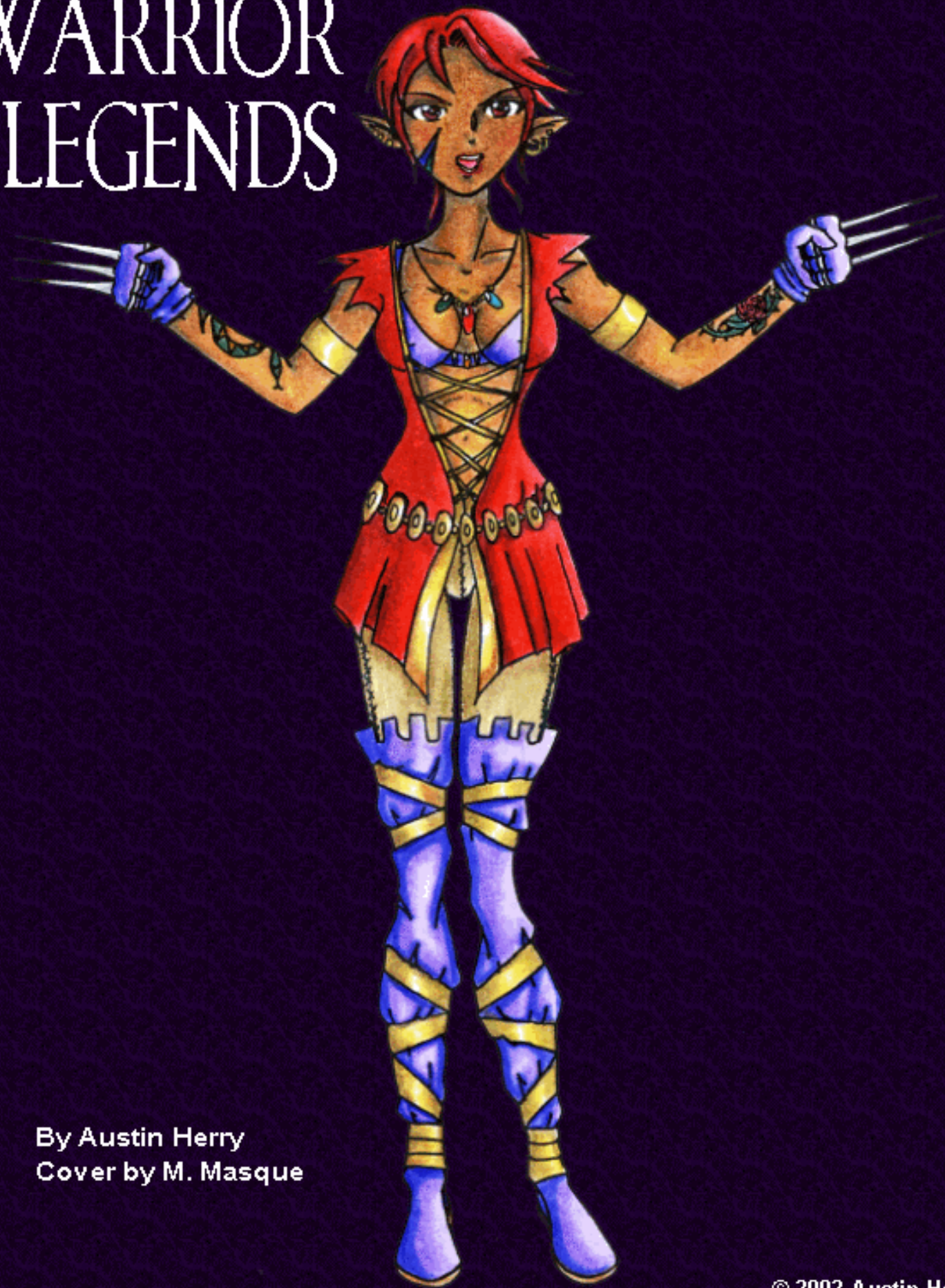


WARRIOR LEGENDS



By Austin Herry
Cover by M. Masque

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Credits

System conceived, written, and designed
by Austin Herry
(<http://www.NeoNemesisPro.tk>)

Artwork by M. Masque
(<http://www.Masquerpg.com/>)

Diagrams by Austin Herry

Thanks to the RPG Wolfpack
(<http://www.RPGwolfpack.com/>)

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Glossary

AR – Armor rating

BL – Body Level

BP – Body Power or Body energy Points

CL – Core Level

CP – Core Power

DP – Defense Points

D-turn – Defensive Turn

Exp – Experience points

LCL – Losers Core Level

ML – Mind Level

MP – Mind Power or Mind energy Points

MS – Movement Space (generalized distance)

O-turn – Offensive Turn

Phase – 5 Turns

SL – Spirit Level

SP – Spirit Power or Spirit energy points

Sparks – Small clear gems used as currency

Turn – From the start of a player's O turn until the start of the next

WCL – Winner's Core Level



Introduction

The setting

In the Prime plane there are three flowing energies. Along these three energies many new planes have been formed through the magic of the “Walker” stone and growing interest in plane walking. Through out all the planes on the energies, people train in many different ways to become stronger. Although they all are trying to attain power they do it for different reasons; protection, power, plane walking, domination, etc.

You are new to this multiverse; you have a life to do what it is you wish with. You feel the energies have hit their peak and it is time to help them grow farther. Will you take the mystical training of the spirit, vigorous training of the body, or in-depth training of the mind? It is up to you to choose.

You morph the world and the energies as you need to create something of yourself in a time of fighting, glory, and legends.

The races

Normal is a very vague word in the world and through out the planes. There are a wide variety of different species but they have learned to cooperate and see each other as mostly equals. Although the different races sometimes are prejudice (making clans or guilds that only accept one race, working together because of race, etc) they still recognize other races as equal opponents. There are many different looking races, there are the “basic” humans, there are the Dog men known

as the Lupen, and many other forms. More or less a character can look many different ways but still remains a playable character. For simplicity all races retain the same rules, but you are allowed to morph their look many different ways to personalize your character.

In the gods’ plane is filled with different “races” who are really just people who have advanced their strengths so far that they feel too arrogant and powerful to be classified as anything but a god, avatar, archon, daemon, etc. Only the strongest are allowed to call them selves such names, they must be able to defend the title and keep it. There are a few specific tests to see if one is eligible for godliness, but few can actually pass them with out centuries of training.

In some planes there are beings so different that they are actually different kinds of races, like the wisps of the mana plane, the golems of the material planes, or the spirit beings of the spirit world. In most cases they are beings like yourself who have become tethered to one plane, but in some they are creations of the plane themselves making them not really living, but they seem to be alive at the same time.

Now you are ready to be dropped into a whole new world of understanding and start on the road to become a legend of a time of combat, battle, and death. Good luck, and may the energies be with you on your travels.

Character Creation

In this game your character us your life and the center of everything you do. Your character is your key to gathering the energies of the universe and becoming a legend, they are your tools to shape the energies themselves.

Starting Attributes

There are three prime energies: Spirit, Body, and Mind. You start with 12 points that you divide between them, as you would like, but you must put 1 point in each at least.

Spirit energy can be used to fight or convert to body energy at a 1 to 1 ratio. Since spirit energy converts 1 to 1 it holds the special ability to heal, very nicely.

Body energy on most planes is your physical being; its difference from others is that it depicts your endurance and strength in attacking. It can be converted to spirit or mind energy at a 2 to 1 ratio.

Mind energy is the third but not final energy. It can be used to fight or convert to body energy at a 2 to 1 ratio. Its difference is it can be used to strengthen physical attacks.

Powers

Your attributes are your hold on the energy but not the energies themselves. The power attributes are the actual power flowing through you.

To begin with each power attribute starts at 10 times the correlating attribute.

Example: if your mind is 6 your mind power is 60.

Skills

There are 5 skills, two physical combat skills, a dodge skill, and two ‘magic’ skills.

Skill	Modifying Attribute
Fighting	Body
Weapon	Body
Dodge	Body
Magic	Mind
Mystics	Spirit

To start you may divide 25 points between the 5 of them, you may put 0 in a skill, because when you use a skill you add the modifying attribute to it for its score.

Starting Funds

Each character starts with 2d6 x 10 Sparks.

Starting HP and DP.

Your hit points, or HP, is usually current with your BP, and your defense points, DP is usually current with half your BP. On the spirit plane SP is your HP and on the mind plane MP is your HP.

Converting energies

Energies can be transferred when it is required, when you need to boost your strength, regain some lost health, etc. All energies are converted at a 2 to 1 ratio; meaning for every two points you try to move only one is transferred.

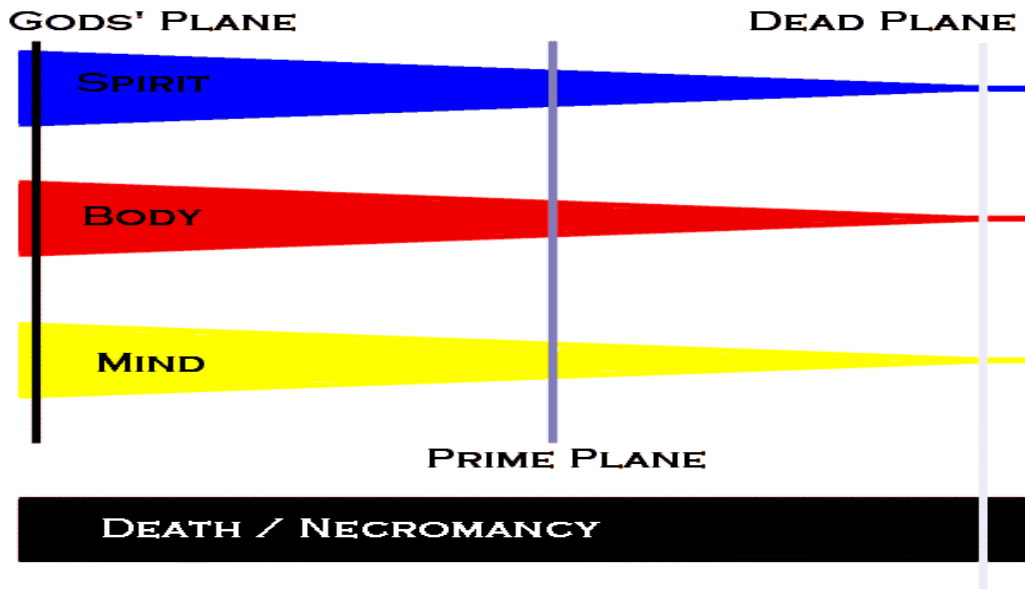
Spirit energy can only be moved to body energy. Body energy can be moved to spirit or mind energy. And mind energy can only be moved to body energy.

Mind and spirit energy cannot directly convert because they are spread apart in the aspects of the different planes of energy.



As you can see spirit energy must transfer to body energy, and then to mind energy, but since they are not connected directly some energy must be sacrificed in the process.

But this model is not a constant for where you are in the energies path also effects how strong the energy is.



Here are the modifiers to your powers on different planes. As you can see the prime plane has no modifiers but in different planes there are different amounts of energy flowing through them, or you can be in the power's plane of existence.

Plane	BP	MP	SP	EXP	Inhabitants	Tournaments
Gods'	X10	X10	X10	X .1	Gods, avatars, daemons	Fighters'
Prime	X1	X1	X1	X1	Animals	Warriors'
Dead	X.5	X.5	X.5	X5	The dead	Chapions'
Mana/Mind	X.5	X10	X.5	X2	Mana wisps	Mages'
Spirit	X.5	X.5	X10	X2	Spirits	Archons'
Material/Body	X10	X.5	X.5	X2	Golems	Brutes'

Combat

In a time of nothing but fighting knowing how to fight is very necessary. There are 2 types of combat, physical and energy combat. Physical combat consists of punches and kicks; energy combat consists of using your power as the attacking force.

Physical combat

During a fight, at different times during the fight, you have 5 choices, wait, attack, dodge, parry, or move.

Movement is essential, you must place your self in the right place to be most effective you can be. Your movement speed is equal to on body point will move you one MS (which is just a generalized area about 6 feet). You must move so you can get in or out of range of physical attacks, which have a range of 1 MS.

As you can tell choosing to wait means you do nothing and wait for the opponent to attack.

Attacking means you either punch, kick or attack the opponent with a weapon. To do so you must first see if you can successfully hit them if they choose to dodge the attack. First you must decide if you are doing a hand-to-hand attack or you are attacking with a weapon. If you are going to punch/kick you use your fighting skill, if using a weapon you use your weapon skill, when that is understood you roll follow this format.

(Skill + attribute) d6

Example:

You are going to punch your opponent, with a 7 fighting and 6 in body;
(7+6) d6, which would be 13d6

Dodging is the simple way to not be hurt from an attack. As you may have guessed dodging uses the dodge skill. A dodge will protect you from all damage of an attack if you succeed, none if you fail, and half if you tie scores with the attacker. Your goal is to roll your dodge skill, added to your body attribute, d6 and get a higher number than the attackers roll. You follow the same format as an attack using your dodge skill.

Parrying is stopping an attack with your own, but there are two types of parry. There is the dodge parry and the attack parry. The dodge parry is used when you believe you have highly surpassed your opponent. You roll like you are dodging but halve that number. If you pass you then get to put in a free attack they cannot dodge doing half your normal damage. The attack parry means you attack their attack, example: punching their fist, kicking their leg, attack at their weapon. In this case neither person needs to roll to hit, but you both do damage. The higher damage subtracts the lower and the person who did more damage does that much damage.

Example:

Your opponent does 45d6 and gets 180, you do 50d6 and get 200, you do 20 damage to the opponent.

However if the opponent had done more damage you will still take damage, just much less.

Doing damage

Now that you know how to hit I bet you are wondering how you know how much damage you do. Damage lies more in the power within your body because it is made of it, and since you are doing a physical attack you are using your "physical" attribute.

Doing damage always follows this format
BP/10 (+weapon if applicable) d6

So if your body power were 700 you would do 70d6

But there is a way to amplify its power temporarily. You may use 10 BP to raise the damage you do by 1 die, the downside is this energy is gone until you can rest.

BP can also be used in the same way for defense, for every 10 BP you spend on defense you can raise your DP by 2 for a D-turn (defensive turn).

To regain used power of any sort you must rest. When you spend your resting time sleeping you regain 1/10 of your power per hour you spend sleeping. If you only are resting as in relaxing you regain 1/20 of your power per hour.

Energy combat

Any energy can be condensed to create a beam to hit your enemy at a range, or made into a shield to help protect from an incoming attack.

To use a beam of energy you use the energies attribute, for body energy you use fighting, for spirit energy you use mystics, and for mind energy you use magic. You use those skills just as you would if you were attacking some one with your fist. But to do this attack you must expend some energy. For every 10 energy points used you do 1d6 damage, so if you use 100 energy points you would do 10d6 damage.

The same works for energy shields. Any energy can be used, for every 10 energy used your DP goes up by 2 for a D-turn as described earlier. These barriers are so condensed that it will stop a physical attack or a power attack.

A power that body lacks but both mind and spirit energy are capable of is levitation. For every 10 MP or SP spent, your skills and movement rates are all raised by 2. This is handy for characters with a lower ability in physical combat to keep a chance at victory.

Both spirit and mind also hold their own unique ability. Spirit has the ability to regenerate ones self because it converts to body energy at a 1 to 1 ratio, and you can heal others by spending 10 SP to give them 5 BP.

Mind energy can strengthen a physical attack. Spending 10 MP will raise your damage by one die.

Example:

You normally do 75d6, but you spend 150 MP and do 100d6

Experience

Gaining experience

One of the fastest and best ways to gain strength is to fight. There are different kinds of fighting for different kinds of situations.

Battle – One player wins, the other is knocked unconscious and possibly killed. The winner receives experience accordingly.

Losers CL/Winners CL x 10 exp
The loser receives no experience

Spar – One player wins, the other loses. When the spar is over if a player has less than 50% of any power it is raised to 50%.

Winner: LCL/WCL x 5 exp
Loser: WCL/LCL x 2 exp

Tournament style – This is used in tournaments, gauntlets, and survivor tournaments. The winner keeps their current power levels, the loser is brought back to full power.

Winner: LCL/WCL x 10 exp

Loser: 0 exp

Use

Now that you have the experience points you may use them. The different characteristics a character has (attributes, powers, skills) take different amounts of exp to raise.

Here is a table:

Characteristic	Exp to statistic points ratio
Attribute	10 : 1
Skill	5 : 1
Power	1 : 1

Money and Items

Money is not an essential in the universe but is appreciated nonetheless. Money is mostly attainable through fighting competitions and campaigns. Money is used to get into certain competitions, and to buy items, armor, and weaponry.

Items are really a collection of small potions and trinkets that don't fit in the weapons or armors categories. Through out any world this list can grow quite large, there are so many things you could need on your way, but most of that will be left up to your GM. Here is a list of common items through the planes.

Tiny Health Potion(1)	Replenishes 100 BP	100
Minor Health Potion(1)	Replenishes 500 BP	500
Small Health Potion(1)	Replenishes 1,000 BP	1,000
Medium Health Potion(1)	Replenishes 5,000 BP	5,000
Large Health Potion(1)	Replenishes 10,000 BP	10,000
Extra large Health Potion(1)	Replenishes 50,000 BP	50,000
Giant Health Potion(1)	Replenishes 100,000 BP	100,000
Super Health Potion(1)	Replenishes 500,000 BP	500,000
Tiny Stardust bag(1)	Replenishes 100 SP	100
Minor Stardust bag(1)	Replenishes 500 SP	500
Small Stardust bag(1)	Replenishes 1,000 SP	1,000
Medium Stardust bag(1)	Replenishes 5,000 SP	5,000
Large Stardust bag(1)	Replenishes 10,000 SP	10,000
Extra large Stardust bag(1)	Replenishes 50,000 SP	50,000

Giant Stardust bag(1)	Replenishes 100,000 SP	100,000
Super Stardust bag(1)	Replenishes 500,000 SP	500,000
Tiny Mind Crystal(1)	Replenishes 100 MP	100
Minor Mind Crystal(1)	Replenishes 500 MP	500
Small Mind Crystal(1)	Replenishes 1,000 MP	1,000
Medium Mind Crystal(1)	Replenishes 5,000 MP	5,000
Large Mind Crystal(1)	Replenishes 10,000 MP	10,000
Extra large Mind Crystal(1)	Replenishes 50,000 MP	50,000
Giant Mind Crystal(1)	Replenishes 100,000 MP	100,000
Super Mind Crystal(1)	Replenishes 500,000 MP	500,000
Phoenix Pendant(1)	When your HP reaches – 10% BP or lower the pendant restores it to 10%	500,000
Caff dust(1)	Stops one from sleeping for a day	1,000
Sleep aid(1)	Puts some one to sleep	100
Sleeping Sand(1)	Cancels the effects of Caff Dust	1,000

Potions, stardust, and mind crystals are the most common way for quick recovery, very useful in survivor tournaments.

Phoenix pendants are the only crafted way for instant revival made by man. When the holder is considered dead the pendant bursts into flames and revives the wielder.

Caff dust is commonly used in tournaments to “cheat” and keep an opponent from sleeping and then the cheater has an associate tamper with the fight and gets a rematch.

Weapons

Since there has been fighting there has been the weapon, one cant always rely on their hands to do damage. Weapons in the world are considered legal and so many people carry them.

Weapon	Hands	dmg mod	Required	Price
Knife	1		-	10
Dagger	1	2	-	20
Kryss	1	4	-	40
Short Sword	1	6	-	60
Mace	1	8	-	80
Blade	1	10	-	100
Sickle	1	12	-	120
Spear	2	15	-	100
War Hammer	2	17	-	125
Long Sword	1	20	-	200
Battle Axe	1	22	-	220
Halbred	2	25	-	200
Sledge Hammer	2	27	-	225
2 handed sword	2	30	(B) 10	250
Scythe	2	35	(B) 12	300
Giant Hammer	2	40	(B) 15	350
Great Sword	2	45	(B) 17	400
Giant Axe	2	50	(B) 20	450
Knight's Sword	1	50	(B) 30	500
Champion's Sword	1	75	(B) 55	750
Legend's Sword	1	100	(B) 80	1000
Flame Blade	1	100	(B) 30 (M) 30	2000
Lightning Blade	1	100	(B) 30 (M) 30	2000
Earth Blade	2	100	(B) 30 (S) 30	2000
Water Blade	1	100	(B) 30 (S) 30	1000

Armor

Armor is used for that extra protection. A lot of fighters wear armor, either for show or to make up for defense. Here is a list of common armors.

Armor	AR	Required	Price
Street Clothes	-	-	Initial
Thick Clothe	2	-	40
Leather	5	-	100
Tough Leather	7	-	140
Thick Leather	10	-	200
Thin Bands	12	-	240
Partial Chain	15	-	300
Chain Mail	20	-	400
Heavy Chain	25	(B) 7	500
Partial Plate	30	(B) 10	600
Semi-Plate	40	(B) 15	800
Plate mail	50	(B) 20	1,000
Heavy Plate	60	(B) 25	1,200
Titan Chain	75	(B) 32	1,500
Titan Banded	80	(B) 40	1,600
Titan Plate	90	(B) 45	1,800
Temper Plate	100	(B) 50 (M) 25	2,000
Spark Plate	100	(B) 25 (M) 25	2,000
Aqua Plate	100	(B) 25 (S) 25	2,000
Earth Plate	100	(B) 25 (S) 25	2,000
Gleaming plate	200	(B) 50 (M) 50	4,000
Organic Plate	200	(B) 50 (S) 50	4,000
God plate	500	-	10,000

Death

While fighting when you get hurt you lose HP. When it hits 0 you are knocked unconscious (KO'd), but not dead. At -10% of your HP you are considered dead and your body, spirit, and mind are transferred to the dead plane. This process takes about 15 minutes. You remain there until you are brought back or revived.

Within that first 15 minutes you can be instantly resurrected by a phoenix pendant, an expensive item purchasable at most decent stores. When used the pendant bursts into flames and disintegrates so it can only be used once. The second way to be revived is to have some one convert their energy to your body, either using the spirit heal ability or doing a 2:1 energy transfer, meaning every 2 energy they transfer to you, your power is raised one, they must do this until you are back to 0 or higher.

While in the dead plane you are not truly dead, so you can die again. In the dead plane the dead live but not all rest, most continue their fighting. The dead plane, like other planes, is full of fighting, but dying on the dead plane means you are dead permanently. Dying in the Gods' plane is impossible, all people are immortal but you can knock them unconscious. The Gods' plane and the Prime plane are connected by many gates where a person can travel back and forth through the planes. To kill some one on the Gods' plane you must first move them through the gate and then they lose their immortality but if some one has the will to not desire to go through the gate they cannot be forced so you must first knock them out.

Revival

After you have slipped into the dead plane you must seek other resorts than instant revival. Revival techniques are very difficult for some one with out years of training the field of plane walking or a planes-stone. The ways for a person to travel back to the prime plane from the dead plane are to: get the favor of a god; win a dead plane tournament, gauntlet, or survivor tournament; or have some one pull you back with the planes-stone.

Getting a god's favor is never too easy, you would usually do so through a campaign by some how showing to be worthy or doing something to help a god. This is rather difficult to do so hoping for one is not such a great idea.

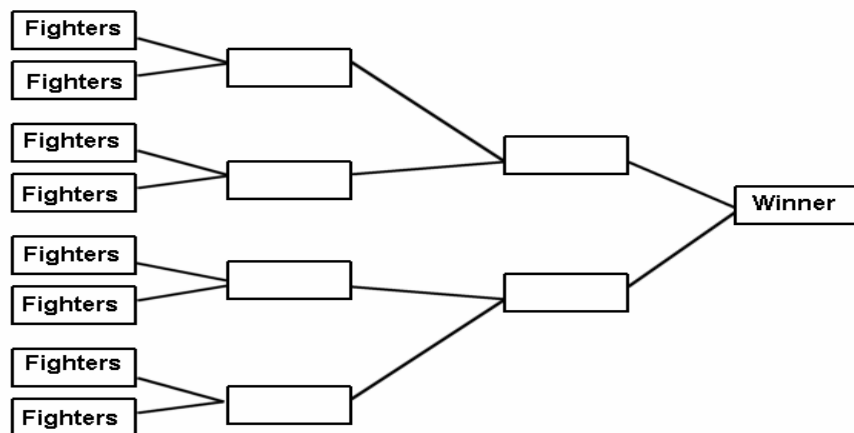
Winning a tournament, gauntlet, or survivor tournament is a bit more promising, however the dead plane's events are extremely hard because of the challenge put on the competitors so it usually attracts a tough crowd. Most often tournaments are the easiest to do however they are a gamble because gauntlets and survivor tournaments always have a prize of sorts just not as large if you do not win.

Finally there is the use of the planes-stone. The stone was made eons ago but has always been a valued possession because of its abilities. The stone can move some one to any plane or pull some one from one. The stone's power creates multiple planes that spread out so it exists on every plane known and can take any one to any of them. However the stone is some times hoarded by power seekers, sought out by adventurers, or hidden well to be found. When used it dissipates and hides its self once more to wait for its next master.

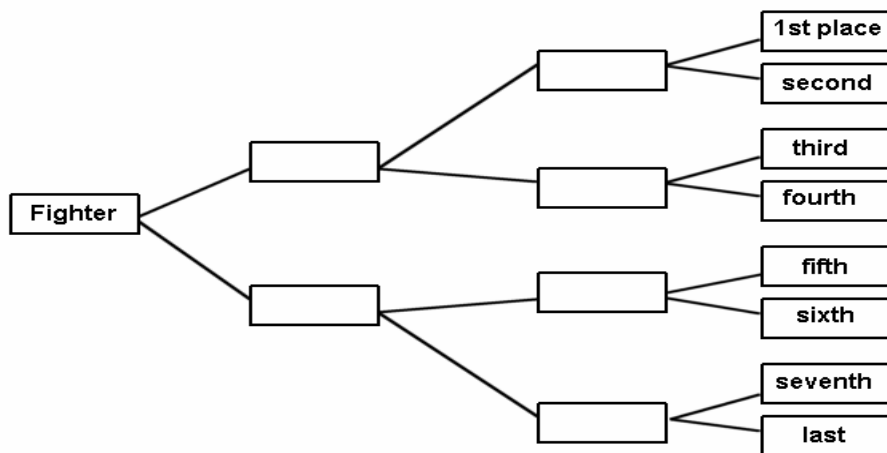
Fighting events

For many fighters events such as tournaments, gauntlets, and survivors are a promising opportunity for fame, fortune, or just a decent fight. The three different types of events are all very different and have different purposes. The tournament is a ranking system between many fighters, the gauntlet classifies one fighter at a level depending on their combat skills, and the survivor classifies one fighter's level of endurance.

The tournament, as mentioned earlier, is designed to pick the best of a crowd. All the fighters are first paired off, there can be 4, 8, 12, 16, etc. fighters. Each pair of fighters duel and the loser is eliminated and the fighter moves on to the next round. Each time a round passes half of the fighters are taken away until it is down to two fighters, the winner then being the champion of the fight. Here is a visual of the format:



The gauntlet is somewhat of the reverse of a tournament. 1 fighter enters and must face challenger after challenger, if they win they go to the next level, if they lose they continue but at a lower level. The end result is the fighter ends up in a certain bracket, which is his level of winning, each having its own prize of sorts. Here is a visual of a gauntlet:



Lastly comes the survivor tournament. These are often considered the hardest because not only must you be a strong fighter, but also you need the endurance and tactics to keep you fighting through many opponents with very little rest. Where as the other tournament styles give you between 3 hours and a few days between fights, survivor tournaments give you no time to an hour of rest between fights. Competitors require a lot of power to make it through an entire survivor but people like participating in them because the first place prize is usually enormous, and usually the losers leave with a prize as well, although not as great. Here is an example of the survivor format:

