A full accounting of items and templates can be found [here](#)

Weapons:

All weapons can be upgraded, enchanted or otherwise improved. Unique items may be available if your GM allows it.

Thaumatic

Magic weaponry. Could range from an enchanted saddle that allows the use of "Modern" type weapons, a Jar of never ending fire, or a bevelmited powered mountable anti-tank type rifle. Power and effects range far and wide.

Weather

Weather based weapons can only be wielded by flying creatures. Consisting primarily of thunderclouds that shoot lightning and storm clouds that shoot icicles, weather based weaponry uses water as an ammunition source and usually deals 1d8.

Modern

Modern weapons include all manner of pistols, shotguns, rifles, machine guns and explosives.

There are three classifications of rifle, and two for pistols. rifles fall under “light” 1d4 “Medium” 1d6 and “Heavy” 1d8 categories. Pistols have “Light” and “Medium” a “Heavy” handgun being a SMG.

However, these are affected by many stats and gain an additional hit dice every 10 levels.

Electricity

Electrical weapons are such as Ray guns, guns that shoot lightning or most any non-conventional type of weaponry. As with thaumatic weapons, damage and effect varies wildly.

Medieval

Here you have your Pole arms, knives, claymores and bows. Small weapons deal 1d4, medium ones deal 1d6 and large ones deal 1d8 usually, but there can be exceptions or enchantments done to improve this.

Armor:

There are various kinds of armor in TCB, following the same categories as above. Light armors give +2, medium armors +4 heavy armor +6 and exosuits give +8. Armors can give bonuses against certain types, extra potion points or even a skill or ability.

Items:

There are various potion’s concoctions and items with magical or high tech properties. Some of these can boost stats, skill or ability checks, reduce potion points or potion susceptibility.

VIII Potion

Potion. The purple stuff. Last thing you’ll ever hold. Formally Ponification Serum, it turns the user, assuming they’re human, into a pony. Now a few things about potion...

Potion Points

In order to make this game playable for those not keen on conversion and those who wish to play human characters, I decided to go with six potion points for an un-augmented human. A shot from a potion rifle gives one point. An aerolizer gives one per turn. A “Flood Trap” can deal up to three, but you can’t gain more than 3 from any one action. So as long as you have a

Technomancer or can make it out of combat for a Medic to patch ya, ya'll be fine.

However, Augmetics and Cyborgs have reduced Potion points due to reduced biomass. Augmetics with 5 points and cyborgs with 3. So yeah, your cyborg can in fact be "one shotted" by a large potion trap. But hey, your buff as fuck up until that. Also, Cyborgs make foal sized ponies upon converting.

Willingly Taking the Potion will count as all 6, 5 or 3 points and initiates conversion.

Conversion

It takes fifteen minutes (15 turns) to convert. New convertees must relearn how to do EVERYTHING, and receive a -4 to all DEX or STR based rolls for three in game days, though this can be halved if another member of their race teaches them. If your class is no longer available due to conversion (EX: Exosuit) you may get half your ability points refunded, though your GM might allocate you more or extra ones upon leveling up.

You have a conversion dream that more story oriented games may call for narration, though general acknowledgement is all across the board. It's usually some life changing event that gives you insight and inner peace.

When your potion points max out, roll 1d6 to determine pony type. 1-2 being pegasus 3-4 being earth pony and 5-6 being unicorn. If you wish, you could re-roll and rename your character. You can become a thestral by gaining the blessing of Luna.

If playing a game with multiple types of potion, you convert to the type used most. Failing that, you convert to the last gained potion point type.