

Power System v5.0

Introduction – What is a Power System?

More commonly known as a “Magic System”, a Power System refers to the rules and systems characters of that story’s special abilities work on. In popular media, Spellcasting in the many fantasy fictions, Elemental Bending, Superpowers in Superhero fiction count, and Jutsu in those Japanese media all count as a power system. Even giant robots and fictional machinery from sci-fi could be classified as a Power System.

Power Systems are often divided into “Soft” and “Hard” Power Systems. The 2 categories simply imply how much of the systems rules are actually presented to the audience. Soft Power Systems have vague rules and limitations while Hard systems let you know as much as necessary.

Open Legend itself with its rules light nature mean that Open Legend’s Extraordinary Attributes, Banes and Boons classify it as a Soft Power System.

However the rules presented here aim to turn Open Legend’s simple system into something more intricate.

The Power System stays true to Open Legend RPG. The rules are separated from the story allowing you to flavor them however you want to fit whatever Power System your games settings may have.

These rules were originally only ever meant for private use, with the rules itself being heavily “inspired” by another homebrew. But after much consideration, I have decided to polish and reorganize my documents and make them public use. The very first release of this will be version 3.2, but that could change a lot... The Appendix will detail any changes throughout the versions.

Homebrew inspired by:

VanGo’s Spellcasting System

https://docs.google.com/document/d/1f7b0XSXVC4BgtB0_grdiT49UBj9bfh-uwjrMuqZUtH0/edit#heading=h.nrbz0en68850

TrinitysEnd's Equipment Overhaul

<https://docs.google.com/document/d/13dyKpdqrZHzL503i4HaBIntV9LBWFUB0YfgGaSk-Smo/edit>

RemixTheIdiot (Mine)'s Advanced Open Legend

https://docs.google.com/document/d/1PfDjCbdb3SrikCmLmZDMcmb_oERhHQCArI_upiE_kc0/edit?usp=sharing

Chapter I - Rules

Specialty

A Specialty is the set of attributes you specialize in, your specialty tells you what signature techniques and limitations you may have.

Choose one from Physical, Social, Mental, or Extraordinary. That section is your specialty, for Extraordinary Choose only 4 out of the 8 attributes available.

You may change this however you want to fit your game and setting, like only allowing Extraordinary but having access to all attributes, or allowing everything but Physical attributes as a focus.

If Extraordinary is your focus, the 4 attributes you chose can be used even if your score for them is 0.

Signature Techniques

Signature Techniques represents special techniques unique to that character that they have learned and only they can do, Signature Techniques are a special kind of attribute roll, you may only make signature techniques for your Specialty attributes. They function mostly the same with the exception that they are unaffected by feats and instead can only be upgraded with the effects from the table below, up to a maximum of a character's WL.

To create a Signature Technique, a player chooses one of the following actions and what attribute is being used and then apply the desired effects, as long as they fit the action and are

within a character's WL: Bane, Boon, Damage, Skill and Interrupt. Some effects note that they can be applied to "Attacks", which means that they can be either used to do damaging attacks or bane attacks.

Interrupt Actions refers to using the Improve Action, Defend Action, and making an Opportunity attack. Improve Action techniques can be used to inflict a Bane or a Boon but not deal Damage. The Technique must specify the type of Interrupt action being performed. The GM may determine that certain Banes or Boons are not allowed to be used as an Interrupt Action because of how powerful they might be or how much they might make no sense to allow.

Effect (can be applied to)	Description	WL Cost
Area (Attack, Boon or Interrupt)	An area Technique always makes multi-target area attacks of the listed size and shape and cannot be used for single-target actions. These Techniques do not incur any of the disadvantage penalties associated with multi-target attacks.	+ disadvantage penalty incurred by the area via multi-targeting (see Chapter 7)
Area Manipulation (Attack, Boon or Interrupt)	a Technique with this property can omit a single 5 foot square per Area Manipulation value from being targeted as part of an area attack. A technique cannot have an Area Manipulation value greater than 6. This property allows you to use the advantage given by the Deadly and Powerful properties to negate disadvantage granted by area and multi-target actions	+ WL per value / 2 rounded up
Baneful (Damage)	Choose a Bane that you can inflict. When making a damaging attack with this Technique, you may automatically inflict that bane if your attack roll exceeds the target's defense by 5 or more.	+ WL cost of bane's power level as priced in the table of step 1 in Chapter 9
Challenge (Skill)	The technique's effect lasts for the duration of the Skill Challenge. Techniques with this property may only be used during skill challenges.	+ 1

Combined (All)	A Technique with the Combined Effect can be attached to another Technique of the same type (Attacks with Attacks, Boons with Boons) and both can be cast in the same round with a single roll that has disadvantage 3. When combined, the invocation time used is the longest one of the 2 actions. In doing so all effects from both Techniques are added together and the PP cost for both is added together as well, so using the Combined effect will cost 2 PP to use at minimum.	+ 4
Damage [type] (Damage)	This technique deals damage of a specific type as listed, this can be forceful, precise, fire, cold, lightning, force, entropy, poison, though this list is not exhaustive.	+ 0
Deadly (Damage)	Damaging attacks made with this Techniques gain advantage equal to their <i>deadly</i> value. A Technique cannot have a <i>deadly</i> value greater than 5. The advantage granted by this effect does not help offset or mitigate disadvantage caused via multi-targeting.	1 + <i>deadly</i> value
Defensive (Interrupt)	A defensive Technique grants advantage equal to the listed value when its caster takes the <i>defend</i> action. A Technique cannot have a <i>defensive</i> value greater than 5. This property may only be applied on Interrupt Defend actions.	+ <i>defensive</i> value
Extended (Attack, Boon or Interrupt)	Double the casting range of a Technique with the <i>Extended</i> propriety, as well as double the sustaining range, if applicable. For an additional +1 to the value of the effect, the casting and sustaining range can instead be tripled.	+ 1 or 2
Enduring (Attack or Boon)	<i>Enduring</i> Techniques can be placed by a caster without needing to be sustained or the caster having to be in range once placed, but their casting time is increased to 10 minutes if the casting time isn't already equal to or greater than 10 minutes. When placed, a condition must be set and when the condition is met, the <i>Enduring</i> spell is cast automatically. These last for days according to how much WL was invested in them.	+1 per day lasting
Free	Performing this Technique does not cost PP.	+ 5
Inclusion (All)	All bonuses and abilities from feats that could apply to a Technique do so, if the Technique has the <i>Inclusion</i> propriety.	+ 3
Lengthen (Attack or Boon)	This technique takes longer to perform. Follow the Heightened Invocation feat to determine the new invocation time.	- 2

Multi-Bane Attack (Bane)	Choose 2 banes you can inflict that can be inflicted with the same attribute, this attack will inflict both banes at once. The required attribute score for this attack is equal to the combined PL of both banes. Each bane persists independently and must be resisted separately	+ 3
Multi-Boon Invoke (Boon)	Choose 2 boons you can invoke that can be invoked with the same attribute, this invocation will invoke both boons at once. The 2 boons are treated as 1 for the purposes of determining what PL you may invoke them on. Combine the PL for both boons, the CR to invoke is the same afterwards. Once invoked, both boons can be sustained with 1 minor action.	+ 3
Multi Targeting (Attack, Boon or Interrupt)	This Technique affects multiple targets at once if all targets fall within a 25' square, up to a maximum of 5 targets.	+ disadvantage penalty incurred via multi-targeting (see Chapter 7)
Persistent (Boon)	A Technique with this effect automatically sustains the chosen boon without requiring the caster to use the sustain a boon action. The Technique's effect persists automatically for a number of rounds equal to the caster's Focus Attribute plus 1 per persistent value above 1, with a minimum of 1. <i>Persistent</i> is only applicable to Boons with a duration of "Sustain Persists". A Technique cannot have Persistent value greater than 4.	+ Persistent value
Potent (Attack)	Targets suffer disadvantage equal to the technique's potent value on resist rolls to shake off banes inflicted by this Technique. A technique cannot have a potent value greater than 3.	+ Potent value
Powerful (Bane, Boon or Interrupt)	Bane or boon invocations made with this Technique get advantage equal to the Technique's <i>powerful</i> value. A Technique cannot have a <i>powerful</i> value greater than 5. The advantage granted by this effect does not help offset or mitigate disadvantage caused via multi-targeting.	+ <i>powerful</i> value
Punishing (All)	This technique automatically inflicts a bane of chosen PL to the user when cast. The Bane chosen must be greater than or equal to PL 3, it also cannot have a duration of "Special" or "Instantaneous", with the exception being the Fatigue and Strain banes.	- WL cost of bane's power level as priced in the table of step

		1 in Chapter 9
Quickened (Attack or Boon)	The time it takes to perform this action is reduced. Follow the Boon Focus II feat to determine the new invocation time. The action roll suffers Disadvantage 3.	+ 3
Reckless (All)	This technique deals 5 points of damage per Reckless value to the user when used. A Technique cannot have a Reckless value greater than 3.	- 1 per Reckless value
Reliable (Boon)	The caster does not have to roll to invoke this Technique's boon if they are targeting a single creature. The invocation automatically succeeds. If the Technique also has the <i>area</i> property, it may still benefit from the automatic success granted by the <i>reliable</i> property.	+ 2
Retribution (Interrupt)	When you use the defend interrupt action, you also deal damage to the attacker equal to the amount by which your action roll exceeds the attacker's roll. This effect can only be placed on Defend Interrupt Actions.	+ 1
Skillful (Skill)	A skillful technique grants advantage equal to the technique's skillful value for skill rolls. A technique cannot have a skillful value greater than 5.	+ Skillful value
Strenuous (All)	This technique costs more Power Points equal to the technique's Strenuous value. A technique can have up to a strenuous value of 3	- Strenuous value
Superior Baneful (Damage)	Choose a Bane that you can Inflict. When making a damaging attack with this Technique, you may automatically inflict that bane if your attack roll equals or exceeds the target's defense.	+ 1 + WL cost of bane's power level as priced in the table of step 1 in Chapter 9

Triggered (Attack or Boon)	When a Technique with the <i>Triggered</i> propriety is cast, define a condition that sparks the Technique to set off. When this condition is met, the caster may cast the Technique as a Free Action. Until then, a <i>Triggered</i> Technique needs to be sustained, as per the “Sustain a Boon” action.	+ 1
Temporary (All)	This technique is removed immediately from the user’s list of techniques when used 3 times.	- 1
Upgrade (Bane or Boon)	<p>The caster raises a bane’s or boon’s PL to the next higher possible PL when invoked, even if they normally weren’t able to access that PL. This propriety can only be added if the difference between the caster’s currently available PL and the next higher one is less than or equal to 3.</p> <p>The time it takes to create a Technique with the Temporary property is equal to its Wealth Level. It can be reduced as usual but only by increments of 1 day as well.</p>	+ 2
Special (Dependent)	The effect is special. When creating a special effect, work with your GM and try to determine a balanced cost and effect. Following the same guidelines as in Chapter 9: Extraordinary Equipment when making the effect.	+varies

Techniques don’t need to be limited to be simple Attack, Boon or Skill rolls however, you can create your own special type of technique rather than simply adding mods to existing action types, work with your GM when creating its effects, casting time, duration and cost.

Note that there are effects here that reduce the Technique’s Wealth Level, characters can only reduce the Wealth Level of their Techniques with these effects to a maximum of 5, capped by their current Character Level.

So a Character at Level 1 may only include effects that would reduce the Technique’s Wealth Level by 1. A Character at Level 6 may only include effects that would reduce the Technique’s Wealth Level by 5 as even though they are Level 6, the maximum reduction allowed via effects is 5.

Focus Attribute

Characters only get access to a limited amount of Signature Techniques which is determined by their Focus Attribute, an attribute that is neither extraordinary or any attribute from your specialty.

The GM is the final arbiter of what attributes is allowed to be a focus attribute or not, if the player can explain why their attribute is their focus using in setting reasons, the GM may allow it.

Typical focus attributes are Fortitude, Might, Presence, Learning, Logic, and Will.

A character has an amount of Signature Techniques as determined by this formula

Focus Attribute + Character Level = Number of Signature Techniques

Signature Techniques at Character Creation

Any level one character starts out with a number of Signature Techniques as calculated by the formula above. Two of their signature techniques may include effects that amount to a boost of Wealth Level equal to their own, while the rest of the signature techniques can only receive an increase below their Wealth Level with every technique lowering by 1 Wealth Level for every 2 techniques beyond the first 2.

When starting at higher levels, there are multiple ways of handling it. But the recommended and fastest way of handling it is by letting the character start with 4 or less techniques being their maximum allowed level, and then from there every other technique must be below their maximum level. They may only have up to 4 techniques of the same Wealth Level, with the exception of Level 3 techniques which they can have as many of.

Signature Techniques after Character Creation

Characters from then on can change already existing signature techniques at any time or create a new one after gaining a new level or raising their focus attribute.

Signature Technique Creation

Before anything first determine all the details of this Signature Technique, its actions and effects and its WL total. This will determine how many days it will take to create the Technique, as well as whether or not the Character can actually obtain the Technique or not. If the technique includes effects that would reduce the Technique's WL such as Strenuous, the total WL reduced by these effects are added as extra days per WL.

To add or change techniques characters must spend an amount of days training to receive their new Technique.

A day is the standard number of hours for a workday in your setting (typically 8). The amount of days it takes to complete training and gain your new technique is as follows:

Wealth Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Time (Days)	4	9	16	25	36	49	64	81	100	121	144	169	196	225	256

If formulas are more of your style:

Days = (Wealth Level + 1) x (Wealth Level + 1 - Excess WL)

The time can be no less than 1 day, and you may only train once per day.

After finishing your training you are now free to use the created Technique. Creating and Changing Techniques count as expenditures of Wealth and as such follow the same rules. This means waiting 2 weeks before being able to buy anything of your WL again, and a -1 WL reduction when making a technique of value 1 WL higher than yours which is definitely something that is allowed.

When changing techniques characters only need spend the amount of days in difference to change a technique into a higher Wealth Level Technique to a minimum of 1 day.

If the technique costs 1 WL or lower than your current WL, you can reduce the training time for the Technique by the WL of the Technique to a minimum of the Technique's WL or by 1 day.

Depending on your setting and what your power system is, this training could be flavored in many different ways and require other things apart from time.

With Wealth Level, apart from time, characters might also require the proper work space and materials to create their techniques! Such as creating spell components or working under a Master.

Defining adding and changing/upgrading techniques

When a technique is created from scratch from a newly gained slot, it counts as adding. When new properties are being added or existing properties with values are being changed or only 1 property is getting changed, it is counted as a change/upgrade so long as the end result is equal to or greater than the previous technique's Wealth Level. Changing more than 1 and removing existing properties count as creating and adding a new technique entirely and as such must be counted for when determining the training time.

Optional Rule (Character Level instead of Wealth Level)

Instead of tying Technique strength by WL, it is instead tied to Levels.
A character can create Techniques with boosts equal to this formula

$(\text{Level} / 2) + (\text{Focus Attribute} / 2)$ note: round down the final result! This value cannot go below 2 and above 10.

At character creation they may make 2 of their signature techniques have a boost equal to their maximum and everything else below that. Training time can still be reduced as usual.

Reasons for this Optional Rule

In my games, Wealth Level is an incredibly unreliable resource, due to our unusual play style, WL is not something you'd want to rely on with how often it fluctuates and just as often stagnates. And we also use a more traditional method for wealth nowadays too. There could also be in-setting reasons why you'd want to tie Technique strength to inherent character level instead of Wealth Level. Perhaps in your setting, the powers are inherent to each person and is gained from inside rather than outside through meditation.

Power Points

Power Points or PP indicates how often you can use your Signature Techniques.
A character has an amount of PP equal to all their attribute scores from their chosen Specialty list added together. As demonstrated by this formula

Max PP = +(Specialty Attribute Scores)

A character can use their Signature Techniques a number of times equal to their PP. PP recovers to full after a 24 hour period of rest provided you suffer no level of Fatigue, or Strain.

If the character has a level of Fatigue or Strain, they only recover PP per day equal to their Focus Attribute.

PP is a representation of a character's remaining energy for your Power System, from plain old stamina to mana to chi to even how much battery power they might have left!

Strain

Whenever a character runs out of PP, they can choose to continue using their Techniques, but every time you do you must make an attribute roll using your Focus Attribute, on a fail you suffer a bane known as Strain. The CR for this roll is equal to 20 + 5 per PP beyond 0 consumed. This means you must keep track of your PP even when it reaches below 0.

Strain Bane

Duration: Special

Power Level: 8

Attack Attributes: Entropy, Protection

Attack:

- Entropy vs Toughness
- Protection vs Resolve

Description

Through intense understanding of the Setting's Power System, or by controlling the destructive forces found in your Setting. You forcefully weaken a creature's control over their powers. More often than not however, Strain is caused by the self, whenever they push themselves too far beyond their normal limits.

Effect

This bane has multiple tiers which are applied in succession. Each time this bane is inflicted, if it is already in effect on the target, the severity escalates by one level.

- **Level 1** - Gain disadvantage 1 on all attribute rolls listed as your Specialty, except for Signature Techniques. If a feat or technique allows you to invoke a Boon without requiring any roll, you must roll for it anyway.
- **Level 2** - Your Maximum PP is halved (rounded down).
- **Level 3** - Gain disadvantage 2 on all attribute rolls listed as your Specialty, including your Signature Techniques.
- **Level 4** - Anytime you use an attribute listed as your Specialty, you suffer 1 point of lethal damage.
- **Level 5** - You are unable to use your Specialty attributes or use Signature Techniques. You also cannot Recover PP until you lose at least 1 level of Strain.

Special

Unlike other banes, cancelling this bane takes time and rest. Each 24 hour period of rest with little or no exertion removes one level of Spell Strain. This bane cannot be removed through any other means.

Strain can be used in other various ways. Such as on failed rolls.

For success with a twist, you may implement that the character instantly suffers 1 level of the strain bane if they fail a technique roll.

Chapter II - Feats

Bane Re-targeter

Cost: 1 point

Prerequisites

- None

Description

Bane Attacks can target different defenses.

Effect

- A Bane attack technique you have can make the bane attack targeting a different defense than the one listed.

Indefinite Trance

Cost: 3 points

Prerequisites

- **Tier 1:**
 - Focus Attribute 7
 - Battle Trance

Description

You are able to enter a state where you are in total control of the forces that let you go beyond your normal capabilities. giving you your strongest abilities and revealing your true potential. Whether it be a robot releasing their limiters, a wisened wizard unleashing her secret and forbidden techniques, or a magical being unleashing his hidden dormant powers.

Effect

- **Tier 1** - While in a Battle Trance you are immune to all the effects of strain and all Signature Techniques can be used without spending any Power Points. During your Battle Trance however you must keep track of the number of Signature Techniques you use as when the Battle Trance ends, you must roll your Focus Attribute. On a fail you suffer a level of Strain Bane equal to every 10 points below the CR your roll was. The CR is equal to $15 + 5 * \text{Signature Techniques used}$.

Multi Tasker (I - III)

Cost: 2 points

Prerequisites

- **Tier 1 - 3:** Fortitude 4 or Might 4

Description**Effect**

- You are able to train an additional amount of times per day instead of the usual one per day per tier on this feat you possess.

Power Mastery (I - IV)

Cost: 2 points

Prerequisites

- **Tier 1:** Focus Attribute 3
- **Tier 2:** Focus Attribute 5
- **Tier 3:** Focus Attribute 7
- **Tier 4:** Focus Attribute 9

Description

You are incredibly versatile and adept at the power system of the setting.

Effect

For each Tier of this Feat you possess, gain an additional Signature Technique.

Quick Trainer

Cost: 3 points

Prerequisites

- **Tier 1 - 2:** Learning 4, or Logic 4

Description

You are a swift trainer, you know how to practice efficiently and gain the most out of your training days, as a result, you can gain the same amount of training time in half the time as normal.

Effect

- Half the time considered as the usual work time when training. (Usually 8, it becomes 4 instead with this feat) This doesn't allow you to train more times per day.

Skill Keeper

Cost: 2 points

Prerequisites

- None

Description

Can restore some PP on a short rest. Whether it's because you carry spare batteries, or it is because you can contact deities or your patrons.

Effect

- Once a day you can spend 10 minutes resting to recover an amount of PP equal to your Focus Attribute Score.

Superior Stamina (I - III)

Cost: 2 points

Prerequisites

- **Tier 1 - 3:** None

Description

You're able to use more techniques more times a day than the average person.

Effect

For each Tier of this Feat you possess, your Power Point Maximum is increased by 2.

Training Mastery (I - II)

Cost: 2 points

Prerequisites

- **Tier 1 - 2:** Learning 3, Logic 3, or Focus Attribute 5, or Knowledge I feat

Description

Whether you are an incredibly efficient trainer, or a master of learning fast from experience, or you are simply very innovative, your ability to create and change Techniques is faster than normal.

Effect

- **Tier 1** - Half the amount of days it takes to add or change Signature Techniques to your Technique List.
- **Tier 2** - You are able to create Signature Techniques with effects up to your wealth level +1 (treat your WL as 1 higher than normal for the purposes of determining what you can get as well as training time). This effect stacks with other effects that raise your cap for the wealth level of Signature Techniques and allows you to create Techniques above WL 10.

Technique Specialist (I - III)

Cost: 3 points

Prerequisites

- **Tier 1:** Focus Attribute 4
- **Tier 2:** Focus Attribute 6
- **Tier 3:** Focus Attribute 8

Description

Can make techniques of a higher wealth level

Effect

- For each tier of this feat you possess, you may create techniques 1 Wealth Level higher than your own (treat your WL as 1 higher than normal for the purposes of determining what you can get as well as training time per tier of this feat). This effect stacks with other effects that raise your cap for the wealth level of Signature Techniques and allows you to create Techniques above WL 10.

Chapter III Banes & Boons

Bane Upcasting

With the new way Banes and Boons and equipment and... Well pretty much everything works now thanks to all the homebrews, Bane Upcasting is a new way Extraordinary Attributes have a specific edge against non-extraordinary ones.

Banes and Boons have been changed to be accessible even by non-extraordinary attributes. Agility and Might are still only able to inflict Banes, with the rest (excluding Fortitude and Will) having access to a range of Banes and Boons.

How this now works is this:

Agility and Might is always accessible via unarmed but only in melee range, Social, Mental and Extraordinary attributes can be done in the same extraordinary range and are considered ranged attacks or melee attacks depending on distance to targets.

Only Extraordinary is able to make attacks and boon invocations in area without aid from equipment, in addition, Extraordinary gains a new benefit with banes known as Upcasting.

When attempting a bane attack, an upcast can be declared before rolling. Upcast extends the attacking time for the bane but allows you to gain benefits the longer you upcast. It is only after the time has passed that the attacker may attempt the attack roll. When an Upcast is declared, the attacker must use a Focus Action and maintain doing this until the time has been met.

When upcasting, you can declare a 1 minute, 10 minute, 1 hour, or 8 hour upcast.

Based on the time declared you may select a number of bonuses to your attack. With 1 to 4 bonus per time increment.

The bonuses are:

- Gain 1 advantage when single-targeting.
- Make the bane potent, making the ones inflicted suffer disadvantage when resisting it.
- Negate 2 disadvantage for area and multi-targeting.
- Increase range to be 5 times farther than normal.

Though not explicitly stated, very rare and special exceptions can be made by the GM to allow for one to target a different defense than the one listed when attempting to inflict a bane.

Banes

Power Leak

Duration: Instantaneous

Power Level: 4 / 6 / 8

Attack Attributes: Entropy, Protection

Attack:

- Entropy vs. Toughness
- Protection vs. Resolve

Description

Forcefully drain out a creature's PP.

Effect

- **Power Level 4** - The target's PP is reduced by 2.
- **Power Level 6** - The target's PP is reduced by 4.
- **Power Level 8** - The target's PP is reduced by half of their current amount, rounded down.

Boons

Power Transfer

Duration: Instantaneous

Invocation Time: 1 Major Action

Power Level: 2 / 4 / 6 / 8

Attributes: Creation, Protection

Description

You share your PP with others.

Effect

- **Power Level 2** - Transfer 1 point of your PP to an ally.
- **Power Level 4** - Transfer 2 points of your PP to an ally.
- **Power Level 6** - Transfer 3 points of your PP to an ally.
- **Power Level 8** - Transfer 4 points of your PP to an ally.

Special

You can only transfer up to a maximum amount of PP as you have PP left in you to your target and any target can only benefit once per day from this boon.

Chapter IV Game Master

Detailed in this chapter is an extensive guide to help Game Masters account for the new set of tools granted to the players with this system.

Creating NPC's with Powers (Quick NPC Build)

NPC's should be no exception to these rules, NPC's should be able to use these rules just as much as your players. Detailed below are guideline stats for normal and boss NPC's. An NPC's PP much like their HP and Defenses aren't tied to their Attribute Scores.

NPC Simple Build

Level	HP	PP	Defenses	Primary Attributes	Secondary Attributes
--------------	-----------	-----------	-----------------	---------------------------	-----------------------------

1	10 - 22	1-3	10 - 16	4	3
2	12 - 24	1-3	11 - 17	5	3
3	14 - 26	2-4	12 - 18	5	4
4	16 - 28	2-4	13 - 19	6	4
5	18 - 30	3-5	14 - 20	6	5
6	20 - 32	3-5	15 - 21	7	5
7	22 - 34	4-6	16 - 22	7	6
8	24 - 36	4-6	17 - 23	8	6
9	26 - 38	5-7	18 - 24	8	7
10	28 - 40	5-7	19 - 25	9	7
11	30 - 42	6-8	19 - 25	9	8
12	32 - 44	6-8	20 - 26	10	8
13	34 - 46	7-9	20 - 26	10	9
14	36 - 48	7-9	21 - 27	10	9
15	38 - 50	7-9	21 - 27	10	9
16	40 - 52	7-9	22 - 28	10	9
17	42 - 54	7-9	22 - 28	10	9
18	44 - 56	7-9	23 - 29	10	9
19	46 - 58	7-9	23 - 29	10	9
20	48 - 60	7-9	24 - 30	10	9

Boss Simple Build

Level	HP	PP	Defenses	Primary Attributes	Secondary Attributes	Boss Edge
1	40	3-5	12 - 17	6	4	1
2	50	3-5	13 - 18	6	4	1
3	60	4-6	14 - 19	7	5	2
4	70	4-6	15 - 20	7	5	2
5	75	5-7	16 - 21	8	6	2
6	80	5-7	17 - 22	8	6	3
7	85	6-8	18 - 23	9	7	3
8	90	6-8	19 - 24	9	7	3
9	95	7-9	20 - 25	10	8	4
10	100	7-9	21 - 26	10	8	4
11	100	8-10	21 - 26	10	9	4
12	105	8-10	22 - 27	10	9	5
13	105	9-11	22 - 27	10	9	5
14	110	9-11	23 - 28	10	9	5
15	110	10-12	23 - 28	10	9	6
16	115	10-12	24 - 29	10	9	6
17	115	10-12	24 - 29	10	9	6
18	120	10-12	25 - 30	10	9	7

19	120	10-12	25 - 30	10	9	7
20	125	10-12	26 - 31	10	9	7

Keeping Track of PP

An easy way of keeping track of PP is by using the tally system. Simply write down an I when one is used, once 4 tallies have been marked, the 5th tally will cross it and move on to the next.

Example:

– II

In this example, you can easily tell that 7 PP has been used.

Quick NPC Techniques

Feel free to create as many techniques as you see fit for an NPC. If you are preparing ahead of time, no more than 3 is enough, but you can assign more. NPC techniques and PP are lower because it is expected that the NPC will really only last for one encounter, so giving them more is wholly unnecessary.

Using this method/guideline for NPC techniques, you can improvise an NPC's techniques on the fly quickly.

Step 1: Assign the type of action the technique is, Attack, Boon, Interrupt, etc.

Step 2: Give the technique 1 to 3 properties. Though this is not a hard limit. The number of properties assigned to the technique determine the pp cost of the technique. So a technique with 1 property will cost 1pp, while having 5 will cost 5pp

Listed below is a list of technique properties unique to quick npc's. The name and effect has not changed, the things about these effects that changed will be what is written

Area – Maximum area is equal to npc level (max 45')

Baneful

Combined

Deadly – tier equals npc level (max 9)

Defensive – tier equals npc level (max 9)

Extend – tier equals npc level (max 2)

Inclusive

Persistent – tier equals npc level (max 5)

Potent – tier equals npc level (max 3)

Powerful – tier equals npc level (max 9)

Quickened

Reliable

Retribution

Upgrade

Multi Bane

Multi Boon

Multi-Targeting – Maximum target equal to npc level (max 5)

Skillful – tier equals npc level (max 9)

Superior Baneful

Example Signature Techniques

Fireball (Lv 5)

Damage (Energy) || Area 15' (Cube), Baneful (Persistent Damage 4)

Magic Missile (Lv 8)

Special || Deals 1d4 damage to 3 targets (same target may be chosen multiple times). No attack roll needed.

Special costs: You are essentially dealing Persistent Damage 2 to 3 targets (or 1 target 3 times, etc) reliably, making it somewhat similar to simply having Superior Baneful, Reliable, and Multi Target effects (+8WL)

Zoom Attack (Lv 4)

Damage (Movement) || Special: This Technique is a Focus action, when declared, the user can move up to their speed and any creature they touch is subject to a damaging attack. The first target is dealt damage as normal, but beyond that, the attack roll is made with disadvantage 3 and 3 more for every creature beyond the first.

Special costs: The technique essentially allows the user to move and attack, it is similar to the Charge Focus Action, and also is somewhat similar to the Multi Attack Feat. (+4WL)

Furious Frenzy (Lv 5)

Special || As a free action this Technique can be used to bring the target into a state of Frenzy. During frenzy, all Attack action rolls are made with Advantage 3, but all the user's defenses are lowered by 3. This state lasts for 3 rounds. When the frenzy ends, the user suffers 1 level of the Strain Bane.

Counterspell (Lv 2)

Improvise: Restoration (Protection) || Powerful 2

Reflect (Lv 3)

Special (Protection) || This action is an Interrupt Action, when a Bane Attack is attempted, and the bane being inflicted is less than or equal to your Protection Score, the Bane may instead be inflicted back to the attacker if your Protection roll equals to or exceeds the attacker's roll and the bane's targeted Defense.

Divine Healing (Lv 5)

Heal (Creation) || Special (This invocation of the Heal Boon restores Lethal Damage +5WL)

The World (Lv 10)

Special || As a minor action, you may stop time for 1 round. During stopped time, you can perform the actions available to you as normal for that round along with any other actions you have yet to use prior to activating The World. You cannot provoke opportunity attacks, and no one can make interrupt actions in response to your actions inside your world of stopped time.

This Technique requires 3 rounds of waiting before you are able to use it again.

Alarm Trap (Lv 2)

Telepathy (All) || Enduring 1, Reliable, Upgrade, Strenuous 3 (Trigger: When an object is touched, a bell rings, waking and alerting everyone within the Technique's area. Alarming them of any potential imminent threats)

Manifest Spirit Body (Lv 5)

Special || As a Move Action, you may manifest a creature out of your body to a location no farther than 25 feet from you. This creature can be deactivated at any time on your turn as a minor action. While this creature persists you may choose to let the creature make any of your available actions instead of you. When using the Move Action to move the creature, it cannot be farther than 25 feet from you, and using a Move Action to move yourself moves the creature along with you, tethered in place relative to you. This creature counts as you which means that anything that happens to it such as receiving damage is reflected back to you.

Feather Fall (Lv 2)

Special || As long as this technique is listed in your Technique list, you are treated as having the Break fall feat. After receiving fall damage 3 times, this technique disappears from your Technique list.

Chapter V Customization

Detailed in this chapter are various Optional rules to customize your Power System experience

Alternate Power Point Calculations

Those who want Powers to either be more or less common can choose to change the calculation of max PP.

For less, simply half the final result and round it down.

For more, add a +5 to the final result.

You can even make it so that Learning is a permanent part of the calculation or something.

Harder Recovery of PP

If that doesn't suit your fancy and you want to make activation of Techniques even less frequent, simply lengthen the recovery time to 1 week instead of 24 hours. And I mean 1 week of rest, not wait 1 week. You can even make this apply to the Strain bane if you wish.

Quick Learners

Your Learning score affects your training time. The amount of days it takes is reduced with your Learning Score. The formula changes: $(Wealth\ Level + 1) \times (Wealth\ Level + 1 - Learning\ Score - Excess\ Wealth\ Level)$

Final Thoughts/Author's Notes?

So that's the Power System rules.

This part are just my thoughts on the whole thing as well as other stuff I just didn't know where to fit in the document. So I put it here.

I'll go over some things I wanna mention.

These rules haven't seen much use in a long time. The rules you're seeing now is a huge difference compared to version 2.0 and we have yet to actually use these new rules.

I'm just going off gut feelings and pure math on this one. It doesn't help that version 2.0 hadn't seen much use either when I wrote it because they sucked! The rules were meant to impose forced limits on players which obviously no one liked. Only I the GM was able to use version 2.0, my NPC's used it against the party for a while before it was just gone entirely.

The original 1.0 from Advanced Open Legends was the one that was used most often but unless you use everything else in Advanced Open Legends that would simply be a mess along with everything else in there.

While Version 2.0 used VanGo's Yv'lin spellcasting as a basis, changing things to fit my desires as a GM much to the players dismay. Version 3.0 aimed to be more close to Yv'lin's spellcasting rules. Specifically the 2.0 one that was released.

There is a reason that thing has stopped posting updates. And that might reflect here in the Power System as well...

Apart from the obvious balance problems of course which the Power System probably has plenty of as well.

Although the Power System has been working for a long time, I never bothered to share it because it's a very intimate and personal set of rules me and my players worked together to create and the entire thing is meant to work in tandem with our play style and our rules.

I never got to play and use Yv'lin's spellcasting, I never got to participate in playtesting when that was an option.

But from what I understand the spellcasting seems to be nothing more than a second inventory that a player has more control over. Which was why many limitations were imposed on it and why it isn't all that powerful. I can't interview for intentions and reasons for every single rule since I can't so all I have is my gut feelings...

Something I was really against and so were my players when we were reading was how long it took to do ANYTHING with these rules. Unless you invested all your feat points on the speed boosting feats anything once you get at the higher levels take up to months to even finish! The feats only reducing it by like an extra week or month.

Another thing was the power of these spells or as I said Items were severely lacking.

In terms of cost, yeah, Deadly and especially Powerful is cheaper as an Item, but the difference is that one can easily just buy themselves a Deadly or Powerful while with the spells you needed to spend a month and some days to get Deadly 1. Sure it was feasible to obtain at first level with WL 2, but it would take you 28 days! Nearly a month. Once you do get it, you can only use it so many times before you run out, which granted, isn't much of a hindrance, but we would rather just get Attack Specialization or something to achieve what we want.

So to make up for their lack of power, instead of simply making effects more powerful or costs and time cheaper, I added properties that make the techniques weaker. Which seemed like an okay thing to do since I got no complaints when I added them.

The lack of power might just be my Players being power hungry and petty as usual, (what's the word for people who ask for too much again? Darnit I forgot...) but I do let NPC's use these powers as well... So... Good?

Much to my dismay I allowed special effects and even special action types when creating the Power System.

Like I said, the Power System is a secondary inventory for players, giving them access to a fully customizable toolkit of their desires. And letting them come up with their own effects meant giving them less agency with this secondary inventory. But only if they decide to add Special Properties anyway now that I think about it.

I saw the defensive property in the original Yv'lin and thought what a wasted potential it was. It was the only property for Defend Actions. So I added more properties and even allowed the use of Improvise Interrupt actions... Who knows if that could be a problem... My players always sleep on them and ignore Defend and other Interrupt actions so I have absolutely no idea if allowing them to use Banes and Boons as reactions would be fine...

Err... That's pretty much it... Hope y'all have fun using these to make all sorts of crazy shenanigans.

Changelog

0.1

- Advanced Open Legend rules.

1.0 – 3.1

- A lot... And also not written here.

3.2

- Initial draft is made
- Added Chapter IV - Game Master
- Reorganized everything to be more readable
- Added Quick Trainer feat

3.3

- Fixed minor spelling and grammar issues

- Added bookmarks

- Actual official public release lol

3.4

- Effects of Strain were buffed

- Reaching 0PP is more punishing

- Strain can no longer be cast as a Bane

- Table for training time expanded all the way up to WL15

- The impossible is no longer possible (Combined cannot be an Interrupt action)

- Certain Effect descriptions for Feats and Techniques changed to be more clear

- New optional rules were added for more customization

- Training Mastery feat changed

- Technique Specialist feat changed

3.5

- Nerfed cost reducing penalty effects for Techniques, capped to a reduction of 5 WL reduction and also level

- Changed Combined Technique Effect description, doubles PP consumption and clarified the effect

- Changed Punishing Technique Effect description, added a limit where only PL 3 or higher banes can be chosen to prevent Knockdown spam and other PL 1 punishment shenanigans.

- Lengthen/Quickened no longer applies to All but instead Attacks and Boons only

- Other spelling/grammar issues and clarifications

3.5.1

- time for changing techniques has been reduced to simply be the difference rather than treating it as if you were simply creating a new technique. Greatly reducing slow down of game due to training montages

3.5.2

- changed Punishing effect description. You can no longer Punish yourself with Banes that have a Special or Instant duration. So no more Forced Move or Dominated shenanigans either if that ever happened to you.
- Effects of Strain and Fatigue for PP recovery were nerfed. You can still recover PP even if you have a level of Strain or Fatigue but only a little.
- Strain has been changed, a Description has been added and the Bane can once again be inflicted with a Bane Attack as a Power Level 9 Bane. If prone to abuse, I might consider not allowing this again or changing the effect description or lowering the Power Level to 8 or 7.

3.6.0

- added new technique effect: Area Manipulate, works exactly like the feat of the same name.
- changed Deadly and Powerful description
- Fatigue and Strain can be listed as a bane when adding the Punishing effect
- Adding Wealth Level reducing effects now help to increase the training time for techniques of such nature. Now people won't add them just to reduce training time.

3.6.1

- changed combined effect property
- rewrote focus attribute section to fix grammar issue to help with clarity.

3.7.2

- added new properties
- added new feats
- rewrote some stuff probably

5.0.0

- completely changed quick npcs