

APOTHEOSIS

A MULTIVERSE ROLEPLAYING GAME

SHARDS, CRYSTALS, AND THE MULTIVERSE

The infinite expanse of the travelers, the gods, and the unknown

The multiverse of **APOTHEOSIS** is split into planes, or shards, which are grouped into clusters, or crystals. Each crystal represents a group of shards with unique environments and inhabitants; in a sense, each shard is its own world or universe. Natural, undisturbed crystals only have a single shard but, through a process known as sharding, powerful beings can split off additional shards from a single crystal. There are, theoretically, an infinite number of crystals in the multiverse, though locating and travelling to them can be a difficult task.

Jumping to different shards in the same crystal can be accomplished through a variety of means, though an individual's personal abilities make the methods different from traveler to traveler. Attaining such abilities is quite common in the form of specialized magic and technological advances, though most travelers are unaware of the near infinite expanse beyond their home crystal.

While moving between the different shards in a single crystal is often considered a trivial matter, journeying to an entirely new crystal is a much harder task. Creating a hole between shards is relatively simple from a power and conceptual standpoint, but creating a method for ripping a passage to a timeless, warped space is simply too difficult for most creatures to devise. Most travelers learn cross-crystal traveling methods from others rather than devising their own techniques.

The area between crystals, known as the abyss, is an infinitely vast nothingness that easily consumes anyone foolish enough to enter without a solid destination. Attempting to go to a different crystal can be compared to setting sail for an unknown continent or diving into an unknown forest; getting lost is a common occurrence without a guide and maps of the multiverse are few and far between.

Travelling through the timeless nether gives no indication of distance or time; travelers do not age while in transit and their transition from one plane to another is instantaneous. Without a way to tell distance to time in the nether, the only method of navigating is direction. Because of this, crystal maps, or multiverse maps, look nothing like traditional maps; they have no regions with detailed landscapes and intricately sketched roads and rivers. Instead, crystals maps are merely directions and destinations, much like road signs without distance markers.

SHARDING

While natural crystals very rarely shard on their own, beings with extreme power will occasionally splinter off additional shards from a crystal to create entirely new planes. Similar to travelling, the abilities used to shard crystals are extremely variable. While the method of creation is generally different, the result is almost always the same.

Newly created shards and untouched crystals contain nothing but writhing storms of magical power that are remnants from the creation of the plane. Given enough time, these masses of energy will converge to form an environment. This process is often sped up by the creator, though it is entirely possible for an untamed plane to be formed. The addition of life is generally a slow process that takes place over thousands of years. Impatient gods always have the option of stealing inhabitants from other shards or crystals.

The volatile nature of a shard's creation leads to wildly variable environments that range from bottomless oceans to eternally looping skies. Godless crystals and shards will quickly develop their own ecosystems, life, and eventually civilizations if given enough time.

THE PLAYERS AND THE POPULATION

Sentient beings from plebian peasantry to insurmountable power

A wide variety of sentient entities populate the infinite crystals of the multiverse, though they often keep to their own crystals and shards. Sentient beings can roughly be divided into three categories: the masses, travelers and gods.

THE MASSES

Making up the majority of the population of almost every world, the masses encompass all sentient life that cannot traverse shards. The physical and mental strength of the masses is extremely variable and can often rival that of many novice travelers, though they are limited by the advancements and technology of their home crystal. Humans make up the vast majority of sentient life on natural shards; it isn't uncommon for completely undiscovered crystals to be host to advanced societies without the guidance of a higher power.

While the most of the masses will live their life in blissful ignorance of the multitudes of crystals and shards beyond their own, a select few will gain the ability to traverse shards becoming travelers.

THE TRAVELERS

Once members of the nameless masses, the travelers are defined as sentient entities with the ability to travel to different shards. A large percentage of travelers gain their abilities from existing travelers, though occasionally new methods are discovered through science, magic, or natural evolution. Travelers often have their own life goals and reasons for moving between shards, though an insatiable hunger for wealth and power is extremely common. Becoming a traveler is often the first step towards godhood.

The ability to traverse shards leaves the travelers unbound by traditional laws. As a result, the travelers themselves have set up a central government to establish a set of standards that they are expected to adhere to. While not universally recognized, the Traveler Regulation Enactment Committee (TREC) acts as the governing body in both legislation and enforcement.

THE GODS

The rulers of individual world and shards, the gods can generally be considered the most powerful beings that exist in their individual territories. These gods, however, were rarely born into their godhood: most originate from the masses, slowly increasing in power and experience as travelers, then finally sharding their own plane or taking an existing one from a weaker god.

While the ruling structure differs greatly in different planes, most crystals have a single ruling god who oversees lesser gods who watch over individual shards. In the past, the strongest gods would attempt to rule over large regions of crystals.

THE PLAYERS

Player characters can range from flimsy scholars to fledgling travelers, though they all share one important trait: player characters are destined for greatness. Their eventual exploits will have profound effects on the world around them and each decision will change the very fate of the multiverse.

APOTHEOSIS campaigns can span everything from a character's origin story to their happily-ever-after.

TRAVELLING ACROSS THE MUTIVERSE

Conflict in **APOTHEOSIS** is inevitable; the path to godhood is wrought with competition and challenges. While more cunning characters may be able to avoid physical altercations, most will eventually have to fight with swords and magic.

MONEY AND TRADE

Currency, be it golden coins or bits of paper, rarely hold their value when brought to an entirely new civilization. Travelers have no universal currency, nor do they often accept slips of papers or whatever the local money may be. Instead, travelers use a rather abstract bartering system to exchange goods and services.

APOTHEOSIS uses a general value system to rate equipment, artifact, and various other items that can be found throughout the multiverse. This value system can be used to interpret currency and allows for characters to amass wealth that is applicable on multiple shards.

TRAVEL BETWEEN SHARDS

Jumping between different shards in the same crystal is considered the easiest form of travelling achievable, though it most often taught rather than discovered. While the actual preparation for the movement may take a while, the actual travel is instantaneous. Travelers feel nothing; the environment around them switches seamlessly before the brain can even process it. Regardless of the method of travel, jumping shards requires extreme concentration and is generally only performed when not under duress.

The destination point of a jump is directly relative to the traveler's position on their origin shard. In most modern travelling methods there

are added safeties to ensure the traveler doesn't end up inside another solid object, though some of the older techniques still retain that disturbing danger.

There are only two directions in which travelers may go: up and down. The shards of a crystal are largely accepted to be a looped stack, allowing the travelers to move between adjacent shards, though skipping shards in the stack is impossible.

TRAVEL BETWEEN CRYSTALS

Similar to shard travel, moving between crystals is instantaneous. There is no real sensation associated with the travel either, though some travelers have said they felt absolutely nothing; an odd sensation in and of itself.

Unlike traveling between shards, moving between crystals has many more options than simply up or down. Traveling is done through precise direction with very little room for error. Even a slight degree to the left can send the traveler into a completely unknown crystal. This makes navigation brutally difficult without specialized trinkets or exceptional intuition.

Most methods involve a form of magical rune or circle through which the spiritual energy is channeled. The sheer amount of power required to open a rift to a different crystal is often large enough to force even the strongest travelers to prepare both physically and mentally for the task. It isn't uncommon for the rituals to require a few hours to prepare.

Similarly to shard travel, cross-crystal travelling has the possibility of ending up inside a solid object, though the majority of accepted methods have counter measures.

IMPORTANT CRYSTALS AND PEOPLE

Recognized influential places and entities throughout the multiverse

Throughout the ages, knowledge of certain distinguished individuals and highly traversed crystals has become pervasive among the travelers and gods, despite their scattered population.

CRYSTALS

Well known crystals are often occupied by almost entirely traveler populations and, as a result, are often extremely well mapped. Shards where important races originated from are also generally widely recognized.

HOMELAND

Homeland is the origin crystal of the original travelers, a race of humans who developed the original and most prevalent cross-crystal traveling spell and process. Their ancestors still live among the inhabitants, although most of their lineages have long since been forgotten.

The crystal has only a single shard. Because of the ludicrously high concentration of god-like entities, there is no ruler or god on *Homeland*. While this might imply anarchy, the crystal has a fairly tight ruling structure with vast support and respect from both inhabitants and travelers. As the central stronghold of TREC influence, the committee holds enormous power on *Homeland* and acts as the collective “god” of the crystal.

Connections leading to and from *Homeland* are extremely well mapped making it the single most travelled crystal in the known multiverse. It is often used as the focal point for expeditions of adventuring travelers.

SANCTUM

While it reaches nowhere near the scale of inbound and outbound travelers as *Homeland*, *Sanctum* is almost equally well mapped. The

proctors, the indigenous species of *Sanctum*, are the only known race with the evolved ability of cross-crystal travel, something they use to great effect in the disturbing game they run on the second shard of their crystal.

The proctors are most well known for their bloody death games involving numerous members of the masses and random, unknown crystals. The events roughly boil down to dropping unprepared humans on inhospitable crystals and watching who survives. Betting is extremely common and gambling in general runs rampant on *Sanctum*.

OCEANA

A seemingly barren crystal, *Oceana* contains a single shard filled with an endless, bottomless ocean. The single shard crystal also happens to be the origin of the Shivers, a race of mechanical humans. Unlike the Proctors, who happened into their ability through evolution, the Shivers were created with the knowledge and ability to traverse crystals and shards.

The god and original creator of *Oceana* is a bodiless entity known as Shiver. Because he lacked the skill and ability to create biological creatures, he chose to fill his shard with intricate mechanical constructs and massive submerged cities.

BRUNSWICK

While *Homeland* might be the central crystal for trade and commerce in the multiverse, *Brunswick* takes the cake in terms of variety. Because it isn't directly in TREC's backyard, *Brunswick* specializes in black market goods and outlawed practices. Human trafficking, sharding devices, and ancient relics are just a few of the more shady things one might find.

Brunswick is controlled and ruled by Mamoth, a disciple of Galen.

GODS AND TRAVELERS

Even among the travelers and gods there are those who stand head and shoulder above all others. In the past there were the supreme old gods: a trio of absurdly powerful entities that held dominion over vast number of crystals. Since old gods have disappeared, died, or retired, the committee members of TREC are likely the most well-known travelers in the multiverse.

IORORY

The Divine

Born on a rather nondescript crystal, Iorory was part of a tribal human civilization that barely managed a living in their savage environment. The details of her ascension to godhood are unrecorded, however she was the first of her civilization to learn to travel and was one of the few traveler to devise her own cross-crystal traveling method.

Iorory never truly organized a region under her control. Instead, she simply visited hundreds of crystals spreading knowledge and ended up with a rather large network of civilizations, travelers, and gods who revered her.

While she initially assisted in the war effort, Iorory's personal involvement in the Sharding Wars was almost negligible. Her followers, however, contributed an immense amount. Near the end of the Sharding Wars, Iorory fled from Galen's wrath to an unknown crystal. Despite her disappearance and the dissolution of her domain, plenty of travelers still believe Iorory watches over them.

NESSA

The Queen

Nessa is one of the oldest known travelers, easily surpassing 1500 years of age. She is best known as the last remaining supreme old god, though she is also widely recognized as the

killer of Galen and the creator of the Epsy Network. She is a descendant of the original *Homeland* travelers and thus her travel methods have been well refined and passed down through generations. While she may have once been the most powerful traveler in the known multiverse, time has proven this fact to be little more than an antiquated title.

The Epsy Network is considered the original empire and was formed a hundred year before Galen even appeared. The network was originally created from a conglomeration of likeminded gods, though it eventually was abandoned by all but Nessa. During the Sharding Wars, she bound Galen to an unstable crystal in order to destroy him.

She is, alongside Ural, one of the two remaining founders that are still members of the committee. She possesses an ancient relic *Scutum Pristis*, a magical shield capable of producing an odd explosive substance.

GALEN

The Tyrant

Known for creating and ruling the largest network of crystals in the recorded history of the multiverse, Galen's name is used in both curses and prayers. His origin is even less known than Iorory's; the first recorded stories of Galen are a mere year before he formed the United Federation.

The United Federation consumed hundreds of crystals, forcing the masses, travelers, and gods who occupied them to submit to a set of oppressive laws.

Galen's rapid expansion was largely the catalyst for the Sharding Wars as he pulled parts of Iorory's domain into his growing dominion. Galen's existence was ripped from reality by the collapse of a crystal during the final conflicts of the war. Even 600 years after his death, a few still believe Galen will return.

ORGANIZATIONS

With the infinite nature of the multiverse and the absurd mobility of the travelers, it's extremely difficult to govern anything larger than solitary shards and crystals. While there haven't been networks of crystals for hundreds of years, there are a few organizations that attempt to maintain some order.

TREC

Acting as the central governing power for the entire traveler community, the Traveler Regulation Enactment Committee is widely supported by the majority of travelers. They have a single main office on the crystal *Homeland*. TREC is roughly divided into a few sections with their own important role and designation: the committee, the agents, and the explorers.

The committee consists of some of the strongest travelers from all the known crystals, coming together to enact and enforce a set of basic rules on all travelers. There are a total of seven seats which are ordered in rank of seniority with the first seat being the oldest member. Committee members serve for as long as they like, though they're required to find a suitable replacement before stepping down. Committee seats that become vacant because of unforeseen circumstances remain vacant until the next seat in seniority chooses a replacement. The following are the member of the seated committee in order of seniority:

Nessa Pennant (Female, Human)
Ural Veschime (Male, Human)
Model Zero (Male, First Shiver)
Acetona Ceta (Female, Proctor)
Ul'Ctarn (None, Monstrosity)
Lester Einarsson (Male, Human)
Vessa Goltra (Female, Proctor)

The agents are responsible for the enforcement of the committee's rulings. While agents respond directly to the committee members,

they usually operate independently unless given specific orders. Agents often accompany explorers during their tasks to help ensure their safety. Travelers can apply to become agents at the central TREC offices through a rigorous application and testing process.

The explorers are tasked with mapping the endless crystals and shards. Explorers continually travel to different crystals, painstakingly constructing crystal maps for each one. The explorers also maintain the map and ratings database: a construct that contains information on all known crystals, their owners, and their visitation registration. Travelers become explorers in a process similar to agents.

HISTORICAL ARCHIVES

A foundation that was formed and maintained by volunteers, the Historical Archives is an organization created for the sole purpose of keeping track of all important historical events in the multiverse.

The original crystal that held the historical archives was lost during the Sharding Wars, however much of the data was recovered. Since then, the historical archives has somewhat merged with TREC, though it operates independently with access to the data and utility that comes with TREC explorers and agents.

The historical archive has no central leadership of any kind, instead functioning as a collective that processes and maintains the database. In order for events to be committed to the archives, a minimum of ten thousand trusted members must approve an article. While the system is majorly flawed, it maintains a more or less impartial view on any historical events.

Joining the historical archives is actually a fairly easy process, though becoming a trusted member is fairly difficult. All archive volunteers must have at least 10 accepted articles before they become trusted themselves.

ANIMA, SPIRIT, AND ATTRIBUTES

The life force to create forms and the willpower to bind them

All living entities are composed of two major parts: their physical form and their mental existence. Creatures cannot exist without some anima or spirit. A being's physical body, or anima, encompasses physical strength, agility, and stamina. A being's mental existence, or spirit, encompasses mana, mental control, and psyche.

As long as a character has some remaining spirit or anima, their mind or body can be restored. However, if both are completely depleted, the character is dead and cannot be resurrected.

ANIMA (STR + AGI + STA x 2)

A character's anima statistic can be considered their physical wellbeing and can easily be equated to something similar to health points. Receiving attacks, performing strenuous actions, and other physical feats all temporarily lower a character's anima. When character's anima is reduced to zero, their physical body is considered disabled or destroyed and their spirit begins leaking and dispersing from their body.

STRENGTH (STR)

The physical power a character commands is represented by their strength attribute. A character with a high strength attribute will deal much more physical damage and be able to perform much more impressive feats of strength.

AGILITY (AGI)

A character's coordination, physical dexterity, and speed are all represented by their agility attribute. A character with a high agility will often act first, more often, and more aptly. When opponents attempt to dodge attacks, higher agility will lead to more solid hits.

STAMINA (STA)

The endurance of a character's body is represented by their stamina attribute. A character with a high stamina attribute will be able to sustain a significant amount of physical damage and perform strenuous actions for much longer than others.

SPIRIT (PSY + CON + MAN x 2)

A character's spirit statistic can be considered their mental wellbeing and can easily be equated to something similar to magic points. Casting spells, mental fatigue, and mental attacks all temporarily lower a character's spirit. When a character's spirit is reduced to zero, their mind is considered disabled and their body becomes a useless shell that can be easily destroyed or stolen.

PSYCHE (PSY)

The strength of a character's personality and perception is represented by their psyche. A character with high psyche will find it easier to bend others to their will and often notices things other may not.

CONTROL (CON)

The manipulation of a character's magical power is represented by their control, though the attribute is closest to representing the raw intellect of an individual. A character with high control will be able to learn stronger spells and will have the aptitude to actually cast them.

MANA (MAN)

All characters possess some amount of latent magical power, even if they are unaware of it. This pool of magical power is represented by the mana attribute. A character with high mana will be able to draw upon powerful spells frequently and will be more resilient to magic

CHARACTER CREATION AND PROGRESSION

Making and improving characters, races, and other entities

Both character creation and progression in **APOTHEOSIS** is based on a point buy system. During character creation, players are given a pool of points that can be used to purchase everything from traits to active skills. As characters survive adventures and defeat challenges, they also acquire points that can be used to further advance skills and attributes.

The act of creating a character, however, can be much more in-depth than simply allocating a set number of points.

GETTING STARTED

Before drafting a character, the first thing you should do is ask your gamemaster (GM) for the setting of the campaign. If the campaign is meant for travelers, creating an unaware human without the ability to travel would be counterproductive. The GM should also provide you with a point total for character creation which should also give you a reasonable idea of the power level you should be shooting for.

| GROUP | POINTS |
|-----------|-----------------|
| MASSSES | 50 - 500 |
| TRAVELERS | 500 - 10,000 |
| GODS | 10,000 - 50,000 |

Creating a character can be an arduous task if you do not have any ideas beforehand. The concept can be as simple as wanting a character that whacks things with a sword; simply having the idea makes creating your character much easier. Once you have a concept, it is advised that you spend your points in the following order:

1. Attributes
2. Skills
3. Equipment and spells

SPENDING POINTS

Characters may spend earned points at any time the GM allows, though it may be convenient to only progress characters outside of adventures or during long periods of rest.

ATTRIBUTES

Increasing a character's attributes is extremely important to character progression. When a new rank in an attribute is purchased, the character immediately increases their maximum anima or spirit appropriately. All attributes have a maximum value of 100. The average human has 5 in all attributes.

The point cost of an attribute is equal to the new rank. Characters must purchase the each rank of an attribute and cannot skip ranks. For example, increasing a character's agility from 5 to 7 agility would cost 13 points.

ACTIVE SKILLS

The point cost of improving active skills increases with the rank of the skill. Characters must purchase the each rank of a skill and cannot skip ranks.

| RANK | COST |
|------|------|
| 1 | 5 |
| 2 | 10 |
| 3 | 20 |
| 4 | 40 |
| 5 | 80 |

KNOWLEDGE SKILLS

Characters start the game with 2 knowledge skills of their choosing. These skills are free and cannot be refunded, though extra knowledge skills may be purchased with the character's allotted points.

| COST |
|----------------------------|
| # OF KNOWLEDGE SKILLS x 10 |

EQUIPMENT AND SPELLS

Any remaining points can be roughly translated to value which may be used to purchase weapons and equipment that is suitable for the campaign. Value costs may be reduced due to the setting of a campaign and the available equipment will often change from place to place. The values listed under the equipment and weapons section are assumed to be the approximate availability cost of such items on *Homeland*.

| CONVERSION |
|------------|
| 2v per 1p |

GAINING POINTS

Whenever a character completes an adventure, defeats an encounter, or performs a remarkable feat, the character is awarded with points to improve their attributes and skills. These points may not be converted to value unless specified by the gamemaster.

SIGNIFICANT DICE AND CHECKS

Chance is fickle; skill and talent can only get you so far

APOTHEOSIS uses an entirely D6 system. All skill checks, damage, and other events are resolved using 6-sided dice with flat modifiers. Characters will never have to roll more than 10 dice at any given time.

SKILL CHECKS

All skill checks are limited to 5 significant dice; only the highest 5 dice that are rolled are combined to produce the result. If a skill check rolls less than 5 dice, all the dice are combined.

If a character is not pressured and the action has no negative consequences, the character may take a maximum possible value on a skill check. This maximum roll cannot activate critical successes.

CRITICAL SUCCESSES

If a character rolls 6 on all significant dice, the character may reroll all dice and add the new result to the existing maximum roll. Critical successes can chain if another happens on the reroll. There is no limit to the number of critical success that can occur.

OPPOSED CHECKS

If an event or action calls for an opposed skill check, both characters roll their corresponding skills and compare the results. The character with the higher results succeeds. If the results are equal, the defender wins unless otherwise stated.

KNOWLEDGE AND PASSIVE SKILLS

Basic knowledge of everything from flora and fauna to ancient history

All sentient beings in the multiverse learn and gain new information as they experience new things during their travels. The passive wealth of knowledge they obtain is represented by knowledge skills. While they aren't required for a functioning character, they serve to help flesh out a character's history and interests. If they're relevant, they may also provide benefits at the gamemaster's discretion.

Skill ranks in knowledge skills shows that a character has dedicated an amount of time to learning about the related information. Knowledge skills are extremely freeform and can cover almost anything a character might have learned throughout their life. These skills are not active; they do not cover the act of performing actions. They represent theory and intellect rather than physical capability.

ACTIVE SKILLS AND SPECIALIZATIONS

The reward of experience, training, and raw talent

| | | | |
|------------|------------------|---------|----------------|
| PERCEPTION | LISTEN | SPOT | SEARCH |
| DIPLOMACY | INTIMIDATE | BLUFF | LEADERSHIP |
| MOVEMENT | CLIMB | SWIM | ACROBATICS |
| COMBAT | DODGE | BLOCK | PARRY |
| TRICKERY | SLEIGHT OF HAND | FORGERY | DISGUISE |
| STEALTH | HIDE | SNEAK | DISABLE DEVICE |
| HAND | SPECIFIC WEAPONS | | |
| BLADED | SPECIFIC WEAPONS | | |
| BLUNT | SPECIFIC WEAPONS | | |
| THROWN | SPECIFIC WEAPONS | | |
| HANDGUN | SPECIFIC WEAPONS | | |
| LONGARM | SPECIFIC WEAPONS | | |
| MAGIC | SPECIFIC MAGIC | | |

As characters explore shards and crystals, they utilize sets of skills to aid them in their adventures. Intimidating a guard, spotting a tiny gem in the skull of a decrepit skull, and even fighting in a sword duel are all actions that fall under the umbrella of active skills.

All active skills have specializations that may be taken in addition to the base skill. Skill checks are always taken with through a specialization rather than the skill group, though characters gain bonuses for skill in both the group and specialization. Weapons and magic have an extremely wide variety of skill specializations that relate to specific weapons or schools of magic.

RANKS

All skills are ranked from 1 to 5. A skill of 1 represents only basic and minimal practice with a skill. A skill of 3 shows professional level competency and familiarity; it is a reasonable skill for a human. A skill of 5 represents the pinnacle of possible skill.

Ranks for groups are improved independently from the specializations. Each skill point in a skill group and a skill specialization grants a single D6 when performing skill checks with the skill. As a character increases in skill, the cost of each new rank increases exponentially.

PERCEPTION

This skill represents a character's ability to notice fine details and interpret sensory information. Characters with high perception have trained their senses so that they can notice things that lesser trained characters would have trouble perceiving.

SPECIALIZATIONS:

listen (PSY), spot (PSY), search (PSY)

DIPLOMACY

Covering all forms of intrapersonal and public situations, diplomacy helps characters get what they want out of social interactions. Characters with high diplomacy will likely have the experience and knowledge to talk their way out of situations, rather than using raw force.

SPECIALIZATIONS:

intimidate (STR), bluff (PSY), leadership (PSY)

MOVEMENT

More complex forms of physical movement are covered by this skill ranging from clambering up a building side to acrobatic flips. Extremely physically active characters will likely have high movement, allowing them to more easily traverse a variety of environments.

SPECIALIZATIONS:

climb (STR), swim (STR), acrobatics (AGI)

COMBAT

A character's experience and ability to defend themselves is represented by the combat skill. A character with high combat will more easily be able to ward off attacks using a variety of methods and will, as a result, likely take less damage.

SPECIALIZATIONS:

dodge (AGI), block (STA), parry (AGI)

TRICKERY

Characters dealing in deception, black markets, and back alley deals will likely find the trickery skill group extremely helpful. A high trickery affords the user a set of useful skills for budding thieves and scheming politicians alike that can be used for anything from assassination to harmless pranks.

SPECIALIZATIONS:

sleight (AGI), forgery (CON), disguise (PSY)

STEALTH

Moving around undetected is important for more than just outlaws and thieves; avoiding conflict entirely is a reasonable approach to certain situations. Characters with high stealth will find it easier to conceal themselves from the prying eyes of others and move undetected through hostile territory.

SPECIALIZATIONS:

hide (AGI), sneak (AGI), disable device (CON)

HAND TO HAND

Training in unarmed combat can be extremely useful, allowing the user to be combat ready in almost any situation. A character with high hand to hand skill will find it easier to hit opponents when attacking completely unarmed or when wielding certain weapons.

SPECIALIZATIONS:

Hand to Hand specializations relate to specific styles of combat.

Examples: boxing (AGI), krav maga (AGI)

BLADED

A high bladed skill represents extreme skill with edged weapons ranging from swords to axes to improvised shivs. A character with high bladed skill will find it easier to hit opponents with melee weapons that deal slashing or piercing damage.

SPECIALIZATIONS:

Bladed specializations relate to specific types of weapons.

Examples: scimitar (AGI), kukri (AGI)

BLUNT

From improvised weapons to terrifying mauls, the blunt skill covers melee weapons that deal impact damage. A character with a high blunt skill will find it easier to hit opponents with certain weapons.

SPECIALIZATIONS:

Blunt specialization relates to specific types of weapons.

Examples: improvised (AGI), flail (AGI)

THROWN

Any melee weapon that a character wants to hurl at their opponent uses the thrown skill. This includes both blunt and bladed weapons alongside bows and similar weapons. A character with high thrown weapon skill will find it easier to hit opponents when hurling objects and weapons.

SPECIALIZATIONS:

Thrown specialization relates to specific types of weapons

Examples: bow (AGI), kukri (AGI)

HANDGUN

The operation of small firearms is governed by the handgun skill. This covers all weapons ranging from water guns to laser pistols. A character's ability to hit with a handgun is extremely dependent on the handgun skill.

SPECIALIZATIONS:

Handgun specialization relates to specific types of guns. Guns do not have linked attributes.

Examples: revolver (N/A), flintlock pistol (N/A)

LONGARMS

The operation of larger firearms is governed by the longarms skill. This covers all weapons ranging from muskets to sniper rifles. A character's ability to hit with a longarm is extremely dependent on the longarm skill.

SPECIALIZATIONS:

Longarm specialization relates to specific types of guns. Guns do not have linked attributes.

Examples: plasma rifle (N/A), blunderbuss (N/A)

MAGIC

While different civilizations and races call upon their magic slightly differently, the actual ability to draw upon one's own mana is a skill that unifies all methods. Characters with high magic skill will find it easier to control and active the magic they already know.

SPECIALIZATIONS:

Magic specialization relates to specific types of magic. A complete list of magical types can be found on page (*PAGE NUMBER)

Examples: fire (CON), spatial (CON)

MAGIC AND SUPERNATURAL ABILITIES

Everyone has the potential; few manage to harness their abilities

Magic is a rather broad term that encompasses all abilities that draws upon the user's spirit to affect themselves or their surroundings. All beings in the universe have some form of latent magical ability, no matter how small or insignificant it may be. Some cultures recognize and harness their power while others live in blissful ignorance or oppressive fear.

The way in which magic is called upon varies from user to user. Some cultures are taught words and gestures to summon firestorms while others evolve or mutate features that allow them to naturally manifest their powers. In any case, the basic nature of the power remains the same. Anything created through magic must be sustained through magic or else it will disappear into nothingness.

PROPERTIES

Each magical spell and ability, regardless of its magical type, has a number of properties that describe its capabilities. These properties are class, type, area, range, requirement, cost, upkeep, and description.

CLASS

Magic is broken up into a wide variety of slightly overlapping classifications: fire, water, ice, earth, wind, lightning, spatial, time, anatomy, force, creation, animation, sonic, illusion, light, dark, and healing.

A spell's classification determines which magic skill is used when making combat checks with the spell. Spells can have up to two different classes if the spell's effects relate to more than one specific class. If a spell has multiple classes, the lower of the two skills is used on checks.

TYPE

PROJECTILE magic is usually ranged and always requires a roll to hit. If a projectile spell hits a solid object before reaching its maximum range, the spell's activation point is the collision point.

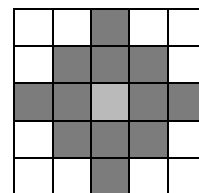
TOUCH magic is usually melee range, but it can also represent instantaneous or homing ranged attacks. Touch spell's activation point can be any space within the spell's range.

AREA

POINT spells affect only a single space. This includes everything from self-improvement spells to simple projectile spells.

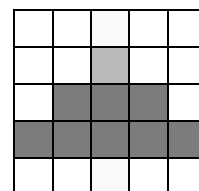
BLAST (#) spells cover most explosions and other roughly circular effects. Blast spell's area of effect is represented by a cross shape with a radius (excluding the center point) equal to the given number.

Example: Blast (2)



CONE (#) spells cover all attacks that affect an area directly in front of the spell's activation point. This encompasses breath abilities and similar attacks. The length (excluding the origin point) of the cone is the given number.

Example: Cone (2)



LINE (#) spells affect all spaces directly in front of the spell's activation point. The length (excluding the origin point) of the line is equal to the given number.

RANGE

The range of the spell is the distance in meters to the spell's activation point. If the spell has an area property that isn't point, the area will begin at the end of the spell's range.

REQUIREMENT (REQ)

The stronger a spell the harder it is to actually manipulate spirit to produce the desired result. All spells, and even magical abilities, have a control requirement. If the requirement is not met, the spell cannot be cast.

COST

In addition to the control requirement, spells have an action point cost. The AP cost of the spell represents how much time it takes for a character to cast the spell during a combat encounter. Characters must have the available AP to cast a spell and the AP is consumed when the spell is cast.

UPKEEP

If the spell has some form of continuous effect, it will require some form of cost to maintain. The upkeep cost must be paid directly after a character replenishes their action points. If a character cannot, or decides to not, pay the upkeep cost, the continuous effect ends.

Certain continuous upkeeps may be mandatory. All conjured items and effects will have upkeep costs.

DESCRIPTION

Spell descriptions include the visual aspects, damage numbers, and any special factors that may affect the spell. Magical attacks share the

same damage types as all other attacks: slashing, piercing, impact, special, and spirit.

Unlike most forms of physical attacks, magic often scales with the amount of spirit put forth. Scaling damage for magical abilities is written with the amount damage for every amount of spirit used.

Example:

The attack deals 1D6 + (1D6 per 5) slashing damage. Every 5 spirit consumed increases the damage of the attack by 1D6. If a character channels 10 spirit, the attack would deal a total of 3D6 damage.

EXAMPLES

The following spells are example of spells that might exist. Details on spell creation and a list of spells can be found on page # (PAGE*)

MAGIC MISSILE

CLASS: Force | **TYPE:** Touch | **AREA:** Point
RANGE: 7 | **REQ:** 5 | **COST:** 5 AP | **UPKEEP:** N/A

The caster forms a magical, translucent ball of spiritual force approximately 5 centimeters in diameter. Once fully complete, the ball shoots forward, homing on the targeted opponent. If the attack connects, it deals 1D6 + 5 + (1 per 6) impact damage.

LIGHTNING JAVELIN

CLASS: Lightning/Creation | **TYPE:** Touch | **AREA:** Blast 2
RANGE: 0 | **REQ:** 25 | **COST:** 8 AP | **UPKEEP:** 5 Spirit

The caster summons a terrifying bolt of lightning from the heavens, rending the terrain and exuding a burst of energy as the bolt hits. The concussive burst of electricity deals 2D6 + + 25 + (1D6 per 5) special damage in the area of effect.

As long as the spell's upkeep is paid, the lightning bolt remains and functions as a javelin that deals an extra 1D6 of special damage.

COMBAT AND ACTION POINTS

Sometimes things cannot be solved by words alone

Conflict in **APOTHEOSIS** is inevitable; the path to godhood is wrought with competition and challenges. While more cunning characters may be able to avoid physical altercations, most will eventually have to fight with swords and magic.

ACTION POINTS

Action points (AP) represent how many actions a character can perform in a given combat round and is used for everything from casting magic to moving around. At the beginning of a character's turn, any remaining action points become anima or spirit (up to the character's maximum anima or spirit) and the character's AP is replenished.

The amount of AP a characters has is based on the character's agility attribute.

| AGI | AP | AGI | AP |
|---------|----|---------|----|
| 1 - 4 | 10 | 40 - 44 | 26 |
| 5 - 9 | 12 | 45 - 49 | 28 |
| 10 - 14 | 14 | 50 - 59 | 32 |
| 15 - 19 | 16 | 60 - 69 | 32 |
| 20 - 24 | 18 | 70 - 79 | 34 |
| 25 - 29 | 20 | 80 - 89 | 36 |
| 30 - 34 | 22 | 90 - 99 | 38 |
| 35 - 39 | 24 | 100 | 40 |

COMBAT ROUNDS

Combat starts with initiative rolls, an initial round, and then progresses into 2 different repeating phases: enemy action and player action. Under certain circumstances, the entire combat is started with a single surprise round. Each full combat round occurs in 6 seconds of time.

SURPRISE ROUND

If the players or a faction of enemies has the element of surprise, the entire combat is started with a surprise round. The surprise round simply functions as an extra enemy or player action phase before the actual combat starts. Characters replenish their action points as normal during the surprise round.

INITIAL ROUND

The initial round only occurs at the start of every combat, once per encounter. The round represents the player characters that act faster than the enemies. All characters start combat with ½ of their AP.

All player characters roll 1d6 + AGI against the roll of the enemy faction. Any character that rolls higher is included in the initial round. Characters replenish their action points as normal during the initial round.

ENEMY ACTION

All enemy characters replenish their action points and may take actions. There is no required order to the enemy's actions and the turn lasts until all enemy characters run out of action points or no character wants to take an action.

PLAYER ACTION

All player characters replenish their action points and may take actions. There is no required order to the player's actions and the turn lasts until all player characters run out of action points or no character wants to take an action.

If two characters have a dispute regarding action order, the character with the higher base agility attribute has priority.

ACTIONS

During a character's turn, they can perform as many actions as their AP allows.

| ACTION TAKEN | AP |
|-------------------------|--------|
| Movement (2 meters) | 1 |
| Attacking unarmed | 3 |
| Attacking with a weapon | Varies |
| Casting a spell | Varies |
| Draw a weapon | Varies |
| Sheathe a weapon | Varies |
| Stand up from prone | 3 |
| Drop an item or weapon | 0 |
| Speak | 0 |

All weapons have an AP cost required to attack, draw, and sheathe. Dropping from hand is considered free, as is speaking. Characters may only say phrases, or sections of sentences, that fit within the 6 seconds in a combat round.

ATTACKING

The process of attacking is fairly simple, though all characters involved are given a chance to act regardless of the current turn.

- I. Defender chooses reaction.
- II. Attacker rolls to hit.
- III. Defensive reactions are resolved.
- IV. Attack damage is resolved.
- V. Offensive reactions are resolved.

Reactions must be decided before any rolls are made; players may not choose to attempt a dodge after the attack has already connected or dealt damage. All melee attacks and magical touch type spells are automatic hits unless the target chooses to react. Projectile and ranged attacks require hit rolls.

REACTIONS

Whenever a character performs an action that affects a character, a character enters another

character's threatened space, or when a foe takes a ranged attack, the affected character has an opportunity to respond with a single simple action. This simple action is limited to one of the following: dodging, blocking, parrying, and attacking. This action requires AP and cannot be performed if the character has no remaining AP.

| ACTION TAKEN | AP |
|----------------------------|--------|
| Blocking an attack | 3 |
| Parrying an attack | 4 |
| Dodging an attack | 5 |
| Attacking with a weapon | Varies |
| Blocking a reaction attack | 5 |
| Parrying a reaction attack | 6 |
| Dodging a reaction attack | 7 |

DODGING (5 AP)

Dodging uses the defender's agility and dodging skill to attempt to completely avoid damage from an attack. The attacker takes a weapon skill check versus the defender's combat (dodge) skill check. If the defender wins, no damage is dealt. If the attacker's check is equal to the defender's check, the attack deals half (rounded down) damage.

PARRYING (4 AP)

Parrying uses the defender's agility and parrying skill to attempt to deflect an oncoming attack to prevent damage. The attacker rolls damage versus the defender's combat (parry) skill check. If the defender wins, no damage is dealt. If the attacker's damage is greater than or equal to the defender's skill check, the defender takes full damage. (*CHANGE)

BLOCKING (3 AP)

Blocking uses the defender's stamina, blocking skill, and equipment's block to attempt to negate some of the damage from an attack. The attacker takes a weapon skill check versus the defender's combat (block) skill check plus the block statistic on their chosen piece of equipment. The damage of the attack is

reduced by the difference between the defender's check and the attackers.

ATTACKING (varies)

Attacking uses the defender's weapon skill in an attempt to strike back at the attacker, regardless of the consequences. The attacker has a chance to respond with a dodge, block, or parry if the defender chooses to attack back, though reactions to a reaction attack cost an additional 2 AP. The attacker's damage is resolved first. If the defender is still able to attack, the defender's attack is resolved.

DAMAGE

All damage deals damage to different attributes and is reduced by the defender's armor based on the type of the attack.

Slashing, piercing, impact, and special type attacks all deal damage to the target's anima. Spirit attacks deal damage to the target's spirit.

SPECIAL ACTIONS

During combat, all characters have access to a few special actions. Any character that fails a special action can no longer act in the current phase and any remaining action points are reduced by half and rounded down.

GRAPPLING (5 AP)

Characters may attempt to grapple an opposing character by attempting an unarmed melee attack with any hand-to-hand skill. If the attack would have dealt any amount of damage, the target is instead grappled. If no damage would be dealt, the grapple is considered a failure.

Characters in a grapple have limited options and may only take actions from the action table below.

| ACTION TAKEN | AP |
|-------------------------|--------|
| Attacking unarmed | 8 |
| Attacking with a weapon | Varies |
| Movement (1 meter) | 4 |
| Break from grapple | 5 |

READYING ACTIONS (varies)

Characters may choose to consume their action points on their turn to activate a spell, attack, or other action when certain specified conditions are met. The player readying the action must specify a specific event to react to. An enemy bursting through a door or moving past a character are examples of reasonable ready triggers.

STATUS EFFECTS

SHAKEN characters only replenish half their action points, rounded down.

STUNNED characters do not replenish their action points at the beginning of the next round.

PRONE characters may not dodge and must spend five action points on their next turn in order to remove this status effect.

HELPLESS characters may not take any actions and all damage and skill checks made against a helpless character may take a maximum roll.

BERSERK characters must use all opportunities to take reaction attacks.

PARALYZED characters lose half of their current action points, rounded down, and become stunned.

IMMOBILIZED characters cannot use their action points to move or dodge.

ENCUMBERED characters move 1 meter per action point rather than 2 meters per action point.

SPELL LIST AND SPELL CREATION

Formulating new magical abilities for interested travelers and gods

Creating spells is a rather complex process intended to allow both anyone to create magical content that suits their own crystals and characters. Similar to character creation, the spell creation process uses a point buy system. A spell is allocated a certain number of points based on its AP cost and CON requirement that can be used to purchase damage, scaling, range, area, and other spell properties.

Spells cannot have an AP requirement lower than 3 or a CON requirement lower than 1. Each point of AP requirement grants 10 points and each point of CON requirement grants 2 points.

BASIC PROPERTIES

All spells are required to have the properties of spells with the exception of upkeep. Magical class should be determined by the effects of the spell rather than just chosen at random.

Range, area, and damage may be purchased multiple times for the same cost, increasing the property by the appropriate amount.

| | | |
|--------|----------------------|------------------|
| CLASS | Free | |
| AREA | Point: Free | Line: 1 per 4p |
| | Cone: 1 per 8p | Blast: 1 per 10p |
| RANGE | Projectile: 1 per 2p | Touch: 1 per 3p |
| DAMAGE | 1D6 per 20p | |

DAMAGE SCALING

Spells that cause damage can gain scaling based on extra spirit that is spent. This scaling damage

is improved through increasing costs. Unlike other properties, damage scaling is purchased at individual levels; the previous level does not need to be purchased to increase the damage scaling. In addition, only a single type and rank of scaling may be purchased for a spell.

SCALING DAMAGE

| per | 1 | 1D6 |
|-----|-----|------|
| 3 | 40p | 100p |
| 4 | 30p | 90p |
| 5 | 20p | 80p |
| 6 | 16p | 70p |
| 7 | 12p | 60p |
| 8 | 8p | 50p |
| 9 | 4p | 40p |
| 10 | 2p | 30p |

SUSTAINED EFFECTS

Spells will often have lasting effects; anything from creating weapons to maintaining a magical fire. Purchasing scaling damage for sustained effects is the same as purchasing it for normal spell effects; however it also increases the upkeep cost.

| per | Upkeep | 1D6 |
|-----|--------|------|
| 3 | 20 | 100p |
| 4 | 16 | 90p |
| 5 | 12 | 80p |
| 6 | 10 | 70p |
| 7 | 8 | 60p |
| 8 | 6 | 50p |
| 9 | 4 | 40p |
| 10 | 2 | 30p |

THE MAGICAL TYPES AND ELEMENTS

The different schools of magic, their specializations, and their abilities

FIRE

The magic of untamed destruction and rage, elemental fire magic focuses on the conjuration and manipulation of magical fire. While the majority of fire magic is focused on burning things, it does offer creative characters a few utility spells. Most fire spells have the damage type special.

WATER

Known for its utility and flow, elemental water magic focuses on the conjuration and manipulation of liquid water. While not limited to strictly water, the creation of other liquids is a rather difficult task. Most water spells have the damage type special.

ICE

Often sharing spells with water, ice magic is generally considered more the more offensive magic of the two. It mainly focuses on the creation and manipulation of ice. Ice spells differ greatly in terms of damage types, though they usually have piercing or impact type damage.

EARTH

Most magic that manipulates dirt, plants, and nature itself is classified under earth magic. This is the favored elemental magic type of most ancient societies and tribal leaders. Most earth attacks have the impact damage type.

WIND

Wind spells are often difficult to track and dodge and their projectiles are, more often than not, invisible to the naked eye. It also seems to help that there are rarely environments where elemental wind attacks become completely irrelevant. Most wind attacks have impact or slashing damage type.

LIGHTNING

An unpredictable, though rather powerful, elemental magic, lightning magic encompasses the use of electrical currents to achieve a rather wide variety of spells. More popular in high-tech cultures, this type of magic can be used to swiftly rewire automated drones and security mechanisms. Most lightning attacks have special damage type.

SPATIAL

Magic that deals with the manipulation, and occasionally creation, of space is classified as spatial magic. This ranges from teleportation to creating tiny pocket shards to store items. While spatial magic is rather difficult to use offensively, creative beings have found that moving existing objects into things is rather effective.

TIME

Despite the infinite crystals that lay in the multiverse, not a single traveler has managed to achieve time travel. The product of thousands of years of research is known as time magic and, while going to the past might not be possible, it is still an extremely potent magical type. Slowing and increasing the passage of time is a common use, though other devious spells have been devised.

ANATOMY

The spells to grow limbs, increase natural regeneration, and other physical augments or mutations all fall under the broad umbrella of anatomy magic. While the magic generally focuses on the user, some offensive spells have been devised to force hindering mutations on opponents.

FORCE

Unlike elemental magic, force magic deals with raw spiritual energy. This often leads to a much higher destructive potential without the advantages and disadvantages that the elements bring. Most creatures also find that grasping the concept of pure spirit is much harder than manifesting a known element.

CREATION

Since the beginnings, beings have attempted to create and maintain objects of pure magic. Unfortunately everything that is made of magic must be maintained by magic and even the strongest of gods have limited spiritual power. Creation magic focuses on producing and maintaining of magical constructs.

ANIMATION

Granting life or sentience to objects that would've never normally possessed such a gift is known as animation magic. This is often used in conjunction with creation magic, though it can also be used on its own to great effect in combat and everyday life.

SONIC

Sonic magic deals with sound waves, often utilizing them to an effect similar to wind magic. Sonic magic also has the advantage of controlling a more specific, though very

versatile ability. Muting sounds and creating shockwaves are all possible. Offensive sonic spells usually have the impact or special damage type.

ILLUSION

Specialized for trickery and deception, illusion magic is easily capable of turning the tide of a war without spilling a single drop of blood. This magic is capable of fooling a target's senses, forcing them to see objects that don't exist or hear ghostly sounds. While it has very little offensive capability in and of itself, the magic is often combined with others to deadly effect.

LIGHT

Light magic deals with the visual particles of light, often allowing for some extremely absurd spells. Photoportation and near-instantaneous projectiles are just a few things that the magic is capable of. Light magic often has the special damage type, though it occasionally also has piercing or any of the physical types.

DARK

Magic focusing on shadows and darkness, dark magic is often favored by those who wish not to be seen. Dark magic is often seen as a supplementary magic, used as a subtype for a variety of useful and powerful spells. Dark spells usually have special damage type.

HEALING

Healing magic is extremely specific and often used with other magic to produce a wider variety of effects. Healing magic essentially assists in the fixing of things both human and otherwise. It can be used to fix everything from broken bones to a leaky drainpipe. Healing spells almost never have damage.

WEAPONS AND EQUIPMENT

The great equalizers of material items both magical and mundane

All kinds of weapons exist within the multiverse, ranging from exotic tribal bone weaponry to high-tech railguns that throw compressed biomass at absurd speeds. The majority of equipment will likely be based on the context of the gamemaster's world.

PROPERTIES

Every weapon has a list of properties that describe the weapon's combat capabilities.

TYPE is the way in which a weapon deals damage. There are five types of damage: slashing (S), piercing (P), impact (I), special (C), and spirit(R). The vast majority of mundane weapons deal slashing, piercing, and impact damage.

DAMAGE is the amount of dice, plus a possible flat modifier, a weapon deals if the user connects with it. This number is usually at least one D6 with a possible additional flat modifier.

AP is the amount of action points a weapon requires to use. Action points are explained more in the combat section on page #.

BLK or block is the amount of damage a weapon is capable of reducing via a block reaction.

SPECIAL references special properties that may alter how the weapon is used.

SPD is the speed of a firearm's projectile and, therefore, how difficult it is to dodge, block, or parry. This number is subtracted from any defensive reason attempts against the weapon.

ACC is a firearm's accuracy. In order to hit a target with a weapon, the user must roll a weapon skill check that is greater than or equal to the weapon's accuracy property.

RNG is a weapon's range in terms of meters. Characters may only use a weapon to attack targets within the weapon's range. Weapons that have no range can likely fire anywhere in the average engagement range.

| NAME | TYPE | DAMAGE | AP | BLK | SPD | ACC | RNG | SPECIAL | VALUE |
|------------------|------|---------|----|-----|-----|-----|-----|---------|--------|
| Blowgun | P | 1D6 | 3 | 0 | - | - | 7m | Thrown | 10v |
| Sling | I | 1D6 | 3 | 0 | - | - | 10m | Thrown | 20v |
| Crossbow | P | 1D6 | 3 | 2 | 10 | 25 | 20m | | 50v |
| Flintlock Pistol | P | 2D6 | 3 | 2 | 25 | 20 | 20m | | 150v |
| Musket | P | 2D6 + 2 | 4 | 4 | 30 | 20 | 25m | | 250v |
| Assault Rifle | P | 4D6 | 4 | 5 | 40 | 15 | - | | 1,000v |
| Sniper Rifle | P | 6D6 | 5 | 5 | 50 | 15 | - | | 1,500v |
| Laser Rifle | C | 7D6 | 4 | 5 | 60 | 15 | - | | 6,000v |

| NAME | TYPE | DAMAGE | AP | BLK | SPECIAL | VALUE |
|---------------|------|--------|----|-----|---------|--------|
| Club | I | 1D6 | 5 | 15 | | 5v |
| Stone Hatchet | S | 1D6 | 4 | 10 | | 5v |
| Dagger | P | 1D6 | 3 | 5 | | 15v |
| Shortsword | S | 2D6 | 4 | 7 | | 20v |
| Rapier | P | 2D6 | 3 | 7 | | 25v |
| Greatsword | S | 3D6 | 5 | 15 | | 100v |
| Chainsaw | S | 4D6 | 6 | 10 | | 500v |
| Lasersword | C | 2D6 | 3 | 20 | | 4,000v |