

READY TO ROCK!



FEATURES:

Here they are, at last.

Features are a way of giving your esper unique abilities, be they passive or otherwise, that cannot be represented by keywords and attributes alone. Sentient weapons, extra limbs, additional elements, gear with extra flourishes, and being bilingual are all possible through Features.

This is replacing the old Special system, which the older players may remember. The big difference is that Feature can be built from a list where specials required pitching ideas to a GM. On paper, it was supposed to give espers abilities that let them do things outside the confines of the system. In practice, it was hard to balance, required lots of back and forth between GMs and players, among other problems. It's just easier for everyone when a player can pick something off of a list and add it to a glamor without needing to "debate" specials with the GMs.

It's still possible to suggest your own Features, if you feel it's necessary. More on that at the end.

CHARACTER CREATION GUIDE PART 2:

Step 9: Taking Features.

Simply pick features for your glamor that equal the number of points your esper has. Or suggest something until you've used up all your points.

Bronze: 4 Feature Points

Silver: 6 Feature Points

Gold: 8 Feature Points

Platinum: 10 Feature Points

Emerald: 12 Feature Points



INSTRUMENT FEATURES

Sentient Instrument N: Your esper's instrument has a mind of its own, or can be moved at will. It gains the ability to perform simple actions even when it's not in your esper's hands.

Sentient Instrument 2: Instrument can levitate and move at "walking speed."

Sentient Instrument 4: Attacks while levitating become possible.

Sentient Instrument 6: Instrument can grab/hang onto objects with human level strength.

Sentient Instrument 8: Instrument can levitate and move at "Running speed."

Sentient Instrument 10: Can perform complex actions as if it had two human hands.

Sentient Instrument 12: Has super strength.

Dual Element 4: Your esper's instrument is capable of attacking with different elemental affinities. Your esper may swap between Physical/Arcane elements once per round or attune each keyword on their weapon to a different element. If your character is a traveler, they can swap between Chaos/Arcane instead. Normal element limitations apply, such as no arcane damage on firearms.

Monster/Native weapon 4: Your esper's instrument is saturated in chaotic energies, or your traveler's weapon is saturated in harmonious energies. Espers may select chaos as a damage type, and travelers may select physical as a damage type. This feature can be used with Dual Element to grant access to a third element.

Switch Instrument N: Your esper's instrument can change into an alternate form. Select an additional weapon keyword or keywords to be the instrument's alternate shape. Your esper may swap between their two forms with the following limitations, based on which version of this feature they have.

Switch Instrument 2: One switch per round, cannot attack with the instrument during that round.

Switch Instrument 4: One switch per round, switching takes a moment.

Switch Instrument 6: Unlimited switching.

Switch Instrument 8: Alternate forms may have two attribute grades swapped around.

Switch Instrument 10: Alternate forms may have their attributes completely redistributed.

Switch Instrument 12: Gain a second alternate form.

Keywords must still share the same damage type and adhere to any personal limitations. These limitations can be eased or lifted with other features.

Magic Bullet 4: Guns can deal Arcane damage.

Spell Drinker N: The instrument becomes more proficient at dealing with magic.

Spell Drinker 4: Deal extra damage to constructs and weaken enchantments on targets. (LOAD 2)

Spell Drinker 6: (LOAD 3)

Spell Drinker 8: Spells can be weakened or dispelled if they are hit by the instrument. Spells that cover an area can be cleared away, and attacking AoE spells will cause the AoE to split and not affect the caster or anyone they are protecting. Spells can still cause the esper to stagger. (LOAD 4)

Spell Drinker 10: (LOAD 5)

Spell Drinker 12: Attacks instantly kill non-behemoth constructs, disinchant targets, and cancel out spells on attack or block. Spells can still cause the esper to stagger.

This feature only applies to instruments that are used in melee and does not apply to their ammo such as the bullets of a gun, the arrows of a bow, or the spells of a wand/staff.

Throw Mastery N: The Instrument gains abilities that make it suitable for throwing.

Throw Mastery 2: Base range is comparable to a pistol.

Throw Mastery 4: If desired, the instrument rebounds after hitting a target and flies back into the esper's hands.

Throw Mastery 6: Base range is comparable to a sniping rifle.

Throw Mastery 8: Instrument can blink back to the esper's hands on impact

Exploit Attack (Vulnerability) N: The Instrument is capable of temporarily lowering a target's defences so that the next attack they are struck by does more damage. Can only activate once per round on an attack of the esper's choice.

Exploit Attack 2: Vulnerable to another attack from the instrument.

Exploit Attack 4: Or that's the same element as the instrument.

Exploit Attack 6: Or from spells.

Exploit Attack 8: Vulnerability is enhanced.

Exploit Attack 10: Vulnerability lasts the entire round.

Mana Extract N: Attacks are capable of syphoning mana. Hitting a target syphons 1 mana if it is done with an unpractical part of the instrument or 2 if it is done with the correct part of the weapon. Chains, scabbards, etc count as unpractical attacks, but no damage needs to be dealt for Mana Extract to work so long as your instrument hits the target. Does not work with ranged weapons. Max amount of mana that can be syphoned per round is equal to half this feature's grade. Maxes out at 6 MP restored/taken from target. Does not stack with other forms of mana regeneration,

Extra Appendages N: Your esper has additional appendages to assist with attacks. Appendages can be hard or flexible, but lack the dexterity to pick up small objects or manipulate fine machinery like a phone or computer. Appendages are not instruments and can be damaged or destroyed by attacks. However, they do benefit from your esper's weapon attributes.

Extra Appendages 2: 2 appendages, length of arms.

Extra Appendages 4: 2 appendages, 2x length of arms.

Extra Appendages 6: 4 appendages, 2x length of arms.

Extra Appendages 8: 4 appendages, 2x length of arms, improved durability.

Extra Appendages 10: 6 appendages, 3x length of arms, improved durability.

Extra Appendages 12: 6 appendages, 3x length of arms, improved durability, super strength.

Armed to the Teeth N: Your esper has impressive grip strength, or some way to handle using large or multi-fragmented instruments that normal espers couldn't fathom using. Enables the use of more weapon keywords for your instrument. Should your esper have more than 2 weapon keywords, your esper may have an additional limb to hold the weapon. Though there will be an attribute limit set on the extra weapons.

Armed to the Teeth 2: May have a 2-handed and single handed keyword.

Armed to the Teeth 4: May have 2 keywords that are 2-handed

Armed to the Teeth 6: May have 3 keywords, extra weapon attribute cap <= F

Armed to the Teeth 8: May have 4 keywords. extra weapon attribute cap <= D

Armed to the Teeth 10: May have 5 keywords. extra weapon attribute cap <= B

Armed to the Teeth 12: May have 6 keywords. extra weapon attribute cap <= S

Telekinetic (Weapon Keyword) N: Your esper has a telekinetic link to their instruments and is able to use them within a certain range of themselves. They do not risk detransforming when not holding their instrument(s) and can wield them as effectively as if they were holding them in their hands. Can be used to attack at range with melee weapons or to use ranged weapons from vantage points that would normally be impossible. Melodies cannot normally be cast through instruments that aren't held. Weapons that are not in hand can be targeted by attacks/spells designed to disarm to move them into undesirable locations or pull them out of an esper's range of influence. Higher grades increase the number of weapons and distance from the esper they can be used. Telekinetic Weapon can be taken multiple times, but only works on one existing keyword each time it is taken.

Telekinetic (Weapon Keyword) 2: 1 weapon, 5 feet from esper.

Telekinetic (Weapon Keyword) 4: 2 weapons, 15 feet from esper.

Telekinetic (Weapon Keyword) 6: 3 weapons, 50 feet from esper.

Telekinetic (Weapon Keyword) 8: 4 weapons, 150 feet from esper.

Telekinetic (Weapon Keyword) 10: 5 weapons, 500 feet from esper.

Telekinetic (Weapon Keyword) 12: 6 weapons, As far as the eye can see...



STYLE FEATURES

Bebop n' Rocksteady N: A suite of features for espers that wish to be more resilient. Increases LOAD by half the grade of this feature and assists with resisting damage from specific attacks.

Demonic Physiology N: Espers with Demonic Physiology have the durability and strength of demons. Strength affects lifting capacity, throwing distance, and aids with moving past obstacles, but does not enhance damage of weapons. Strength is equal to a number of men half the value of this feature plus the abilities below.

Demonic Physiology 2: Resistant to non-magical heat.

Demonic Physiology 4: Resistant to extreme temperatures.

Demonic Physiology 6: Resistant to mundane forms of harm. Paranormal not included.

Demonic Physiology 8: Resistant to non-magical harm.

Demonic Physiology 10: Resistant to all non-magical harm. + very resistant to mundane harm.

Demonic Physiology 12: Resistant to all non-magical harm. + QUITE resistant to mundane harm.

Eject Button N: When your esper would take damage, they teleport to a random safe location nearby. The potential distance from the initial attack and the number of times Eject Button can be used increases with rank.

Eject Button 2: 1 use, immediately beside the point of impact.

Eject Button 4: 2 uses, up to 15 feet away.

Eject Button 6: 3 uses, up to 30 feet away.

Eject Button 8: 4 uses, up to 50 feet away.

Eject Button 10: 5 uses, up to 100 feet away.

Eject Button 12: 6 uses, up to 100 feet away, additionally gain the ability to become invulnerable for 1 round.

Hover 4: Your esper is capable of hovering a foot or so above the ground, ignoring hazards that may be present directly on its surface. Intense hazards that can cause effects at a distance (proximity mine, etc) can still have an effect on your esper. Does not negate fall damage.

Aegis N: When your esper would take critical damage in a designated area, they don't.

Aegis 2: 1 use, head only.

Aegis 4: 2 uses, also upper torso.

Aegis 6: 3 uses, also entire torso.

Aegis 8: 4 uses, shield lingers to absorb rapid fire hits.

Aegis 10: 5 uses, limb protection.

Aegis 12: 6 uses, body part becomes indestructible for the rest of the round.

Gelatinous Physiology N: Espers with Gelatinous Physiology have soft, rubber like bodies. They bend rather than break, and are quite resistant to bludgeoning attacks and magic. They owe most of their durability to having a simple body structure with fewer or redundant organs.

Gelatinous Physiology 2: Esper becomes more flexible than normal.

Gelatinous Physiology 4: Resistance to bludgeoning/fall damage.

Gelatinous Physiology 6: Rubber/gel-like body can stretch/compress at will.

Gelatinous Physiology 8: Extra resistances to arcane damage.

Gelatinous Physiology 10: Doesn't bleed, can reattach limbs.

Gelatinous Physiology 12: Acquire 1x1 foot nucleus in place of all vital organs.



GENRE FEATURES

Subtle Spell N: Your esper's melodies are less flashy when composed, making them difficult to perceive by the unaware.

Subtle Spell 2: Casting is quiet and less flashy, but can be perceived by anyone within 50 feet.

Subtle Spell 4: Casting is silent, but still produces subtle visual flairs for anyone looking.

Subtle Spell 6: Casting is undetectable, save for the gesture. Example: pointing at a target to fire a bolt from your finger.

Diverse Elemental Affinity 4: Gain an additional element keyword, allowing access to its notes.

Enhanced Note (note) 2: Allows for the use of an enhanced version of a note which may have a higher cost and/or other drawbacks in exchange for more versatility or power. Can be taken multiple times for different notes. Some examples:

Powerful+: Mana cost (2)

All notes in the melody have their Efficiency reduced by two grades, and their Potency increased by two. If two melodies would finish casting at the same time, the one with a Powerful+ note will always be slower even when another powerful note is used. Can't be used in a melody with the Quicken note or if any of the notes would be cast with Potency or Efficiency below H grade.

Blink+: Mana cost (6)

Identical to blink, with the addition of the benefit below.

Every grade above H additionally allows you to Blink an additional foot away from where the note activated. This can be used to blink around obstacles where the esper cannot aim, but still follows all other limitations.

Blink α : Mana cost (5)

Identical to blink, with the addition of the benefit below.

Blink is accompanied by a stationary cloud made out of the esper's element, lightly obscuring the immediate area. Dissipates after a round and the cloud is not thick enough to obfuscate the esper at ranges closer than twenty feet.

Blink β : Mana cost (5)

Identical to blink, with the addition of the benefit below.

Blinking blasts particles in the immediate area, momentarily stinging the eyes of anyone in the immediate area. Lasts just a few seconds.

Routine (note) 2: Select a note. That note costs 1 less mana for your esper. Can be taken multiple times for different notes. Also works on different versions of notes such as those created with Enhanced Note.

DISCLAIMER: Mana discounts for a note do not stack. Only the strongest one will be applied.

Routine+ (note) 4: Above, but reduces the cost of a note by 2. Note must cost at least 4 mana initially to qualify for Routine+.



BACKUP FEATURES

Natural (Gear) 2: Select a piece of gear. Your esper's gear is a part of them somehow. Maybe it's part of their bodies or is built into them as if they were a robot. Natural gear cannot be forcibly removed or disabled through normal means. Natural gear can be used outside of esper form, though it can be removed or disabled as it is not a part of the esper at that time. However, it often has a more subtle appearance that makes it harder to detect. This feature can be taken multiple times for different pieces of gear.

Pocket Change N: Extra spending money, similar to unspent credits. Every 2 grades of this feature grants your esper 10 extra credits for bribing or making purchases outside the esper shop.

Careful Cocktail 4: Your esper's combat consumables with an AoE component will not damage allies.

Enhanced (Item) 2: A piece of your esper's equipment has been enhanced somehow. Maybe their goggles can view two different vision modes simultaneously, their grenades blow up into clusters, or their kevlar has anti-magic properties.

Cache N: Your esper saves and plans ahead for times of need. When not in combat, you may restock your equipment to full N/4 times.

Mastermind N: Your esper is great at planning ahead. N X 10 credits from your esper's WEALTH Attribute may be set aside for this feature. At any time, those set aside credits may be spent in the Esper Shop as if your esper always had that equipment on them.



PR FEATURES

Investigation 4: Your esper is more aware than most and can spot curious details in your environment.

Empathy 2: Your esper is in tune with what others are feeling, even if they try to hide it.

Shrewd 4: Your esper is difficult to deceive. They almost always spot a lie, and when confronted with a silver tongued liar they may be able to work out that something is amiss.

Silver Tongue 4: Your esper's lies are difficult to detect, even with magical means. Shrewd individuals may be able to tell if your esper is being deceptive but not how.

Skilled (Skill) N: Your esper has an area of expertise that few others have. Pick an occupation/skill set and gain skills associated with that skill set.

Skilled 2: Your esper is more knowledgeable in their field than a novice, but still has a lot to learn. They can perform basic tasks on their own or assist a master but are unable to do anything too crazy on their own.

Skilled 4: Your esper is an intermediate and has probably been doing this thing for a bit. They know what they don't know, and only need help or research with the most complex of tasks.

Skilled 6: Your esper is a master with many years of experience. They know all the basics and probably possess a few specialized skills. There's nothing they can't accomplish on their own, and they can likely apprentice the uninitiated if they have to.

Skilled 8: Your esper has had a decade to hone their craft, or is a prodigy. Few people are as skilled as your esper is at their chosen craft. Their level of skill is out of this world and they can complete any project with enough time.

Some example skills:

Mechanic (Repair and understand machinery like cars, trucks, boats, etc)

Hacker (Locate files on encrypted systems or create your own strain of malware)

Zoo Keeper (Understand animal behaviors and animal-like monsters too)

Cultist (Offhand knowledge about the occult and rituals, as well as how to perform them)

Pretty Privilege N: Your esper is more attractive than most espers. Others tend to be more forgiving of their faults and have a good initial impression of them.

Pretty Privilege 2: Most characters will have a good first impression of your esper.

Pretty Privilege 4: Additionally, they will forgive some rude behavior or lack of competence, depending on the character's personality.

Pretty Privilege 6: Your esper is so charming that everyone will be willing to give them a second chance, so long as they seem to earnestly regret previous transgressions.

Pretty Privilege 8: Even your enemies will be forced to show your esper mercy, of a fashion.

Pretty Privilege 12: Anything with a sane mind cannot truly hate your esper. At the very worst, they will pity their existence, but will be unable to bring themselves to kill them.

Speak (Language) 0: In addition to English, you can read, write, and speak an additional language. This feature can be taken multiple times for additional languages, but costs 1 for each additional language.

Divination N: Your esper has excellent intuition or receives visions that can divine the future or know about the past... sometimes. Higher grades of Divination include earlier benefits.

Divination 2: Gets a vision of a single obstacle they may encounter once per day.

Divination 4: When your esper meets people for the first time, they can receive a vision that gives some insight into who they are.

Divination 6: If your esper is looking for something, they have a rough idea of where it can be found. Once per day.

Divination 8: Your esper can sense if someone is a monster or not or if they have ill will towards you.

Divination 10: Once per day limits on previous versions of this feature can now be used once per encounter.

Divination 12: Once per encounter, your esper can choose to look a short distance into the future in their immediate surroundings. If used during a fight, it can be used to tell what the enemy is going to do. Out of combat this feature can be used to spot developments or tell if something will transpire in that area within the day.

CUSTOM FEATURES

Custom features are simply features that have been suggested by a player for their esper. They present a feature idea to the GMs, who will then discuss the feature with the player and amongst themselves before deciding how strong it should be, what glamor it would be appropriate on, and how much it should cost to equip. If it's broad enough, it may even be added to the list of Features for all to access.

You can't ask for just anything though. The following list is not all inclusive, but suggests some Feature ideas that will not be considered.

- Features that exist to increase an attribute. This gets confusing when there are too many.
- Features that are just existing features with tweaks.
- Anything designed exclusively to enhance another glamor or one of its features.
- Obvious attempts at power gaming.

This goes for all features, but is especially true for custom ones: If they feel too powerful, broken, or behave like an exploit, they will be altered or replaced. While it is acceptable (and even expected) that a custom Feature will provide a benefit to an esper, its primary function should be to provide a player with an interesting roleplay experience.