

Fortissimo Letzte//Ritter: Roleplaying Game

This is a system made to replicate the Fortissimo//Akkord series.

Stats

Each stat affects different capabilities of the character. Rather than numbers giving bonuses to the characters, each stat has a 'rank' and these ranks grant bonuses to certain attributes.

At level 1, a character starts with two Fs, two Ds, two Cs, and one B.

F: Means a character is the worst at this, and gains no bonus or penalty.

D: Means a character is below average at this, and gains a +1 penalty.

C: Means a character is decent at this ability, and gains a +2 bonus.

B: Means a character is above average at this ability and gains a +3 bonus.

A: Means a character is great at this ability and gains a +4 bonus.

S: Means a character has mastered this stat and gains a +8 bonus.

- Power: Affects physical and magical damage.
- Speed: Affects dodge and move speed.
- Range: Affects the how long ranged attacks can be used.
- Vitality: Affects hit points and how long one can fight physically.
- Precision: Affects magical and physical hit rates.
- Mana: Affects magic points and how long one can fight magically.
- Potential: Affects how much bonus skills and EXP is gained.

Mage Types

The two types of mages use two different types of magic, and the two different types of mages also have a subset of each other. There are Mahoutsukai (Ones who use Magic) and Kisekitsukai (Ones who use Miracles).

Race Name	% to Become
Irregular Mahoutsukai	1-2
Mahoutsukai	3-50
Kisekitsukai	51-98
Irregular Kisekitsukai	99-100

Combat

Attacks Per Turn: A character can make a number of attacks per turn equal to how high his vitality stat (for physical) or mana (for magical) is. With an F rank Vitality/Mana stat one attack roll takes 3 actions to perform. With a D-B rank it takes 2 actions to perform. With an A it takes 1 to perform, and with an S it takes $\frac{1}{2}$ of an action to perform. Multiple attacks can be done if the user expends another action to attack (however he can't expend more actions than he has currently).

Hit Points: Each character has HP equal to octuple his level + vitality stat bonus (minimum of 8 at 1st level).

Attack Rolls: Attacks are resolved with a 1d20 + attack bonus + precision stat bonus.

Dodge: A character's dodge score is equal to 10 + speed stat bonus + $\frac{1}{2}$ level.

Mana Resource: A character's mana resource (or MR) grants them a pool of mana to use their Runes and different Magical Abilities with. $MR = 3 + \text{Double Mana}$.

Power: A user gains a bonus to damage equal to his power score.

Range: A character can fire ranged attacks at 4 squares + their range stat bonus (maximum 12 squares)

Potential: Characters with high potential gain a bonus to skill checks made equal to his potential stat bonus. He also gains an additional amount of EXP equal to his potential stat bonus as well.

Movement (in squares): A character's base movement speed is 4, and they gain a bonus to movement equal to their speed bonus (maximum 12 sq.) Moving takes 1 action. 1 Square = 5 feet (roughly)

Initiative: When entering combat, roll a 1d20+ speed stat bonus.

Turns: Each character has 3 actions they can perform in a turn. Moving is 1 action, attacking is typically 2 actions, and all other actions are either $\frac{1}{2}$ actions or no action at all. 1 turn = 6 seconds (roughly)

Creating New Runes (Conceptual Runes): Ideas may spring up, and players may wish to create new runes for their characters to learn. If this occurs, they must accomplish one of two deeds. *See friendship chart below for more details.*

- **Friendship:** They must become best friends with one said person they previously hated in order to create the rune. Said characters cannot become friends just to make the rune.
- **Sexual Intercourse:** They must have sex with one of the people they hate, and the sex must be the reason they become their friend or lover, not the rune.

Friendship Chart

This gauges how well your character's relationship is with someone. Everyone starts as Tolerated unless previous interaction is implied, however previous interaction does not give them a conceptual rune.

Friendship Status	1 Step Down	1 Step Up	Description (if required)
Hated	None	Disliked	If the character's acquaintance becomes hated in one shift, both characters gain -4 steps down to Power and Precision (minimum of F rank). Lasts until one is dead or the friendship is restored.
Disliked	Hated	Tolerated	If the character's friend becomes disliked in one shift, both characters gain -2 steps down to Power and Precision (minimum of F rank). Lasts until one is dead or the friendship is restored.
Tolerated	Disliked	Acquaintance	If the character's best friend becomes tolerated in one shift, both characters gain -1 steps down to Power and Precision (minimum of F rank). Lasts until one is dead or the friendship is restored.
Acquaintance	Tolerated	Friend	If the character's lover or soul mate becomes an acquaintance in one shift, the characters are mildly upset and cannot attack each other.
Friend	Acquaintance	Best Friend	If someone goes from anywhere below Disliked all the way to Friend, they gain one Conceptual Rune.
Best Friend	Friend	Lover / Soul Mate	If someone goes from anywhere below tolerated all the way to Best Friend, they gain one Conceptual Rune.
Lover / Soul Mate	Best Friend	None	If someone goes from anywhere below Acquaintance all the way to Lover / Soul Mate, they gain one Conceptual Rune.

Skills

Each character gets 4 skills + 1 per step Potential is above C (maximum of 3 extra at S rank). Each skill check is made using a 1d20 + the stat bonus listed in the skill.

Artisan

This can be used for crafting items, performing at jobs, and performing other acts aside from jobs (like singing and dancing).

This uses a character's Potential stat bonus.

Athletics

For acrobatic techniques, sports, running for long distances, and many other abilities that require them to exert their body.

This uses a character's Speed or vitality, up to the GM which is used.

Awareness

How far characters can see. This is used to assist their ranged attacks and perception.

This uses a character's Range stat bonus.

Deception

Deception can be used for lying, disguising, and misguiding.

This uses a character's Potential stat bonus.

Handle Animal

This is used to calm and coax animals.

This uses a character's Potential stat bonus.

Heal

Heal can be used to recover minor wounds (up to a 1d8 points of damage).

This uses a character's Power stat bonus.

Knowledge

Various knowledge checks the user can make. (Examples: History, Technology, Firearms, Runes, Urban, Popular Culture, Tactics, Civics, and Life Sciences).

This uses a character's Potential stat bonus.

Stealth

Used for stealth, hiding items, and sometimes allies (GM's discretion).

This uses a character's Speed stat bonus.

Persuasion

Used to convince people to do your bidding, or to intimidate into them to doing your bidding.

This uses a character's Potential stat bonus.

Use Computers

Used for hacking and other complex technology based checks. This check does not need to be made when using simple functions on a computer.

This uses a character's Precision stat bonus.

Mahoutsukai

A user of magical weapons called OOParts, mahoutsukai were created by Voluspa after the OOParts were found hidden around the world. Every 1 in 100 person is a mahoutsukai.

Level	Attack Bonus	Abilities	Rune Damage
1 st	+1	First Access	1d4
2 nd	+2	Rune	1d4
3 rd	+3	Feat	1d4
4 th	+4	+1 Step for Stat, Rune	1d4
5 th	+5	Feat	1d6
6 th	+6	Rune	1d6
7 th	+7	Feat	1d6
8 th	+8	+1 Step for Stat, Rune	1d6
9 th	+9	Feat	1d8
10 th	+10	Second Access, Rune	1d8
11 th	+11	Feat	1d8
12 th	+12	+1 Step for Stat, Rune	1d8
13 th	+13	Feat	1d10
14 th	+14	Rune	1d10
15 th	+15	Feat	1d10
16 th	+16	+1 Step for Stat, Rune	1d10
17 th	+17	Feat	2d6
18 th	+18	Rune	2d6
19 th	+19	Feat	2d6
20 th	+20	+1 Step for Stat, Triple Access, Rune	2d6
21 st	+21	Feat	2d8
22 nd	+22	Rune	2d8
23 rd	+23	Feat	2d8
24 th	+24	+1 Step for Stat, Rune	2d8
25 th	+25	Feat	2d10
26 th	+26	Rune	2d10
27 th	+27	Feat	2d10
28 th	+28	+1 Step for Stat, Rune	2d10
29 th	+29	Feat	2d12
30 th	+30	Full Access	3d12

Class Abilities

Mahoutsukai gain the following class abilities.

First Access

The first access the Mahoutsukai gains, and the first awakening of their abilities. A Mahoutsukai gains a magical weapon that their life depends on, if a mahoutsukai's body is knocked unconscious their magical weapon must be destroyed to absolutely kill their soul. This is easier than it may sound due to a mahoutsukai's weapon not disappearing when they go unconscious.

Below are Magic Weapons that the mahoutsukai can select. Players are encouraged to give their own Magic Weapons flavor text. Characters are encouraged to come up with a way they unlocked said magical weapon, and what it represents to them.

Name of Magical Weapon	Prerequisite	Description
Absorbing Weapon	Vitality B	Deal damage with a weapon and that deals 1d4 points of magical damage and recovers HP to the wielder.
Bonded Weapon	Potential B	You gain a melee weapon that deals 1d6 points of physical damage.
Burst Flame	Vitality B	Creates a burst of fire centered on you that explodes to all adjacent squares, dealing 1d6 of magical fire damage.
Clone Creation	Mana B	Grant 1d3 clones that follow your every command. The clone's stats are two steps lower than the owner, they use their master's mana pool and ¼ of their master's HP. Each clone has 2 actions, and either get an attack per turn or two moves.
Cohort Weapon	Potential B	You gain a cohort that shares your HP, Attack Modifiers, Runes, & Feats.
Collection of Weapons	Precision B	Gain a number of weapons equal to your Range stat bonus (min 1). These weapons all float, and attack on your turn. They deal 1+Power damage. This still takes actions to attack.
Elemental Striker	Power B	You gain a physical attack that deals 1d8 magical elemental damage.
Force Shield	Vitality B	Grant a shield that gives its wielder DR 2/-
Grappling Tendrils	Speed B	Gain tendrils that can hold an enemy in place on a successful physical attack roll.
Great Weapon	Power B	You gain a melee weapon double your size that deals 1d10 points of physical damage.
Ranged Specialty	Range B	You gain a ranged weapon that deals 1d6 points of physical damage.
Recorder	Range B	Replicates one magical weapon that is within your Range.
Sensory Removal	Precision B	Gain a ranged attack that takes the opponents senses away. This must be split into 7. See this list. This is a magical attack. This only lasts for 1d3+1 rounds.

Runes

At 2nd level and every even level thereafter, the mahoutsukai gains runes that he can use during battle to grant himself an edge over his enemies. Characters are encouraged to make their own runes to match their characters. Damaging runes have specific damage increases (as listed on Rune Damage). Runes rely on a character having a specific magic weapon selected. Runes are activated by using 2 actions. All Rune attacks are magical. A rune deals damage to its user's mana pool when used if it is a damaging rune. If not, the rune must have a cost put in.

Feat

At 3rd level and every odd level thereafter, the mahoutsukai gains general abilities that grant him edges during combat. These are like runes, except they do not rely on their magic weapon for prerequisites and are physical based rather than magical based like Runes. Players are encouraged to create their own, however common examples are listed below. Feats cannot be taken multiple times for the same effect, however some can be taken multiple times with their bonus applied elsewhere. Feats are not activated by using mana like runes, instead these should take an action to begin using, or an action to activate.

Skill Focus (Skill Name): Gain a +2 bonus to checks made with one skill.

Weapon Focus: Gain a +1 to attack with your magical weapon for 1 minute when only attacking with your magical weapon. (Takes ½ action to activate)

Weapon Specialization: Gain a +1 to damage with your magical weapon for 1 minute when only attacking with your magical weapon. (Takes ½ action to activate)

Toughness: +1 HP per level.

Power Attack: Take a -1 to hit for a +1 to physical damage. (Takes ½ action to activate)

Grapple: Roll an attack roll to begin grabbing the opponent, imposing a -2 to their dodge. You cannot attack them while grappled. (This takes 2 actions to use)

Damaging Grapple: Deal 1d6 points of damage to an enemy while grappling them.

Nimble: If the character's speed is a B, gain an additional +1 to Dodge.

Slow but Hardy: If the character's speed is an F, gain DR 1/-. This goes away if their speed increases beyond F. Cannot stack with other DR.

Stat Increases

At 4th level and every 4 levels thereafter the mahoutsukai increases one of his stats by one step. F becomes D, D becomes C, and so on. A stat cannot be raised beyond S rank.

Second Access

At 10th level, the mahoutsukai's magical weapon increases in sheer power and can go beyond its normal capabilities. They gain one of the following second accesses, based upon their First Access.

Name of Magical Weapon	Description
Absorbing Weapon Type II	Damage dealt increases to 1d8 and HP healed back can be given to allies and yourself, or can be given to just you for double the effect.
Bonded Weapon Type II	Bonded Weapon's damage die increases to 1d10.
Burst Flame Type II	Flames can be used as a ranged attack dealing 1d8 points of fire damage.
Clone Creation Type II	Clones that can be created increase to 1d6. Their stats are 1 step lower than their master.
Cohort Weapon Type II	Cohort gains an additional rune while you gain an additional feat.
Collection of Weapons Type II	Weapons that are currently in place deal 3 damage instead of 1.
Elemental Striker Type II	Deal 1d10 elemental damage instead of 1d8.
Force Shield Type II	Grant yourself DR 5/-, DR 2/- to 2 people, or DR 1/- to 3 people.
Grappling Tendrils Type II	Deal 1d4 points of damage while someone is grappled. This stacks with Damaging Grapple.
Great Weapon Type II	Damage die increases to 2d6.
Ranged Specialty Type II	Damage die increases to 1d10.
Recorder Type II	Can replicate two weapons within range, but it only last 4 rounds.
Sensory Removal Type II	Fire one blast that deals 2d8 damage & negates all senses for 2 rounds.

Triple Access

At 20th level, the mahoutsukai reaches a level unattained by most. His magical energy is huge in magnitude and far surpasses that of normal mahoutsukai. He gains another ability based upon his First/Second Access.

Name of Magical Weapon	Description
Absorbing Weapon Type III	Damage die increases to 1d10 and absorption is tripled upon yourself, or can be given to another for double the effect.
Bonded Weapon Type III	Damage die increases to 3d4.
Burst Flame Type III	Damage die increases to 1d12 and this can be used as a melee attack as well as a ranged or burst.
Clone Creation Type III	Clone amount increases to 1d8. Their HP is ½ of their Master's.
Cohort Weapon Type III	Cohort no longer shares HP, Feats, Runes, and Mana beyond this point, however the owner is still killed if his cohort dies.
Collection of Weapons Type III	Damage increases to 5 instead of 3.
Elemental Striker Type III	Damage die increases to 2d8.
Force Shield Type III	Shield grants DR 10/- instead of 5/- to yourself, 5/- to you and an ally, 3/- to 3 people, or 2/- to 5 people.
Grappling Tendrils Type III	Damage die increases to 1d8.
Great Weapon Type III	Damage die increases to 2d10.
Ranged Specialty Type III	Damage die increases to 3d4.
Recorder Type III	Clone three magical weapons, though they last 3 rounds.
Sensory Removal Type III	Blast now deals 3d8 damage and lasts 5 rounds.

Full Access

At 30th level, the mahoutsukai reaches his fullest and final potential. Once he reaches this level, there is no more left to him to learn as his magical power expands to a great magnitude. He gains the following abilities based upon his First/Second/Triple Accesses.

Name of Magical Weapon	Description
Absorbing Weapon Type IV	Damage die increases to 3d6 and absorption is quadrupled upon yourself, or can be given to another for triple the effect.
Bonded Weapon Type IV	Damage die increases to 5d6.
Burst Flame Type IV	Damage die increases to 3d10 and this can be used as a melee attack, ranged attack, burst, or 10 square line.
Clone Creation Type IV	Clone amount increases to 2d8. Their stats and HP both replicate their master's completely.
Cohort Weapon Type IV	Cohort can sacrifice HP or Mana, and grant its wielder feats or runes it has for 2 rounds.
Collection of Weapons Type IV	Damage increases to 10 instead of 5.
Elemental Striker Type IV	Damage die increases to 4d8.
Force Shield Type IV	Shield grants DR 15/- instead of 10/- to yourself, 10/- to you and an ally, 5/- to 3 people, or 3/- to 5 people.
Grappling Tendrils Type IV	Damage die increases to 2d8.
Great Weapon Type IV	Damage die increases to 3d10.
Ranged Specialty Type IV	Damage die increases to 5d6.
Recorder Type IV	Clone four magical weapons, though they only last 4 rounds.
Sensory Removal Type IV	Blast now deals 4d8 damage and lasts 10 rounds.

Kisekitsukai

Level	Attack Bonus	Abilities	Miracle Rune Damage
1 st	+1	Miracle First	1d4
2 nd	+2	Miracle Rune	1d4
3 rd	+3	Feat	1d4
4 th	+4	+1 Step for Stat, Miracle Rune	1d4
5 th	+5	Feat	1d6
6 th	+6	Miracle Rune	1d6
7 th	+7	Feat	1d6
8 th	+8	+1 Step for Stat, Miracle Rune	1d6
9 th	+9	Feat	1d8
10 th	+10	Miracle Second, Miracle Rune	1d8
11 th	+11	Feat	1d8
12 th	+12	+1 Step for Stat, Miracle Rune	1d8
13 th	+13	Feat	1d10
14 th	+14	Miracle Rune	1d10
15 th	+15	Feat	1d10
16 th	+16	+1 Step for Stat, Miracle Rune	1d10
17 th	+17	Feat	2d6
18 th	+18	Miracle Rune	2d6
19 th	+19	Feat	2d6
20 th	+20	+1 Step for Stat, Miracle Rune, Miracle Triple	2d6
21 st	+21	Feat	2d8
22 nd	+22	Miracle Rune	2d8
23 rd	+23	Feat	2d8
24 th	+24	+1 Step for Stat, Miracle Rune	2d8
25 th	+25	Feat	2d10
26 th	+26	Miracle Rune	2d10
27 th	+27	Feat	2d10
28 th	+28	+1 Step for Stat, Miracle Rune	2d10
29 th	+29	Feat	2d12
30 th	+30	Miracle Full Access	3d12

Class Abilities

Mahoutsukai gain the following class abilities.

Miracle First

The first access the kisekitsukai gains, and the first awakening of their abilities. A kisekitsukai gains a magical weapon that their life depends on, if a kisekitsukai's body is knocked unconscious their magical weapon must be destroyed to absolutely kill their soul. This is easier than it may sound due to a kisekitsukai's weapon not disappearing when they go unconscious.

Below are Magic Weapons that the kisekitsukai can select. Players are encouraged to give their own Magic Weapons flavor text. Characters are encouraged to come up with a way they unlocked said magical weapon, and what it represents to them.

Name of Miracle Weapon	Prerequisite	Description
Fury	Vitality B	Turns your body into a weapon, granting your fists 1d6 points of physical damage.
Shred Metal	Potential B	Gain a guitar that deals 1d8 points of physical damage, and sounds cool when used as an attack.
Controller	Mana B	Gain 1d6 dolls that attack opponents for 1d4 damage each.
Ancient Weapon	Mana B	Gain a "mythical" weapon that deals 1d8 points of physical damage.
Mana Black Hole	Power B	Creates a mini black hole in one square that sucks 1d6 points of mana from one character to you.
Mono Edge	Speed B	Gain a blade that deals 1d4 points of physical damage, and bypasses DR.
Reversal	Range B	Reverse gravity if fighting in a room. Outside, it reverses vision (characters see upside down, and move in random directions)
Black Claws	Potential B	Deal 1d4 points of physical damage, and gain back HP equal to damage dealt.
Twin Blades	Precision B	Gain two blades that take 2 actions to attack with both of them. One attack deals 1d4 physical damage.
Shield of Slamming	Power B	Gain a twin shields against your arms that grant DR 1/- or can be used as a melee attack dealing 1d6 physical damage. Can't be used for both.
Gunblade	Range B	Gain a gun that doubles as a sword, but can't be used for both. Both deal 1d4 points of physical damage.
Nike Striders	Speed B	Gain two shoes that turn movement into ½ of an action.
Cage	Precision B	Creates a cage in one square that must be broken out of. Cage's HP = double Precision stat bonus.

Runes

At 2nd level and every even level thereafter, the kisekitsukai gains runes that he can use during battle to grant himself an edge over his enemies. Characters are encouraged to make their own runes to match their characters. Damaging runes have specific damage increases (as listed on Rune Damage). Runes rely on a character having a specific magic weapon selected. Runes are activated by using 2 actions. All Rune attacks are magical. A rune deals damage to its user's mana pool when used if it is a damaging rune. If not, the rune must have a cost put in.

Feat

At 3rd level and every odd level thereafter, the kisekitsukai gains general abilities that grant him edges during combat. These are like runes, except they do not rely on their magic weapon for prerequisites and are physical based rather than magical based like Runes. Players are encouraged to create their own, however common examples are listed below. Feats cannot be taken multiple times for the same effect, however some can be taken multiple times with their bonus applied elsewhere. Feats are not activated by using mana like runes, instead these should take an action to begin using, or an action to activate.

Skill Focus (Skill Name): Gain a +2 bonus to checks made with one skill.

Weapon Focus: Gain a +1 to attack with your magical weapon for 1 minute when only attacking with your magical weapon. (Takes ½ action to activate)

Weapon Specialization: Gain a +1 to damage with your magical weapon for 1 minute when only attacking with your magical weapon. (Takes ½ action to activate)

Toughness: +1 HP per level.

Power Attack: Take a -1 to hit for a +1 to physical damage. (Takes ½ action to activate)

Grapple: Roll an attack roll to begin grabbing the opponent, imposing a -2 to their dodge. You cannot attack them while grappled. (This takes 2 actions to use)

Damaging Grapple: Deal 1d6 points of damage to an enemy while grappling them.

Nimble: If the character's speed is a B, gain an additional +1 to Dodge.

Slow but Hardy: If the character's speed is an F, gain DR 1/-. This goes away if their speed increases beyond F. Cannot stack with other DR.

Stat Increases

At 4th level and every 4 levels thereafter the kisekitsukai increases one of his stats by one step. F becomes D, D becomes C, and so on. A stat cannot be raised beyond S rank.

Miracle Second

At 10th level, the kisekitsukai's miracle weapon increases in sheer power and can go beyond its normal capabilities. They gain one of the following second accesses, based upon their Miracle First.

Name of Miracle Weapon	Description
Fury Type II	Damage die increases to 1d8, and gain 5 additional HP while in fury.
Shred Metal Type II	Damage die increases to 1d10 and you look even cooler.
Controller Type II	Gain 1d8 dolls that deal 1d6 damage.
Ancient Weapon Type II	Mythical Weapon deals 1d10 points of damage.
Mana Black Hole Type II	Mini black hole sucks 1d8 mana, and 1d4 HP.
Mono Edge Type II	Damage die increases to 1d6.
Reversal Type II	Can reverse gravity sideways.
Black Claws Type II	Damage die increases to 1d6.
Twin Blades Type II	Damage die increases to 1d6.
Shield of Slamming Type II	DR increases to DR 2/-, and damage die increases to 1d8.
Gunblade Type II	Damage die increases to 1d6.
Nike Striders Type II	Shoes make taking two moves take ½ an action once per battle.
Cage Type II	Cage gains barbs that deal 1d6 points of damage when attacked.

Miracle Triple

At 20th level, the kisekitsukai reaches a level unattained by most. His magical energy is huge in magnitude and far surpasses that of normal kisekitsukai. He gains another ability based upon his First/Second Access.

Name of Miracle Weapon	Description
Fury Type III	Damage die increases to 1d10, and gain 10 additional HP while in fury.
Shred Metal Type III	Damage die increases to 2d6 and you look so fucking cool.
Controller Type III	Gain 1d8 dolls that deal 1d6 damage.
Ancient Weapon Type III	Mythical Weapon deals 2d6 points of damage.
Mana Black Hole Type III	Mini black hole sucks 1d10 mana, and 1d6 HP.
Mono Edge Type III	Damage die increases to 1d8.
Reversal Type III	Can reverse gravity diagonally.
Black Claws Type III	Damage die increases to 1d8.
Twin Blades Type III	Damage die increases to 1d8.
Shield of Slamming Type III	DR increases to DR 5/-, and damage die increases to 1d10.
Gunblade Type III	Damage die increases to 1d8.
Nike Striders Type III	Shoes make taking three moves take ½ an action once per battle.
Cage Type III	Cage's deal 1d8 points of damage when attacked.

Miracle Full Access

At 30th level, the kisekitsukai reaches his fullest and final potential. Once he reaches this level, there is no more left to him to learn as his magical power expands to a great magnitude. He gains the following abilities based upon his First/Second/Triple Accesses.

Name of Miracle Weapon	Description
Fury Type IV	Damage die increases to 2d6, and gain 20 additional HP while in fury.
Shred Metal Type IV	Damage die increases to 2d8 and you look so fucking cool.
Controller Type IV	Gain 1d10 dolls that deal 1d8 damage.
Ancient Weapon Type IV	Mythical Weapon deals 2d8 points of damage.
Mana Black Hole Type IV	Mini black hole sucks 2d6 mana, and 1d6 HP.
Mono Edge Type IV	Damage die increases to 1d10.
Reversal Type IV	Can absolutely negate gravity altogether for themselves.
Black Claws Type IV	Damage die increases to 1d10.
Twin Blades Type IV	Damage die increases to 1d10.
Shield of Slamming Type IV	DR increases to DR 10/-, and damage die increases to 2d6.
Gunblade Type IV	Damage die increases to 1d10.
Nike Striders Type IV	Shoes make taking five moves take ½ an action once per battle.
Cage Type IV	Cage's deal 1d10 points of damage when attacked.

Irregulars

Irregulars fall into one of three categories

- Those who are naturally adept, but learn slower. Called: Adepts
- Those who learn fast, but are naturally inept. Called: Students
- Those who have lots of runes, but lack everything else. Called: Black Jacks

Adepts: Change their starting stats. They gain one A stat instead of one B stat. EXP gained is cut in half.

Students: EXP is doubled, however instead of a B stat they gain an extra F stat.

Black Jacks: Gain 2 runes at level 1, however they gain two F stats and get $\frac{3}{4}$ EXP.

Experience (EXP)

Experience is required to level up and enhance your character. Below are times you get an experience, and the set amount (up to the GM) listed. Characters level up at 100 EXP, and their EXP rolls over once they've levelled.

Beat a Character under your level: 10 EXP

Beat a Character of your level: 30 EXP

Beat a Character over your level: 50 EXP

Uncover a secret organization: 25 EXP

Expose an evil organization: 50 EXP

Complete an adventure: 100 EXP

I-Space and Other Realms

Characters fight battles in a realm different from the real world, as to not disrupt the peace of the common folk, and because of this they cannot use their magical weapons outside of this realm. In the real world, they are subject to anything a human is subject to save that they cannot be killed unless their OOPart (in the real world, a gem of any color) is destroyed or separated from them for 24 hours. GMs can create their own realms, however [I-Space](#) is the most common example.

OOParts

Magical gems that house the character's magical weapon. A cohort weapon can step outside from the realm required to enter I-Space, however they become a regular person outside of it. Because of this, if they are killed outside of I-Space their master dies immediately following their death.

Miscellaneous Rules

This is for rules that I couldn't make fit in the top areas, and may include erratas and changes to the rules. Some of these rules are subject to change, just like everything else.

Critical Hits and Critical Failures: When a character rolls a natural 20, they automatically hit the enemy. When they roll a natural 1, they automatically miss the enemy.

Taking 5s, 10s, and 20s: A character who is threatened and in initiative can take a 5 on a skill, a character who is not threatened but in initiative can take a 10, and a character who is not threatened or in initiative can take a 20. A character taking 20 must have a number of minutes to do so equal to the DC. (A character taking a 20 on a DC 15 Stealth must take 15 minutes to do so.)

Additional Rules on Runes: Runes come in one of two basic categories: spent effects and static effects. Spent effects are runes which you must spend mana to activate, and static effects are runes which are active so long as you are in combat. Below are two examples of runes, and hopefully should make rune creation easier.

Name	Mana Cost	Prerequisites	Description
Energy Blast	1	None	Fire a blast of magical energy. This deals your rune damage + power.
Survival Aspect	None	Clone Creation	If all of your clones that you've summoned are still alive, you and the clones gain a +2 to Dodge.

Clone Limit: Clones can only be re-created after all of the clones have been killed.

Grappling Tendrils: These can be used at a Range equal to your Range stat.

Bonuses: Multiple bonuses stack unless otherwise stated.

Sensory Removal: In first access it deals 1d6 damage as a single attack, 1d8 in second access, 1d10 in triple access, and 1d12 in full access. One sense cannot be taken away again until it is regained, however another sense can be taken away. If the blast is done, it cannot be done against the same person until the number of rounds are up.

Special Thanks

[The Fortissimo Wiki](#)

Written by: Jeremy Harris