

Archetypes

The Catalyst

Destiny seems to follow in your footsteps, as if your mind were capable of manifesting reality itself. Others around you sense this power. They are emboldened and empowered by your charisma and drive.

Archetype Modifiers: Strength +1, Reaction +2, Stamina +1, Willpower +1

Resistance: Stamina +2, Willpower +1

Enlightened: Strength -1, Reaction +1, Knowledge +2

Archetype Ability: Once per session, the CATALYST can add +3 to the entire party's reaction rolls for one round.

The Explorer

Somewhere out there is a force that beckons you. It always has. Your whole life you have pursued this call -- it has made you a master of many environments and the many skills needed to navigate them.

Archetype Modifiers: Strength +1, Reaction +1, Stamina +1, Knowledge +2

Enlightened: Strength +2, Stamina +2, Knowledge +2

Resistance: Reaction +1, Willpower +3

Archetype Ability: Once per session the EXPLORER can assist the entire party in navigating the terrain, doubling the range of their movement for one round.

The Dreamer

The difference between the perceived and the imaginable has never been black and white for you. The dream state is just one layer of reality -- one which you can see, reach into and affect by your sheer force of will.

Archetype Modifiers: Strength +1, Reaction +1, Stamina +2, Knowledge +2, Willpower +1

Enlightened: Reaction +1, Knowledge +2

Resistance: Strength +1, Stamina +2, Willpower -1

Archetype Ability: Once per session, the DREAMER can manifest any previously encountered weapon or object (except a Prime object). If desired, this object can enter play infused with up to five Dark XM tokens, but the DREAMER will suffer the negative health effects if they choose to do so.

The Alchemist

Substances, both real and those beyond perception bend to your will. Many are in awe of your abilities. To you, it is commonplace. A skill that unfolds as naturally as breath itself.

Archetype Modifiers: Strength -1, Reaction +1, Knowledge +1, Willpower +1

Enlightened: Reaction +1 Knowledge +1

Resistance: Strength +2, Stamina +1, Willpower +3

Archetype Ability: Once per session, the ALCHEMIST may convert one (1) Dark XM token to an XM object of their choice that is currently in play, or use three (3) Dark XM tokens to return any previously used XM object back into play. Note that this newly created object will be Dark XM infused. The Alchemist may take Dark XM tokens from other party member to use this ability, but suffers the loss of 1 health point for each token received. Note that the party giving the token remains affected by Dark XM and gains no health benefit with this transfer.

The Spiritualist

Your deep well of arcane knowledge will come in handy. You know that all magic is merely technology awaiting discovery, and have learned the ancient ways of activating it. Your powers are both feared and respected.

Archetype Modifiers: Reaction +2, Stamina +1, Knowledge +2, Willpower +1

Enlightened: Reaction +1, Knowledge +1

Resistance: Strength -2, Stamina +3, Willpower +1

Archetype Ability: Once per session, the SPIRITUALIST can energize any recused party member (including themselves) removing the negative penalty to knowledge check and allowing them to regain, or change, their alignment.

The Omniscient

Your mind is a vast memory palace -- filled with every perfect detail of every single fact you have ever encountered. They say knowledge is a weapon. If true, you wield the sharpest blade of all.

Archetype Modifiers: Strength +1, Reaction +1, Stamina +1, Knowledge +2, Willpower +2

Enlightened: Strength +3, Reaction +1, Willpower -2

Resistance: Stamina +1 Knowledge +3

Archetype Ability: Once per session, the OMNISCIENT can uncover the stats and attributes of any threat during an encounter. When this power is activated, make a CR 15 Investigate check.

If successful, the Omniscient can also query the DM for insight into a single mystery or puzzle the party is trying to solve.

The Interpreter

Words have never quite felt the same to you as to others. You can see through them, past the noise of thought, into the very mind of another. There, you can see their true feelings, ideas, and will untainted by the imperfections of language.

Archetype Modifiers: Reaction +3, Knowledge +2, Willpower +1

Enlightened: Strength -1, Knowledge +2

Resistance: Reaction +1, Stamina +2, Willpower -1

Archetype Ability: Once Per session, the INTERPRETER has no communication barrier for a single encounter or round.

The Trickster

Light-footed and even lighter-fingered, your mastery of perception and guised misdirection enable you to dance circles around those who stand in your way.

Archetype Modifiers: Reaction +1, Knowledge +1, Willpower +2

Enlightened: Reaction +1

Resistance: Strength +2, Stamina +1, Knowledge -1, Willpower +3

Archetype Ability: Once per session, the TRICKSTER can cause all enemies to misjudge their perception for one round of combat. For each hit inflicted on a part member, the Trickster can roll a CR15 deception check. If successful, the attack misses and the target take no damage.

The Skeptic

Your cautious, detailed oriented nature enables you to see potential problems before they fully manifest and has made you headstrong. While the party is likely to resent your constant warning, they know that it may end up saving them all if disaster strikes.

Archetype Modifiers: Strength +1, Stamina +1, knowledge +2, willpower +1

Enlightened: Knowledge +1, Stamina +1

Resistance: Strength +3, Reaction +1, Willpower +2

Archetype Ability: Once per session, the SKEPTIC allows all party members to re-roll their die for one round. When this power is activated , make a CD !% Willpower Check. If successful the SKEPTIC can also force the DM to re-roll any of their dice for the same round.

The Listener

Your keen senses make up for what you lack in strength. You are quick to react, and your natural sense of resonance enables you to interact with XM in ways that other wish they could.

Archetype Modifiers: Reaction +3, Knowledge +2, Willpower +2

Resistance: Reaction +2, Willpower +2

Enlightened: Strength +1, Stamina -1, Knowledge +2

Archetype Ability: Once per session, the LISTENER can tune the resonance of a single portal doubling it's hacking output of everything except portal keys. When this power is activated, make a CR15 hack check. If successful, each member of the party (including the listener) will also receive a single additional object for the hacked portal.

The Visionary

To some, you may appear ordinary. They have not witnessed your true potential. To reach into the very fabric of the universe and see a distant time, a distant place, a distant truth. Few wield such power.

Archetype Modifiers: Strength +1, Reaction +2, Knowledge +3, Willpower +2

Enlightened: Strength +1, Stamina -1, Knowledge +2

Resistance: Reaction +1, Willpower +1

Archetype Ability: Once per session the VISIONARY can summon an oracular vision of a future event that will happen during the mission. The GM will channel this vision and share it with the party.

The Humanist

Chakras, humors, spirits – you realize they were all grasping at things you always understood naturally. The core essence of a human's life force is a thing that you can touch and affect at will.

Archetype Modifiers: Reaction +1, Stamina +1, Knowledge +1, Willpower +1

Enlightened: Reaction -1, Knowledge +2

Resistance: Strength +1, Stamina +1, Willpower +1

Archetype Ability: Once per session, the HUMANIST can heal any party member back to full health, or add +2 to the health of each party member. Note that this power can take party members above their initial party health.

The Patron

One day you awoke and understood your true purpose.

You are merely a guide. A shepherd.

The others will follow you. You will lead them where they must go.

Archetype Modifiers:

Enlightened:

Resistance:

Archetype Ability:

RULES

Magnus Archetypes

Every individual who is considered an XM sensitive is considered to have traits that align with one of the 13 different known Magnus Archetypes. These archetypes augment the character's natural abilities (even allowing them to surpass the range of normal human stats) as well as grants the individual special abilities that may be used once per session.

Faction Alignment

Characters may be aligned with the Enlightened or Resistance or choose to have no faction alignment whatsoever. A character's faction alignment grants bonuses to a character depending on their Archetype.

Ability Scores.

All humans have natural abilities scores which range from -5 to +5, with +0 being considered average; however, due to their exposure to XM, a sensitive ability score is capable of exceeding the normal human maximum stat range as a result of the character's Archetype and Faction based stat bonuses.

House Rule: To determine a character's base total Stat Modifiers roll 1d20 and divide the result by 2 (round down) to determine a character's ability points. Allocate these points between character stats accordingly with 1 pt equalling a +1 to any stat (max +4 to one stat). A character may receive a penalty to a stat to boost another stat on a -1 to +1 basis.

Challenge Ratings

Every task has a **CHALLENGE RATING** or **CR**, a number that tells you how hard that task is to perform. CRs range from 0 (automatic, so easy it's not worth rolling) to 40 (nearly impossible).

Checks

Actions are resolved through check, a roll of a 20 sided die, plus a modifier derived from a character's stats. If the total of the check *equals* or *exceeds* the Challenge Rating, the action is a success. If it doesn't, then it's a failure.

Skills (Stats Used) and Challenge Ratings (CRs)

Deception (Willpower): Make opponents believe you are a different faction.

CR 15: Aura manifests as chosen alignment for one turn.

CR 20: ... for two turns.

CR 25: ... for three turns.

Hack (Knowledge): Hack a portal or a computer.

CR 15: Normal Hack.

CR 20: Glyph Hack. Gain one extra item.

CR 25: Frakker Hack. Items found duplicated.

House Rule: During the Camp Navarro RPG session I felt that the Recursion penalty to knowledge made hacking portals extremely difficult for a simulacra. An solution would be to say that -10 knowledge penalty is halved for the purpose of hacking portals or Hacking portals may be based on the average of a character's Willpower and Knowledge.

Investigate (Knowledge): Probe subject / item

CR 15: Gain rudimentary knowledge.

CR 20: ... general knowledge.

CR 25: ... specific knowledge

Stealth (Reaction): Hide or become unobserved.

CR 15: Hidden, but any additional action or movement reveals your location..

CR 20: Half movement. One additional action before being discovered.

CR 25: Half movement. Two additional actions before being discovered.

Actions

Time is broken down into segments of time called rounds. Rounds are not long periods of time and only lasts long enough for a character to do something. Each character's portion of a round is called their turn.

During a turn, a character can make three actions. They can Move, make a Combat Action, or use and Extraneous Action.

Move Action: Move to maximum of movement hexes.

Combat Action: Engage in combat with a weapon.

Extraneous Action: Use a skill, interact with an item / character.

Attacking

To attack an opponent, a character must roll a 20 sided-die, plus a modifier based on the Character's stats. If the total of the roll equals or exceeds the target's Defense Rating the character scores a hit and inflicts damage.

Defense Rating.

A character's defense rating is 10 + their Armor's Defense Rating. Any attack that exceeds this number inflicts damage to the target of the attack.

Health

Every character starts a Ingress Role Playing Game session with a number of Health equal to 10 plus the character's total combined Stamina Modifier. This number may change during the course of a rpg session as a result of dark xm exposure.

Dark XM and Death

Dark XM Mechanic: When you are exposed to Dark XM you may resist or embrace it. To resist Dark XM you make a CR 15 Stamina Check. If successful, you are unaffected. If you fail the check or choose to embrace the Dark XM, you permanently lose 1 Health Point, but gain a +1 bonus to all die rolls. Collect a Dark XM token each time you are affected.

Dark XM Use: As an Extraneous Action, you may charge yourself or weapon with Dark XM. If you infuse yourself, gain a +2 cumulative bonus to any one die roll of your choice for each Dark XM token you sacrifice. The effect lasts one round. You may infuse Dark XM into a weapon. Dark XM infused weapons inflict full damage to XM-based opponents. This effect lasts one round. If Dark XM is used in either manner, you lose the bonus for the Dark XM token and your Health remains diminished.

Character Death: When your health is reduced to zero or negative, your character recurses. You will return in one round with 10 Health. Your new simulacrum loses all alignment bonuses and you suffer a -10 penalty to knowledge rolls. A simulacra may go through the Recursion cycle more than once. Further Recursions suffer a -2 penalty to all rolls. This penalty is cumulative.

GEAR

ADA Refactor / Jarvis Virus

Special:

When activated, an ADA refactor increases all Resistance party members rolls by 1 for one round and all resistance parties gain one health.

When activated, a Jarvis Virus increases all Enlightened party members rolls by 1 for one round and all enlightened parties gain one health.

Bow & Arrow

Skill: Strength(min +0) and -1 penalty.

Range: 6 hex maximum range.

Bonus/Penalty: Can be Dark XM infused.

Damage: 4

Special: One time investigative check DC 5 to understand proper operation. Ammunition dependant.

Conquistador Breastplate

Bonus/Penalty: +4 bonus to Defense Rating.

Special: Reduces movement by 1 hex.

Musket

Skill: Reaction (min +0) and -3 penalty.

Range: 10 hex maximum range.

Bonus/Penalty: Can be Dark XM infused.

Damage: 8

Special: One time investigative check DC 15 to understand proper operation. Uses two extraneous actions. Ammunition dependant.

Sword

Skill: Combat

Range: Target must be in adjacent hex

Bonus/Penalty: +0 to roll; Use Strength Stat.

Damage: 3 + STR

Spear

Skill: Combat

Range: Adjacent or 1 hex if thrown.

Bonus/Penalty: +0 to roll; Use Strength Stat.

Damage: 4 + STR

Power Cube

Skill: Reaction (min +0) and +1 bonus

Range: 5 hex maximum range.

Special: When destabilized, can release XM offensively or defensively.

(no check): 1 Hex, 6 damage or heal.

CR10: 2 Hexes, 5 damage or heal.

CR15: 3 Hexes, 3 damage or heal.

CR20: 4 Hexes, 2 damage or heal.

CR25: 5 Hexes, 1 damage or heal.

XMP Buster

Skill: Reaction (min+0) and +2 Bonus

Range: 4 Hex maximum range.

Special: Full damage to substrate and XM entities.

Damage: 4 max (see special).

(no check): 1 hex, 4 damage.

CR10: 2 hexes, 3 damage.

CR15: 3 Hexes, 2 damage.

CR20: 4 Hexes, 1 damage.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkinson, Bruce R. Cordell, John Tynes, Andy Collins and JD Wiker

Unearthed Arcana, Copyright 2004, Wizards of the Coast, Inc.; Authors Andy Collins, Jesse Decker, David Noonan, and Rich Redman
Villains, Copyright 2002, Bastion Press, Inc.

True20 Adventure Roleplaying: Revised Edition, Copyright 2007, Green Ronin Publishing, LLC Author Steve Kenson.

END OF LICENSE