とある科学の
RPG
レールガン

A Certain Scientific
Roleplaying Game

Credits

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1. Welcome to Academy City!

The year is 20XX. It has been exactly twenty years from the current date. The city of Tokyo has become a technological juggernaut leading the world into the future with the power of scientific achievements and human ingenuity with just a little thanks to human evolution.

In this day and age there exists a breed of humans known as ESP (Extrasensory perception) users. Espers or Psychics for short, they are an accepted part of society in this brave new world. They are however, a very tightly controlled and well trained part of society as every girl and boy with an ounce of psychic power is sent to school in the new prefecture of Academy City. Here more than two million Espers and all the parts of society needed to support them, come to school under a special curriculum at one of countless schools where their powers are honed for future use. Government supported and accepted they exist in a contrast to the other anomaly of humanity, magicians who put their faith and abilities in Gods and rituals. These ancient rites exist side by side with the new Esper talents aided by the wonders of science to create a vibrant world of breathtaking magic and awe inspiring technology.

Welcome to the World of To Aru Majutsu no Index!
If you fancy yourself a well read and educated person on the setting as perhaps you enjoyed the anime or the manga, you may feel free to skip this introduction. However, it doesn't hurt for a refresher as we put it in the context of a Role Playing Game.

In To Aru Majutsu no Index the world has advanced to a state both easily recognized and easily misunderstood from what we know after the first decade of the second millennium. The basics remain the same in terms of technology, and you'll find all the 21st century conveniences without any issue if you were to go through an average apartment. Mannerisms and general attitudes of populations are also fairly similar with a few important exceptions. To make it short, people are still people and the fridge was happily not replaced by a freeze dried food cabinet. However, what has really changed between our world and the world of Academy City has been the functioning of society in response to the phenomenon of Espers.

Espers and Academy City:
The raising and care of the millions of Espers in Japan falls to special government sections who train, teach, and care for them for the first two decades of their lives. The most stunning example of this exists in Academy City in western Tokyo. Here 2.3 million live and study to become better Espers while scientists and teachers perform experiments using psychic power to further their understanding of numerous fields from wind current studies to cancer research to human cloning. Here is where the students in the Index RPG will live nearly the entirety of their first eighteen years and where the Player Characters will live as well. It is all in all a functioning city much like any other with the major caveat that it is dedicated to educating young Espers and teaching what is known as the "Power Curriculum" or "Kaihatsu."

The Power Curriculum:
This broad term is used to describe the many physical and mental challenges growing Espers must undergo to awaken their latent talents. Much of it is similar to regular school work and some of it truly is typical work for any school age kid. However, through various other exercises and practices by the schools of Academy City the students awaken their talents through small steps using their mind's power to bend spoons or manipulate small objects to finally going through tasks that test the limits of their finally awakened talents. Teachers who are often non-Esper themselves are in charge of administering this curriculum with aid from Doctors and scientists who exist in a plethora within the walls of Academy City. Every student who passes through the halls of a school in this district of Tokyo will participate in Kaihatsu in some shape or form with varying degrees of success.

Schools of Academy City:
 The essential truth of schooling in Academy city is very simple with just the slightest of twists. Everyone is learning the Power Curriculum. But not everyone is learning the same curriculum.

Every school in Academy City caters to teaching the psychically endowed the methods and means to awaken their powers. However, while the end of this schooling road is very clear the road that leads there is not always so. At each institution the staff are given a certain amount of leeway as to how they teach their students. While all of them also include a basic education as a normal student might receive outside the prefecture, from there on the methodology tends to be different. Some teachers might be given to using techniques like hypnotism and strenuous mind exercises like Columbus' Egg. While on the other hand there are many who stick to a simple set of spoon bending exercises combined with school work geared towards their understanding of Esper powers. Even environment is considered as some students are afforded to live in the lap of luxury while others live with the bare minimum. As an Esper child your road to psychic awakening and empowerment could take many forms.

Organizations:
Within and outside of the schools there are many organizations, mostly scientific and benevolent in nature, working within the confines of Academy City. These organizations set up above and below ground to work on the many projects that give the city its lifeblood and its purpose undertaking such grand projects as creating small clone armies or developing new convenience products for its citizens. However, as a fully functioning city at all levels it has its own private and public organizations not directly dedicated to the focus of the city. A great example of one such group is a common sight amongst the throngs of students is the pan-school disciplinary committee known as Judgment. They are entirely student age enforcers of school rules for the Espers in Academy City and handle disciplinary actions in all sorts of situations while not being true police. There are a number of other school related organizations that exist alongside official government organizations and all these are known to the inhabitants. However, what happens inside supposedly abandoned research complexes or under the old transport rails is only whispered in secret with many speculating as to what could possibly be lurking in the shadows of the underground or lurking on the Outside. Its an open secret that no one seems to pursue but here is where much of the darker and more secretive organizations take to doing their work.

See the City!
In Academy City there are a few unmistakable landmarks and certain geographical features that everyone native to the prefecture can point out on a map. A few include the Central Bridge that spans the waterway dividing the city, the city gates where all new arrivals enter from Tokyo, and the central waterway.

Education for the Esper Generation!

In Academy City there are thousands of schools all over the city. Each learning institution has its own ways of teaching, its own interpretation of the Power Curriculum, and its own peculiar environment. Every known Esper in greater Tokyo will pass through the doors of an Academy City school at some point but their talent, ability, and just a little luck will dictate which of those doors it will be.

Schools of Academy City

A Certain High School – The school Kamijou Touma attends in the series, this school is a fairly typical mid level Esper school that functions similarly to any normal Japanese high school. It uses fairly typical methods like bending spoons with one's mind mixed with the occasional harsher techniques reserved for troublemakers. The grounds are fairly expansive and well tended to and include a fields of grass with a set of windmills and a small pond making for rather picturesque picnic locations once lunch period starts.

Tokiwadai Middle School – A prestigious school and one of the top ranked schools in both the country and the Outside. Its grounds are part school part mock Victorian mansion with all students living on the campus itself. The rest of the grounds consist of gardens and a small sports facility. It has a high bar of admittance and maintains a strict level of discipline and training amongst its students, even during non-school hours.

Nagatenjouki Academy – Thought to be the top school in Academy City, it is known to send invitations to Espers and non-Espers alike, as long as they have the talent.. It runs similarly to Tokidawai and is an active sports school.

Sakugawa Middle School – A fairly typical school modeled on the schools outside of Academy City. The staff and students have a unique dress code and manner of teaching that lends well to the aesthetics.

Zassou Academy – a technical school that, while located in Academy City, is actually unrelated to Esper powers. It is primarily a school of computer programming and game design.

Kirigaoka Girl's Academy – This school is fairly typical in architecture, appearance, and other such aesthetics. Its student life is fairly similar to most other typical schools as well. However, the crux of its reputation as a top ranked school is its mindset of valuing diversity over sheer strength, a distinction from some of the schools it's ranked among. The Power Curriculum appears here in a form that caters to those with more unusual and outlandish abilities.

Misawa Cram School – A rather unusual school even just from looks alone, this towering double office building presides over the urban landscape in an imposing manner. The students that attend this school are there mostly for extra lessons or preparation for exams. They come from any number of schools in the area to study or "cram." However, recently the school has been the nexus of a number of ill rumors about science cults and brain washing.

Non-Canon Schools

Oyafune Athlethic Academy - A co-educational independent high school for physically capable Espers located in the twentieth district of Academy City. Here students are taught a version of the Curriculum that focuses heavily on achieving results in tests of physical endurance and sports skills. It has a tremendous reputation for creating highly athletic Espers and is well known for those results.

Platinumberg International School (PIS) - Situated on the thirtieth district of Academy City. It offers an English medium, international primary education. The school is a non-proft entity managed by an Academy City Director. A very harsh school where even minor infractions are punished. Due to this, the number of students attending the school is very small (only 230), but the ones who do are very proper and, most often than not, skilled ESPers.

The Art Academy of Academy City - Yamabuki Art Academy, with its nearly 900 students, is the single largest art college in Academy City. To attend the school, the student must pass a so-called Creative Test where not only the students ESPer potential is measured, but also her creative talents. Once accepted, the school curriculum is very relaxed and students may come and go as they please.

Pan-School Events

The Daihasei Sports Festival – An inter-school sports competition between a number of the schools in the city. Occurs during the summer.

Summer Festival – A number of schools open to the public for various festivities of their choosing. This is much akin to the school festivals many Japanese schools in the present day organize.

Glossary

Academy City/Gakuen Toshi - A special economic area on the western edge of Tokyo. Much of its development is solely dedicated for schools teaching children how to harness latent psychic powers and expansive apartment complexes that serve as dormitories for the schools. Its 2.3 million inhabitants are almost entirely composed of students or staff at these schools. Other sections are well known for housing research laboratories government run or otherwise which makes for tight security in the city.

AIM – An acronym of "An Involuntary Movement," AIM refers to the invisible disturbances surrounding each Esper that is a natural result of having such powers. While usually unnoticed, some Espers and equipment can detect this aura, so it is often used to track movement of Espers or gauge their level.

Anti-Skill - Academy City's police and security forces. Unlike Judgment, members of Anti-Skill are ordinary adults who work in the city. One is essentially a volunteer when one joins Anti-Skill

Aztecs – The Aztec Organization is a mage association that is implied to be one of the many societies seeking the destruction or containment of the Magical Index. It is not limited to its native pantheon however and is known to imitate relics of Greeco-Roman origin when performing more combat oriented magic.

Columbus Egg – Sometimes included by particularly cruel or harsh teachers in Kaihatsu, this practice requires one to psychically balance an egg without breaking it. Harsh punishments are said to await those unable to complete it.

Espers/Psychics – Those humans born with an innate ability to control extraordinary powers. They are the prime inhabitants of Academy City who have been cordoned off with the purpose of training to hone their powers aided the state and their peers. These humans have one minor downside to their gifts, they are unable to perform sorceries and magics for reasons unknown.

Gemstone - A term referring to ESPers who were born with their powers. They are exceedingly rare and tend to have stronger AIM fields than normal.

Judgement - Academy City's student-based disciplinary committee. They are composed of students of varying grade levels and power, and along with Anti-Skill, are tasked to maintain peace-and-order within the school system.

Kougyou Daigaku – A research university that operates the security satellites watching over Academy City.

Level – Refers to the general mastery and power over the Esper's given domain. This analysis also includes thought towards general usefulness in combat or other areas. The range resides between zero and five with each level higher from zero having less and less membership due to the sheer mastery or power it takes to join the ranks as one climbs higher.
Ex. Level Five students only number seven known members in Academy City and all exhibit an extraordinary talent for their psychic power.

Level Six Project – An abandoned project that left many an abandoned research building in its wake. Wholesale slaughter came from what was supposed to be a break through experiment and eventually ordinary Espers willingly interfered and ruined the project. Only a few researchers and test subjects remain from it but all are extensively knowledgeable in their fields and in the darker underside of Academy City.

Macronall Hamburger – A popular fast food chain in Academy City.

Magic Chapel – A subsection of Necessarius dutied with storing and keeping magical knowledge.

Magical Index - Refers to Index Librorum Prohibitorum, a girl whose photographic memory has led to her use by Necessarius to store 103,000 grimoires of magical knowledge. She periodically has her personal memories erased to help maintain security of this store of knowledge.

Magic Name – A similar concept to a nom-de-guerre this name is used by magicians during their official or personal use of magic for one purpose or another. The method behind choosing such a name varies.

Magician – One who can manipulate seemingly hidden forces to perform various feats by following certain rituals and methods of creating it. The users of magic are widespread and often dedicated to one God or another from Aztecan pantheons to the Judeo-Christian God. Those who take on the mantle of magician are devoid of psychic ability for reasons unknown.

Necessarius – The Vatican organization involved with magical experimentation and psychic powers. The creators and keepers of the Magical Index are affiliated here. Unknown to the general public.

Power Curriculum Program – The defining word for a wide set of mental and physical programs that are meant to stimulate the human mind in grasping an innate psychic power. It includes a wide variety of methods, examples ranging from normal school work to hypnotism and drugs.

Puritan – A religious and magical order based out of the United Kingdom.

Roman Catholic Church – One of the most powerful religious and magical organizations in the world, its reach spans the globe and includes all manner of sub-arms and sub-orders that maintain the various aspects and faces of the church. They view magic as a gift of the Judeo-Christian God and have named a number of spells after names associated with it. They are the keepers of the Magical Index amongst a great number of other relics.

Runes – A language developed by the Galman Tribe of England in the Second Century of the common era specifically to aid in magical rituals and processes.

Skill-out – Skill-Out refers to the largest armed Level 0's group in Academy City, which have numbers up to thousands. Their goal is to fight for rights in a city where those without abilities are picked on by those who flaunt their higher esper abilities

The Outside – The area bordering the special Tokyo Academy District. This term also refers colloquially to any area outside of Japan.

Tokiwadai – Prestigious girl's school serving the middle school level. Some of the strongest upcoming Espers attend this school.

Vatican/Catholic Church – A religious and magically oriented society based in the Holy See. This organization is known to cooperate with the Puritan group on occasion and is implied by the source material to work in a similar manner.

2. Basic Mechanics

if all else fails...at GM discretion is the answer!

A Certain Scientific Roleplaying Game uses a d10 roll-under system.

Base Attributes: There are four base stats.
Physical - Physical strength and constitution.
Mental - Intelligence, speed of thought, intuition.
Social - How much of a people person you are.
Coordination - Agility, speed, and dexterity.

A stat of 10 or 11 is considered average. 7-9 are considered below average. A stat below that probably severely constrains that character's lifestyle. 12-14 are above average and probably draw some admiration. 15 and above are exceptional and means the stat probably guides the character's career.

Skill Checks: Each skill check is done by first taking the base stat for the check, applying any apporprate modifiers from skill or the difficulty of the check. This is the **target number** for the check. Then roll **2d10**. A result that matches or is under the target number is a success.

On a roll of 19 or 20, the result is a critical failure. On a roll of 2 or 3, the result is a critical success.

Example skill checks: John's character has a 12 for his Physical stat. He wants to lift something heavy and rolls 2d10, with a result of 11. He passes the test, but barely.

He then decides he wants to climb the side of a building. He has a skill of 4 in climbing and adds that to his Physical stat for a total of 16. He rolls 2d10 with a result of 17. Unfortunately, this isn't enough and he fails to climb the building.

Skills: There is no skill list for the game. Skills are freeform and can be whatever the players come up with, within reason. When designing a skill, players should restrict their skill to a single base stat. The skill can only be applied in situations using that base stat. Consider a skill of 1-3 to be something reasonably attainable by anyone. 4-6 would probably represent someone skilled enough to make a living with that skill. Higher than that is rare, with 10 being the pinnacle of human ability.

Guidelines for Freeform Skills: GMs should encourage their players to pick interesting skills and should allow liberal applications of their skill to a multitude of situations. Think of skills less as one particular activity someone is good at and more like a penumbra of ablities they have categorized under one name. GMs should, however, restrict players from taking skills that are too vague or too all-encompassing. "Badassery" is not a skill. "Judo" is. **See GM Aids chapter for skill ideas**.

GMs should also feel free to apply negative modifiers for using skills in a way that is a stretch.

Examples: An academic-type character who takes a skill in their particular specialization, say, neuroscience, could apply their neuroscience skill not only to knowledge checks about neuroscience but also to identifying equipment in a biology lab or conducting frantic research in a library when pressed for time. However, in a situation where they're called upon to address someone's reaction to a drug that has some neurological effects but also a plethora of other effects, they might only be able to add one or two points of their skill to the check.

A character with a gun skill would cover not only the use of firearms but also their maintenance, knowledge of laws surrounding their use, etc.

Difficulty Modifiers for Skill Checks: Not all skill checks are born equal. Often times, just rolling the base stat + skill unmodified isn't a good enough representation of how difficult a task is. Making a physical check to lift a heavy box is not the same as making a check to manually flip a car.

Examples: When rolling a lockpicking check in total darkness, the GM might rule that this is an exceptionally difficult task and make the player roll at -5 to the target number.
For a lock that is somewhat sophisticated but not too much so, the GM may apply a -3 modifier.
For a lock that the player character is very familiar with or is worn down, the GM may give them a +3 bonus.

Opposed Rolls: There will come a time when characters make rolls against each other. One character could be trying to bluff another, and the other is trying to discern whether or not they're bluffing.

In these cases, both players roll to see if they succeed their check. If one player fails and the other succeeds, the other player wins the opposed check. If both players succeed, compare their rolls with the target number. The player who succeeds with a greater difference between their roll and the target number wins the opposed check. This is the **margin of success** of a roll.

Example: In the above example, one character has their lie skill at 3 and a social stat of 11, making a target number of 14. The other has detect lies at 2 and a social stat of 10 for a target number of 12. The first player rolls a 9 and has a margin of success of 5. The second rolls 5 and has a margin of success of 7 and thus wins the opposed check..

When to Roll: Not every action requires a skill check. Generally rolls don't need to happen for something that someone can casually do in real life and doesn't directly oppose someone else's action.

Thumbing through a book at the library to find out more about a subject wouldn't require a check.

Frantically trying to find an obscure fact about something while the library is on fire and a bomb is ticking down somewhere would require a check.

Esper Powers: Esper abilities don't use the d10 roll under system to measure success.

Instead, the esper when using their power rolls up to a number of d10 equal to their level and add up the result. ex: A level 3 may choose to roll up to 3d10 but may choose to only roll 1d10 or 2d10 instead.

The higher the result, the more they can do with their power. Relative power of a specific use of an ablity progresses by **stages**. These are applied in combat as well when rolling for status effects or negating them as well as other applications.

Stage Guidelines
1-5: Stage 1. The esper can hardly make an effect happen with their power. Maybe they move some widgets across their desk. Maybe they can light a cigarette or give someone a mild burn. It's not much.
6-10: Stage 2. You can make a small display of your power. Perhaps you can hurl an object across the room or make a small golem.
11-15: Stage 3. Your power is of very common level. You might be able to call upon great physical strength or keep someone trapped for a short while inside a barrier.
16-20: Stage 4. This is the upper limit of the common ESPer's power. While not massive, it can be very effective if used efficiently. You might be able to shift your body enough to form a brilliant disguise, if not to fly.
21-25: Stage 5. You're beginning to call upon high levels of power. Your currents of air can cut from near and far or power over torque might rip a reinforced door off its hinges.
26-30: Stage 6. Things are getting dangerous. Trees might turn into soldiers for you and your teleportation might reach hundreds of feet.
31-35: Stage 7. It's easy to stretch your powers into new directions. You might duplicate increasingly complex objects or begin to breed new strains of existing diseases.
36-40: Stage 8. You've reached a level of power few hope to achieve. Your near invisibility might extend to possessions on your person, or you might shift the odds to win the lottery.
41-45: Stage 9. You can probably level small buildings with ease. If you're reading someone's mind, there's hardly anything that they'll be able to hide from you.

46-50: Stage 10. This is the true meaning of a Level Five. Easily short out the power of an entire city - on accident. You're wielding power that rivals that of the gods.

Further stages (11+) scale the same way by increments of 5 points on the dice roll and reflect incredible amounts of power.

Contested Powers: When using esper powers to apply a status effect on someone (ex: disorientation, mind control) or when two espers use powers in opposition outside of combat, each esper rolls d10s equal to their level to determine power of their attempt and then rolls 2d10 against the appropriate stat for their power (see ch. 6) + the stage of their previous roll. This is a contested roll as normal. Non-espers simply roll against the stat unmodified.

Critical Failures: When trying to use their power, an esper can lose control and suffer backlash. A level one cannot have a critical failure. Critical failures occur in the following cases: rolling 1d10: no critical failures. rolling 2d10: total roll 4 or below. rolling 3d10: total roll 9 or below. rolling 4d10: total roll 14 or below. rolling 5d10: total roll 19 or below. Espers can only critically fail when they roll the maximum dice they're allowed to (ex: level 5 rolling 4d10 has no chance for critical failure even if they roll a 4).

Note that this produces a scale where use of more power has a higher risk of catastrophic failure. On a critical failure, the esper fails to generate the desired effect from their power takes damage equal to the total dice roll they made for that check. Powers under the Mental Combat section cause backlash damage to Mental HP.

The GM has the final say on the effect of a critical failure. It can range from damage to yourself to a power outage in the whole city to critically injuring those around you as your powers fly out of control.

Critical Successes: Level one espers cannot have critical successes. Level two espers have a critical success on rolls of 19 or above. Level three espers on rolls of 26 or above. Level four on rolls of 32 or above. Level five on rolls of 37 or above. Multiply the esper's total result by 1.5, rounded up.
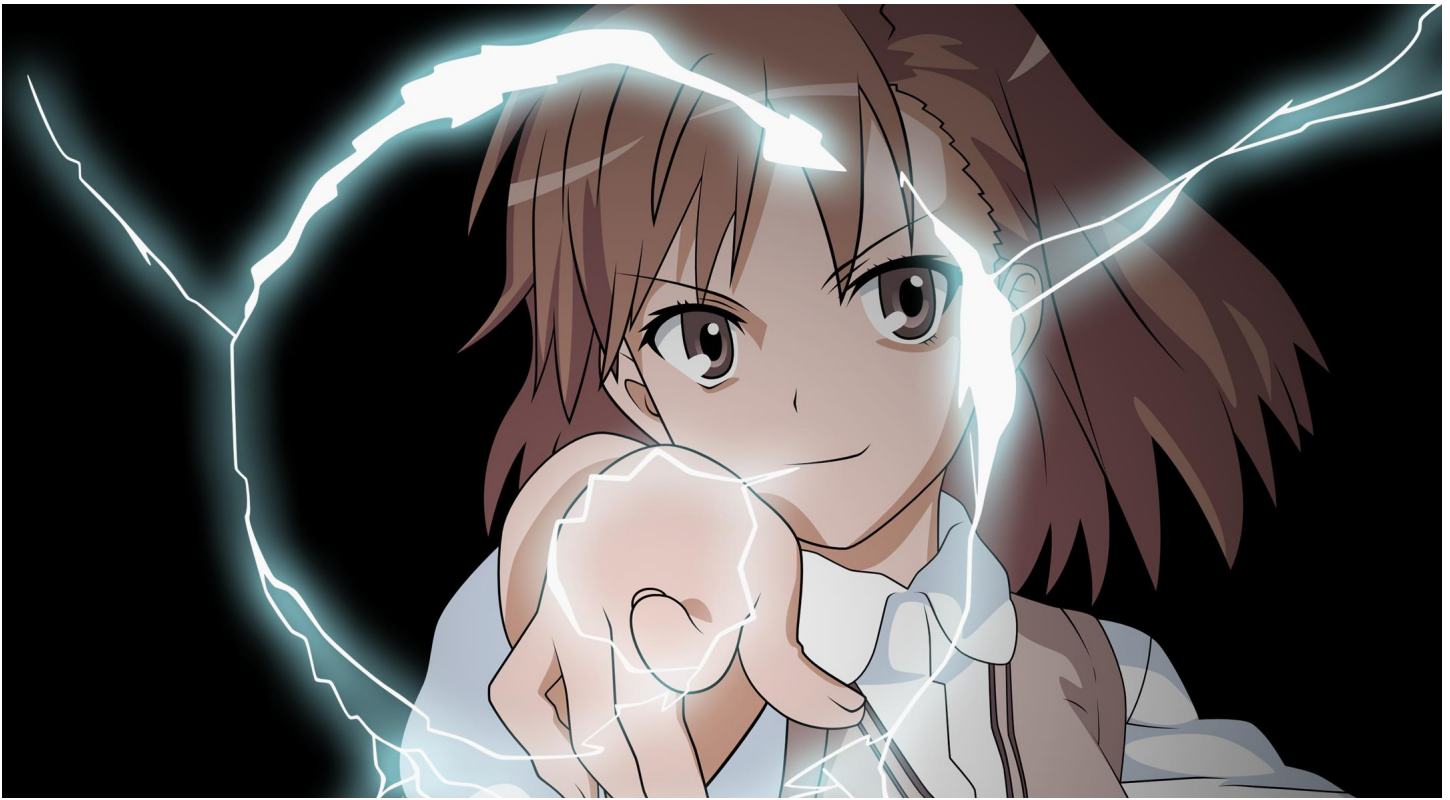
3. Making Your Character

Character Concept: Come up with an idea for your character first. Maybe you're the level 5 ace for your school. Maybe you're the Judgement member who makes life living hell for the resident level 5. In any case, be thinking of what your character is doing in Academy City, what they want to accomplish, what their personality is like. A more well-formed character concept will make it more fun to make and play your character.

To Roll or Not to Roll: This rulebook provides guidelines for rolling up characters with random backgrounds, esper powers and the like. If you like having more control over your character, feel free to simply pick your esper ability or background if it's okay with the GM and other players.

Generating Base Stats:
Roll 2d10 five times and choose the best four results to distribute as you choose among your Physical, Mental, Social and Coordination stats.

In addition, you have an **HP stat** that is your Physical stat multiplied by 5 and a **Mental HP stat** that is your Mental stat multiplied by 3.

When you are reduced to 0 HP in combat, roll a Physical check each round to stay conscious. On a failure, you fall unconscious. When you are reduced to 0 Mental HP, you are afflicted with a **major Mental effect.** See the combat chapter (4) for details.

When you are reduced to -100% of your HP, roll a Physical check to avoid death. A failure means your character is now dead.

GMs should feel free to modify this to make more or less lethal campaigns.

Skills and ESPer Level: Each character gets 35 character points to spend at the start of the game on skills and their ESPer level.

There is a cap of 10 on skills. The first 4 points of a skill cost 1 character point each. Points 5 through 8 cost 2 each. Points 9 and 10 cost 3 points each. So for example, a character taking 4 in a skill spends 4 character points, a character taking 5 spends 6, and character taking 7 spends 10, and 10 in a skill spends 18 points.

Each ESPer level costs 5 character points. This means it costs 25 points to be a Level 5, leaving only 10 points for skills. There are tradeoffs to being a powerful esper. When rolling for level, treat it as if the player had bought that level when calculating remaining character points.

GMs should make sure to curb the number of Level 5s in their campaign, or even if a player is allowed to be a Level 5. Remember, Academy City in the series has only 7 Level 5s.

Rolling for Level: roll 1d100 and add your Mental stat
    1-15 - Level 0
    16 - 30 - Level 1
    31 - 50 - Level 2
    51 - 80 - Level 3
    81 - 100 - Level 4
    101+ - Level 5

Generating Abilities: Use the following charts to first determine what category of ablity your character has and then the specific ability.

    Ability Category: Roll 1d10
      1-2 - Elemental
      3-4 - Forces
      5-6 - Mental
      7-8 - Biological
      9-10 - Anomaly

POWERS	Elemental (1-2)	Forces (3-4)	Mental (5-6)	Biological (7-8)	Anomaly (9-10)
1	Air	Gravity	Memory Manip	Plant Control	Barrier Manip
2	Fire	Friction	Telepathy	Phys. Enhancement	Teleport
3	Water	Pressure	Confusion	Sensory Enhance	Precognition
4	Earth	Light	Hallucination	Regeneration	Psychometry
5	Metal	Telekinesis	Sensory Manip	Shapeshifting	Portals
6	Electricity	Mass control	Emotion Manip	Animal Control	Technokinetics
7	Synthetics	Temperature	Dream Manip	Animation	AIM Perception
8	Magma/Lava	Torque	Power Null	Photoreflex Memory	Probability
9	Ele/Mag waves	Time Manip.	Power Absorb	Disease	Projection
10	Wood	Momentum	Mental Enhance	Chameleon	Phase Walk

Each power is governed by one or two stats (see: ch. 6). Applying status effects and other contested rolls with powers use these stats. If there are two stats, average the two and round up. The stat used depends on the stat of the attacker/user, not of the defender. Ex: When rolling contested for fire, use each esper's mental stat, even if the defender is a telepath and normally uses mental/social.

School:

Roll 1d10, reroll on 8-10.

1 - A Certain High School
2 - Nagatenjouki Academy
3 - Sakugawa Middle School
4 - Zassou Academy
5 - Tokidawai Middle School
6 - Kirigaoka Girl's Academy
7 - Misawa Cram School

If you want, add the non-canon schools from chapter 1 for rolls 8-10.

Student Background:

Roll 1d10
   1 - Experimental Subject/Child Error
   2-3 - Delinquent (Skill-Out)
   4-7 - Regular Student
   8-9 - Honor Student
   0 - Agency Connections (Judgement, Anti-Skill)

Character Traits/Background Chart

Roll d100 and use the result on the table below.

d100	00	10	20	30	40	50	60	70	80	90
0	Phobia	Inferiority Complex	Hero Worship	Firefighter	Connected	Independent	Farmer	Anemia	First-born of a huge family	Animal Reflexes
1	Always on the move	Local hero	Animal Lover	Main Character	Emotionally scarred	Butler/ Maid	Cook	Can't stand the Sun	Motorcycle Rider	Drug Addict
2	Judgement	Fist-fighter	Superstitious	Nervous	Engaged to be married	Tsundere	Journalist	Occult Fan	Memories of a past life	Food Connoisseur
3	Attacked by animal	Unlucky	Over-achiever	Anarchist	Foreigner	Stalker	Genius	Coward	Hippie	Hetero-chromia (different color eyes)
4	Celebrity	Computer whiz	Charitable	Pyromaniac	In a relationship	Positive	Religious	Book Author	Crybaby	Night Owl
5	Orphan	Undeserved reputation	Olympian	Fanbase	Airhead	Rebel	Rock Star	Multi-lingual (Knows more than one language)	Survivor	Morning Person
6	Hobbyist	Overconfident	Team-worker	Part-time Job	Attractive/Good Looking	Class President	Vertigo	Hermit	Melancholic	Bird Watcher
7	Bookworm	Gluttony	Off the Grid (Higher level than one would think)	Perfectionist	Famous Parent	Royal Blooded	Skilled with Weapons	Pariah	Sharp Sight	Gambler
8	Hooligan	Gemstone	Musician	Family in the city	New in Town	older ESPer	Sympathetic	Only Child	Fast Learner	Perfect Childhood
9	Shut-in	Didn't want this!	Wealthy	Still living at home	Childlike	Karaoke Addict	Fisherman	Last Child	Natural Leader	Short Sight

Other Organizations:

Your character can be part of Judgment, Anti-Skill, Big Spider or a variety of other organizations in Academy City. If you're generating a random character, you need to roll the Agency Connections result to do so.

For point-buy characters, GMs should be careful about giving out organization membership too easily. They should, however, consider giving level zeroes membership in an organization that could get them access to weapons and better combat options.

Character Progression:

As the campaign progresses, the GM should award players with character points when plotlines are completed or when their characters do something particularly important to the storyline or
something just really awesome if they choose.

In between sessions, these points can be used to buy skills at the same cost as they are during character generation. Be sure to roleplay what kind of situation would lead to your character developing those skills.

They can also be used to buy base stat points at a cost of 3 character points per base stat point. Base stats cannot exceed 20.

In the case of a player who wants to increase their character's ESPer level, they must first get the GM's permission before spending the 5 character points. Leveling up is a significant event, so it should be handled with roleplaying of any test or exam assessing the character's use of their ablity along with anything else the GM deems
appropriate.

Random School Generator:

Don't want to be part of a canon school but don't like the non-canon ones we've provided? Roll up characteristics for your own school and name it whatever you want.

School History: roll d10

1. poor construction
2. murderous past
3. famous alumni
4. haunting rumors
5. horrible experiment
6. well-funded
7. privately owned
8. glowing reputation
9. religious affiliation
10. student suicides

Academic Traits: roll d10

1. ruthless teaching
2. slackers' paradise
3. arts focus
4. technical focus
5. extracurricular focus
6. too much homework
7. cheaters' haven
8. experimental teaching
9. brilliant teachers
10. cram school

Facility Traits: roll d10

1. labyrinthine
2. modern look
3. high tech labs
4. gothic architecture
5. beautiful gardens
6. extensive sports fields
7. large gym facilities
8. swimming pool
9. combat training ground
10. secret facilities

Student Body: roll d10

1. many level 0s
2. rich kids
3. slum kids
4. middle-class kids
5. high average level
6. low average level
7. predominant race
8. one gender
9. one esper power/type
10. level 5 esper attends

Population: roll d10

1. <100
2. 100-300
3. 300-500
4. 500-750
5. 750-1000
6. 1000-1500
7. 1500-2000
8. 2000-2500
9. 2500-3000
10. 3000+

Location: roll d100   Academy City is made up of 23 Districts serving specific purposes.

1-3: District 1
4-6: District 2
7-9: District 3
10-12: District 4
13-15: District 5
16-18: District 6
19-21: District 7
22-24: District 8

25-27: District 9
28-30: District 10
31-33: District 11
34-36: District 12
37-39: District 13
40-42: District 14
43-45: District 15
46-48: District 16

49-51: District 17
52-54: District 18
55-57: District 19
58-60: District 20
61-63: District 21
64-66: District 22
67-69: District 23
70: your school is in a hidden secret location

reroll on rolls of 71 and above

District Number	Functions/Specializations/Noted Locations
1	Where most of the city's administration is located
2	Training areas for Judgment and Anti-Skill
3	Accomodations for authorized outsiders (which also includes hotels, private pools, etc.)
4	Food-related facilities, including experimental crop growing
5	Mostly filled with universities and junior colleges
6	Recreational facilities, which also includes an amusement park
7	Middle and high schools, school dormitories, boarding houses, hospitals, the "Windowless Building" where Aleister Crowley is located
8	Mainly for the various teaching staff of the city
9	Industrial arts and fine arts schools
10	Reformatories, nuclear energy research facilities, the city's only cemetery
11	Goods transfer
12	Theology system schools
13	Kindergartens and primary schools
14	Accomodations and various other facilities for overseas students
15	A large district consisting of the city's major shopping district and mass communications facilities
16	Focuses on commerce
17	Railway cargo storage and organization, where Touma fought Accelerator to end the "Experiment"
18	Kirigaoka Girls' Academy and Nagatenjouki Academy
19	Uncertain; has been in a decline recently
20	Schools focused on raising athletic students along with their esper abilities
21	Dams for water storage
22	The smallest district in terms of surface area; this district is mainly for developing technology for an underground town in the face of land shortages in major cities
23	Airline companies and aeronautics and space development

4. Combat Mechanics

Combat Turn Sequence: When combat is initiated, every character rolls 1d10 and adds their coordination stat to that roll. The result is their **initiative score**. Characters take their turns in order of highest to lowest intiative score.

Manuveurs: Each combat round, a character can perform a movement manuveur and an action.

Movement: Each character can move a number of yards a turn equal to their Coordination stat divided by 2 and rounded down - their **movement speed.** When swimming, roll a Coordination + swimming skill check. On a failure, move 1/4 movement speed. On success, move 1/2. When flying, move 2x movement speed.

Action: Basically anything that requires a skill check is an action. Firing a weapon, using an esper ability, etc. In addition, it takes one action to ready a holstered weapon. A second movement can also be taken in lieu of an action.

Free Actions: These can be taken at any time during your turn without consuming your action for the turn. Talking is a free action, within reason. Dropping a held item such as a weapon is also free.

Weapon Attack Mechanics: To attack with a weapon, roll the corresponding base stat (physical or coordination) + weapon skill + any accuracy modifiers the weapon may have. This is an opposed roll against the defender's coordination to dodge.

On a successful hit with a weapon, roll the damage dice of the weapon and add your **combat modifier** to that result.

Your **combat modifier** when using a weapon is determined by your corresponding base stat for that weapon. For every two points above 10 you have in that base stat, increase your combat modifier by one. For every two below, decrease by one.

Unarmed attacks use an unarmed fighting skill.

Example: A character with physical 12 and baton 3 swings a police baton and rolls against 12+3+1. They roll a 12 and succeed with a margin of 4. The defender rolls an 8 against coordination of 9 and succeeds by 1, which means he is hit. The baton does 1d10 + 1 damage for the combat modifier. So on a roll of 5, the baton does 6 damage.

Esper Abilities in Combat: At the start of each round, each esper may choose to roll up to a number of d10 equal to their level. A Level 1 rolls a single die, a Level 2 chooses to roll 1 or 2, etc. The result is the number of **power points** they have available to spend that turn. These can be spent on damage for an attack, modifications for an attack, or stored for later use.

Always check the Powers Appendix for ways specific powers change core mechanics.

Storing Points: Up to half (rounded down) of the remaining power points an esper has at the end of a round may be stored to be used in later rounds if the esper wishes to do so. If the total stored points exceed the maximum they could roll for points in a single turn (10 for level 1, 20 for level 2, etc), the esper loses all points above their maximum and takes that much damage from backlash.

Attack Damage: The basic attack with an esper ablity is treated as a melee range attack that hits one target. One power point buys one point of damage for that attack. Points spent on modifications or stored for later use don't count towards damage.

Modifying Range and AOE: The range of an attack can be increased by 10 yards for each power point spent on the attack up until a maximum of 100 yards, or 10 points.
The area of effect of an attack can be expanded by 10 square yards for each point, with no upper limit.

Modifications: Attacks can be modified in one of two ways:

1. The attack has an added mechanical effect aside from damage.
2. The attack uses the esper ablity in a way that is unconventional or deviates from the way the power is normally used.

For both types of modifications, there are Small, Medium and Large effects, costing 1, 3, and 5 power points each. For each effect beyond the first, add 1 power point to the cost. Ex: three small effects cost 1+2+2 = 5 points. two large effects cost 5+6 = 11 points. The GM decides what size an effect is, but there are guidelines below.

Mechanical Changes Examples:

Small: plants coming up from the ground and making grabs at your feet to try to trip you
Medium: A stunning effect to a shock, temporarily dropping you
Large: Plants wrap around someone and squeeze tightly, immobilizing them

Power Deviation Examples:

Small: manipulating gravity to directly hit someone with force
Medium: Using electromagnetism to create a blade out of iron particles from the ground
Large: Using gravity to bend light

GMs may want to rule that the ability of an esper to generate a powerful effect that deviates from their power is limited by their level.

Accuracy and Dodging: Upon declaring an attack using esper powers, the attacker makes an accuracy roll. For attacks doing physical damage, roll 2d10 against your coordination. For this roll, add your ESPer level and the number of points spent on increasing the AOE of the attack to your coordination (larger area attacks are harder to dodge). Subtract 1 from your coordination for each point above 3 spent on increasing the range of the attack. The defender rolls coordination. Whoever succeeds with a higher margin of success wins (hits with or dodges the attack). For mental attacks, use the mental stat in place of coordination for both attacker and defender.

Defense: If you have stored up power points when someone successfully attacks you, you can spend those points to negate some of the damage at the rate of 4 stored points per 1 point of damage negated. Describe how you do this with your power. Ex: bringing up a sheet of ice to block a launched rock, cutting through some of the vines of an attacking plant using a blade of vibrating iron particles, etc. Additional points can be used for the purpose of bolstering the power stage of a defensive move to negate attack damage but do not reduce damage if only 1, 2 or 3 points are added instead of a multiple of 4.

Mechanical Changes In-Depth: Each time an attack has a mechanical change applied to it and hits the intended target, the attacker and defender must make a contested roll to see if the effect takes hold.

For this, have each roll against the corresponding stat for the power type of the attack + stages of power. This is a normal contested roll.

For determining the attack's stages of power, use the guidelines from ch. 2 but use only the points spent on the attack (including all modifiers) to determine that.

For determining the defender's stages, apply the guidelines to the points used to negate damage from the attack.

Power Stage Chart Replicated

Stage 1	1-5
Stage 2	6-10
Stage 3	11-15
Stage 4	16-20
Stage 5	21-25
Stage 6	26-30
Stage 7	31-35
Stage 8	36-40
Stage 9	41-45
Stage 10	46-50

Status Effects

It's easy to think of mechanical modifications to an attack as status effects. Here are some examples of status effects that could be applied to attacks and the result of the effects. In some cases, status effects grow more powerful as the level of the esper increases. Some examples for that are below as well. **These are only guidelines to help. Feel free to modify them at will.**

Constricted [large]: You are immobilized. Suffocating, getting crushed, if you don't struggle to escape, it could be your final hour. Roll against physical - 3 each turn to escape. In the hands of a particularly high level esper, this status may also cause 1d10 -3 damage each turn from its crushing force.

Tripping [small]: An attack sweeps you off your feet. On your next turn, you may only make a movement or take an action, not both.

Stunned [medium]: Your head is spinning and your body is not responding, your mental status could be penalized. You are unable to act on your next turn.

Dazed [variable]: The world is blurred and just won't stay still, it is very hard to keep you balance, your coordination could be penalized..
For the next x turns where x was the stage of the attack, take a -3 penalty to all rolls.

Poisoned [variable]: Some sort of deadly substance has made it's way into your body. Side effects vary.

Paralyzed [large]: Your body cramps up, you are still aware but you simply can't move. Treat as Constricted, substitute coordination for physical.

Crippled [variable]: A particularly nasty injury, typically along the lines of broken bones jutting out of the flesh. Take a variable penalty to all physical and coordination rolls.

Slowed [variable]: Something hinders your movement, whether by flailing roots grappling your feet, or a cast of ice encasing your leg. Take a variable penalty to dodge rolls and movement.

Hallucinations [variable]: You constantly see things at the edge of your vision or hear distracting voices. Take penalties to all rolls.

Lost a Sense [variable]: A blind light, a loud noise, or maybe even an esper, there are several things that can leave you without one of your senses. Take appropriate penalties to move, dodge, etc.

Mesmerized [medium]: Something is affecting you. Illusions, charms, they will try to gain your complete attention. You are unable to act until an attack or other shock snaps you out of it.

Mental Powers in Combat

Some esper powers won't cause their victims physical injuries but can nonetheless be very effective at chipping away at their mental fortitude. Their effects are subtle but wear down their opponents psychologically until they are inflicted with a major mental effect.

The following powers fall under this category and are considered **Mental Attacks**:

Memory Manipulation
Telepathy
Confusion
Hallucination
Sensory Manipulation
Emotion Manipulation
Dream Manipulation

When using one of these powers in combat, roll the dice for power points as usual and spend points on damage and effects as usual.

For rolls to hit or dodge, replace use of Coordination with Mental instead.

However, **Mental Attacks** do damage to Mental HP rather than normal HP. When someone is reduced to 0 Mental HP or lower, they are automatically inflicted with a **major mental effect** that corresponds with the mental power used against them.

These effects are the pinnacle of an esper's ability and cannot be bought normally. In order to achieve an effect such as complete mind control or large scale memory loss, the esper must put in the time and effort to hammer down their opponent's mental defenses until they give.

Here are some examples for what kind of major effects can be purchased. Make your own as well:

Memory Manipulation:
• The target is unable to form new memories for a number of days equal to your esper level.
• Wipe a number of days from the target's memory equal to your esper level.

Telepathy:
• You know the deepest secrets the target is trying to hide from you.

• Mind control your target for a number of hours equal to half your esper power.

Confusion:
• Switch the sensory inputs of two of the target's senses. for a number of hours equal to your esper level. This is a deeply traumatizing experience and sends the mind into shock as it tries to comprehend information with the wrong parts of the brain. Closing your eyes or covering your eyes won't save you from being forced into the worst acid trip ever.

Hallucination:
• Thrust your target into their own personal hell for a number of hours equal to your esper level. Their own mind turns against itself as it imagines itself subjected to all their worst fears.

Sensory Antagonism/Agonism:
• Cut off all of your target's senses for a number of hours equal to your esper level. The sensory deprivation starts to drive them mad.
• Throw your target into a blissful state for a number of hours equal to your esper level. They are oblivious and will not react to anything.
• Cause your target great agony for a number of hours equal to your esper level.

Emotion Antagonism/Agonism:
• Your target feels emotionally dull for a number of hours equal to your esper power, as if they were an automaton.
• Greatly enhance, dull or invert a particular emotional reaction someone has for a number of days equal to your esper power. They could irrationally fall in love with someone or feel completely detached from their lover.

Dream Manipulation:
• The next time your target goes to sleep, you have complete control over what happens to them in their dream for a number of hours equal to your esper level times two. They are unable to wake up from this dream until the time is over unless you will them awake.

Critical Failures: When rolling dice each turn to determine power points, an esper can lose control of their power and suffer backlash from it. A level one cannot have a critical failure. Critical failures occur in the following cases: rolling 2d10: total roll 4 or below. rolling 3d10: total roll 9 or below. rolling 4d10: total roll 14 or below. rolling 5d10: total roll 19 or below. Espers can only critically fail when they roll the maximum dice they're allowed to (ex: level 5 rolling 4d10 has no chance for critical failure even if they roll a 4). Note that this produces a scale where use of more power has a higher risk of catastrophic failure. On a critical failure, the esper gains no points this round and instead loses all stored points and takes damage equal to the points they would have gained plus the stored points they lost. Powers under the Mental Combat section cause backlash damage to Mental HP.

For normal attacks, the GM rules the result of a critical failure. The attacker could hit themselves with their weapon. They could hit an ally. Etc.

Critical Successes: Use the normal critical success rules for non-esper power attacks and for dodges. A critical success means an automatic dodge. For an attack, it means an automatic hit that deals the maximum damage that the attack can do (ex: pistol at 2d10 + 2 would do 22 damage)

For esper attacks, do the following: Level one espers cannot have critical successes. Level two espers have a critical success on rolls of 19 or above. Level three espers on rolls of 26 or above. Level four on rolls of 32 or above. Level five on rolls of 37 or above. Multiply the esper's total power pool for that turn by 1.5, rounded up. Do not apply the maximum power points rule for this turn.

Unconventional Powers: Some powers aren't modelled well by this system of attacks. For example, animal control wouldn't have a way of directly doing damage. **See the Powers Appendix** for explanations of how some of these powers can be used in combat.

After Combat Recovery: HP recovers by half your max each day of normal activity, by your max each day of rest, and by max per half day of medical treatment. Mental HP recovers by max each day.

Sample Combat

Balthazar and Meriam, a level 3 plant control user and level 2 electricity control user respectively, are tagging along with Ben, a member of Anti-Skill to investigate some criminals. Ben has equipped himself with a pistol and a riot shield while the other two are unarmed.

The trio encounters two criminals, one of them a level 4 synthetic control user and the other a common thug armed with a rifle.

Each of the five rolls a d10 for initiative, adding their Coordination stat.

Balthazar: 12 + (1d10 = 5) = 17
Meriam: 8 + (1d10 = 3) = 11
Ben: 13 + (1d10 = 6) = 19
Syn Con: 10 + (1d10 = 5) = 15
Thug: 11 + (1d10 = 2) = 13

The turn order is: Ben, then Balthazar, then the Syn Con, then the thug, then Meriam.

Ben goes first and, being the cautious type, decides to hide behind his riot shield as his action.

Balthazar goes and rolls 3d10 for his power, with a result of 16. He's also a bit cautious now and doesn't know what esper powers the criminals have, choosing to store half of his points - 8 - instead of using them for an attack. Nonetheless, he chooses to move closer, getting (12/2 = 6) yards closer to the criminals.

The Syn Con is panicked. He rolls 4d10 with a result of 20. Balthazar is about 20 yards away, so the Syn Con sinks 2 of his 20 points to increase the range of his attack and then sinks 2 points into area of effect for good measure. That leaves 16 points which the Syn Con chooses to sink all into damage. Luckily for Meriam and Ben, they aren't standing anywhere near Balthazar and aren't targeted in the 20 square yard area of effect.

The Syn Con rolls against 10 (coordination) + 4 (level) + 2 (points into AOE) to hit versus Balthazar's roll against 12 (coordination). Both roll 2d10 and both get a result of 11. This is a success for both, but the Syn Con succeeds by a margin of 5 whereas Balthazar only succeeds by a margin of 1 and thus the attack hits for 16 damage.

Balthazar's Physical stat was 10, so he had a max HP of 50, which would be reduced down to 34. Balthazar decides to play defensively though and spends his stored up 8 power points to negate 2 points of damage (costing 4 power points per 1 point of damage). He is instead at 36 HP.

The thug goes next and stays in place, electing to shoot at Ben. With a Rifle skill of 3, the thug rolls against 11 (coordination) + 3 (skill) = 14. The result of 2d10 is 11, which is a success by 3. Ben is not so lucky and rolls 2d10 = 15 against his Coordination of 13 and fails to dodge.

The thug rolls well on 3d10 for the damage through the rifle with a result of 25. The riot shield absorbs 20 of the damage and breaks, causing Ben to take 5 HP of damage.

Meriam's turn is up. She feels like she has an opportunity to attack because the Syn Con appeared to her to spend all of his energy in the one attack against Balthazar. She rolls 2d10 for her power and gets an amazing roll of 18. From her vantage point, the Syn Con is half hidden behind a wall, so she decides to move to get a better view. She can only move (8/2 = 4) yards a turn and doesn't move enough to get a better shot.

She decides that she can modify her power somewhat to still hit, electing to draw up a vibrating whip of iron particles with her electromagnetism which can curve around the wall and hit the Syn Con. She also decides that she might as well try to trip him in the process. The Syn Con is about 30 yards away, so she also sinks points into range. This all costs her 3 (range) + 3 (medium deviation effect) + 2 (small mechanical effect and an extra point since it's a second effect) = 8 points, leaving 10 damage possible if she hits.

She rolls against 8 (coordination) + 2 (level) = 10. On 2d10, she rolls a 5. The Syn Con rolls against 10 (coordination) and rolls a 6, a margin of success one less than Meriam's. The attack hits for 10 damage and the Syn Con has no points left to negate any of it.

Now Meriam and the Syn Con make a contested roll to see if the trip effect applies. 18 points in an attack is stage 4, and electricity is mental. Meriam has a 10 mental stat and the Syn Con has a 13. So they roll 2d10 against 14 and 13, getting 15 and 9 respectively. The attack does damage but does not cause tripping.

Now each character has gone once and the next round starts.

Ben sees a clean shot and takes aim at the Syn Con with his pistol, rolling against 13 (coordination) + 5 (pistol skill) = 18. He rolls a 10, with a margin of 8. The Syn Con rolls 7 against 10, with a margin of 3 and is hit. The pistol does 2d10 +2 + 1 (combat modifier) = 13 damage this turn.

The Syn Con had a low Physical stat of 8 and thus only 40 HP. He's down to 17 HP already.

Ben goes next, rolling poorly on 3d10 for his power and only accrueing 10 points. He sinks 2 into range to hit the Syn Con and puts the rest into damage. He rolls against 12 + 3 = 15 with a result of 10. A margin of 5. The Syn Con rolls against 10 and comes up with 13, a failure. A vine lashes out at him and deals 8 points of damage, leaving him at 9 HP.

The Syn Con is having a very, very bad day today. On his turn he rolls for his power and gets a 12. Since this is below 14, this constitutes a critical failure. He gains no points and takes damage equal to the amount he would have gained + the number of points he has stored. Since he has no points stored, this is 12 damage, bringing him to -3. Since he's at or below zero, he makes a check to stay conscious, rolling against his Physical stat of 8. He rolls a 10, failing it and falls unconscious.

The thug is noticeably freaked out by this turn of events and decides to book it instead of sticking around and fighting it out.

Notice from this example that combat does not have to end in one side being completely demolished. Death is not the only result of combat. NPCs who think they're outgunned should rationally run away. Similarly, the PCs should know that they don't have to see every battle through to the bitter end. If things aren't going their way, it might be best for them to run.

5. Weapons and Equipment

Guns, ~~Germs~~ and Steel: Sometimes esper powers aren't the best tool for the job when it comes to combat. An esper could be gifted with an ability such as psychometry that leaves very little room for combat applications. The Level 0 in the party also needs a way to defend themselves. That's where weapons come into play.

As the party will likely be playing students given the setting, most of these weapons will be of the improvised variety or weapons that are easy for teenagers to acquire. Firearms and more lethal weapons will still be available but will probably require association with the proper organizations (legal or criminal) to be obtained.

Weapons and Stats: Each weapon corresponds to a certain base stat that governs its use. Most bashing weapons such as batons, bats and clubs use the Physical stat, as do large swords, axes, etc.

Some melee weapons, such as rapiers and daggers, rely more on finesse than brute strength and thus are based on the Coordination stat. Most ranged weapons like bows and firearms need a steady hand to be used effectively and are also based on Coordination.

Weapon Mechanics: A character **must** have the corresponding weapon skill to use bladed or ranged weapons. Others (ex: clubs) can be used unskilled by rolling only the corresponding stat.

Each weapon has two character traits. First is an accuracy modifier. This number is added or subtracted from the target number when making a skill check to use the weapon.

The second is a damage roll. On a successful hit with the weapon, roll the specified dice, add a combat modifier, and deal that much damage to the target.

For examples, see the Combat Mechanics chapter.

Weapon Types

These are more guidelines than they are hard and fast rules.

Unarmed: Sometimes you just have nothing to use for a weapon. Doesn't mean you can't turn your body into a deadly weapon with proper martial arts training.

Stat: Physical
Accuracy: +0
Damage Dice: 1d10-1

Simple Clubs: These weapons could include a broken off chair leg, a police baton, a particularly thick tree branch, or a cane. No matter what the player has chosen to name their skill, they can wield similar weapons that fit this list.

Stat: Physical
Accuracy: +1
Damage Dice: 1d10

Big Stick: Baseball bats, long wooden staffs, etc - these larger blunt weapons can really hurt if they connect, even breaking bones or causing serious internal injuries. Two hands to wield.

Stat: Physical
Accuracy: +0
Damage Dice: 1d10 + 4

Small Blades: Pocket-knives, daggers, and the like may be small, but their sharp edges make them lethal weapons.

Stat: Coordination
Accuracy: +2
Damage Dice: 2d10 -4

Big Blades: Axes, swords, all your classical medieval fantasy weapons go here. Two hands to wield.

Stat: Physical
Accuracy: -1
Damage Dice 2d10.

Ranged Weapons

Ranged weapons require membership in Anti-Skill or an equivalent law enforcement agency or a criminal group to possess. The GM should lean heavily towards limiting if not prohibiting their use by PCs. These are mainly NPC weapons.

For each 10 yards past 30 that a firearm is fired, subtract 1 from accuracy.

Bows: Longbows, crossbows
Stat: Coordination
Accuracy: -3
Damage Dice: 2d10

Small Firearms: Pistols, derringers, etc.
Stat: Coordination
Accuracy: -1
Damage Dice: 2d10 + 2

Big Firearms: Rifles of all sorts, shotguns, etc.
Stat: Coordination
Accuracy: +0
Damage Dice: 3d10

Equipment/Misc

Riot Shield: These occupy someone's hand when held. As an action for their turn, someone can choose to duck behind the shield rather than make an attack or take another action. If they do so, the riot shield absorbs all ranged weapon damage they would take. The riot shield is treated as if it has 20 hit points. When its HP is reduced to zero, any damage over the minimum amount to reduce it to zero is dealt to the user. Other attacks can go around riot shields and are not blocked.

Body Armor: When worn, all damage taken is reduced by 2.

Taser: on a hit, the target rolls vs Physical to see if they are stunned and unable to act next turn.
Stat: Coordination
Accuracy: -2
Damage Dice: 1d10

6. Powers Appendix

Unique Power Mechanics

Certain powers don't function well using the standard system of power points as damage. Here are some of them and how to use them.

Animal Control and Animation: When rolling for these powers, add up the result of the dice and double it. These points can be distributed to form the base stats of an animal you control or a golem you create. For animation, you can instead use these to bolster the stats of a golem you control instead of creating a new one. Each esper can control a number of animals/golems equal to their level. Buffing a golem makes a single golem count as one more golem.

Golems and animals can be given modifications to their attacks by spending power points. A maximum of 21 points can be spent on a golem or animal in this way.

Golems and animals require a Mental stat of at least 6 to act on their own. Otherwise, the esper must spend a turn mentally issuing orders and forfeit an action on their turn in order for the animal or golem to act.

Physical Enhancement: Divide your roll for power points by two, rounded down. Distribute these between your Physical and Coordination stat. This can only be stacked three times.

This does grant temporary HP, but this is lost as soon as the battle is over and the esper stops using this power. This loss of HP cannot reduce a character to less than 0 HP. If a character is already below 0 HP, they lose no HP from this.

Modification points can be used to augment physical attacks using weapons each turn, giving them area of effect shockwaves or stunning capabilities, among other effects.

Sensory Enhancement: When you spend power points on your ablity, measure its power using its **stage**. Add the number of the stage to appropriate rolls such as dodge, accuracy, notice/perception, etc for that turn.

Shapeshifting: When you spend power points on your ablity, measure its power using its **stage**. Each stage counts as a **shapeshifting point** that must be spent that turn**. One point can be spent to:
-increase damage done by unarmed attack by 1
-increase dodge rolls by 1
-extend the natural range of unarmed attacks by 1 yard

For extra abilities such as flight, refer to the stage chart in the basic mechanics chapter for guidelines.

Photoreflexive Memory: Spend power points on your ablity and measure its power using its **stage**. Use the number of the stage as your skill rating for any skill that you've seen someone use before up to the maximum of their skill.

Unconventional Combat Usages
Certain powers may not necessarily have offensive combat as their most intuitive use but nonetheless have very effective combat applications. However, since these are unconventional uses, these powers always require a deviation effect to deal damage:

Small Effect (1 point)
Mental Enhancement (launch a mental blast of energy)

Medium Effect (3 points)
Teleport (teleporting items into other people)
Barrier-Field Manipulation (using barriers to push people)
Portals (dropping stuff on people, flinging them using portals)
Light (shoot a concentrated laser)

Large Effect (5 points)
Probability (make a car swerve into an enemy)
Phase Walk (cause internal damage to a foe through phasing)
Power Nullification *requires level 4 or above (shut down someone's power so violently they face backlash from it)
Regeneration (cause cells to grow out of control)

AIM Perception: *requires level 4 or above (manipulate someone's AIM field to turn against them, doing feedback damage.)

Non-Combat Powers
Yet some other powers have essentially no ability to be used offensively in combat. For these abilities, treat their use as if the esper were out of combat rather than using the power point system. Some of these powers may have other effects as per GM discretion. Here are some examples:

Chameleon - can be used to make yourself hard to hit. Give enemies a penalty to accuracy checks or perhaps they're unable to even see you.
Precognition - you sense attacks coming. Add to your dodge.
Psychometry - when attacked at range by an invisible foe, picking up one of their projectiles will let you see them.

Additional Combat Effects
Some powers make modifications to core combat mechanics.

Barrier Manipulation: Negate all sources of damage at a rate of 2 power points per 1 point of damage.

Power Nullification: Negates damage from esper and magic attacks at a rate of 1 power point per 1 point of damage.

Power Absorption: When used on an esper with power points, drain stored points equal to the amount of power points spent. If you drain more than they have, they lose the points they would gain next time they gain points until you have drained points equivalent to your expenditure.

Regeneration - Can be used on the fly to heal injuries in battle at a rate of 1 hp per 2 power points.

Power Descriptions: Here are basic descriptions of the powers in the game as well as suggestions for modifications when using the powers in combat. **Please note that these are guidelines, rather than restrictive definitions of the powers. Some of these are powers with alternate systems for how to use them - you may not apply the modifications directly in these cases but instead use them to guide the cost of various actions.** **Codependent Effects**: Some of the mechanical modifications require use of a deviation to achieve (ex: prison of ice requires ice manipulation for a water controller). The esper must purchase both effects. (ex: ice manipulation costs 3 + prison of ice costs 5 + 1 since it's a second effect for a total cost of 9).

Elemental Powers

Air Control [Mental/Coordination]
   You control the flow of air, you can create mighty winds or snuff out the greatest flame with the power fo your mind.

Small mechanical effect: Create space by blowing your opponent yards away.
Medium mechanical effect: Disarm a threat by whipping an opponent's weapon away with a concentrated gale.
Large mechanical effect: Create a cyclone to whip helpless victims into the air.
Small deviation effect: Push yourself with a current of air to move at great speed.
Medium deviation effect: Use your command over air to take to the skies within a cushion of air.
Large deviation effect: Seize all the air from within an area, making breathing impossible, but remember to maintain the effect or air will flow back.

Fire Control [Mental]
   Mighty flames obey your every command, by rising to your full potential as an ESPer you can create infernos with a snap of your fingers.

Small mechanical effect: The flames you summon burn your foes where they make contact.
Medium mechanical effect: Your clever control over the power of fire allows for the shaping of your conflagration to scorch a large area without harming your allies.

Large mechanical effect: The all consuming blaze you summon's searing heat reaches the height necessary to melt matter down. Your opponent's cover means little.
Small deviation effect: Smoke is a result of fire, and your power over fire extends to control that result by manipulating smoke.
Medium deviation effect: The fire you create need not travel between you and your target. You may attempt to force combustion of your target.
Large deviation effect: You're like a god of fire; demonstrate your mastery by walking through the hottest flames unharmed.

Water Control [Mental/Coordination]
   Water forms itself according to the ground it flows on, the exception is you. You have the power to control and form water, with the right training tsunamis are within your reach.

Small mechanical effect: Shoot a high pressure stream of water that can push your foes into each other or knock them down.
Medium mechanical effect: Create a sheet of ice under your foes that makes it difficult for them to move and remain standing.
Large mechanical effect: Encase your foes in a prison of ice or trap them in a sphere of water.
Small deviation effect: Disperse water vapor as mist.
Medium deviation effect: Turn the water you're manipulating into ice and shape it at will.
Large deviation effect: Suck the water from an area, dehydrate the target of your attack.

Earth Control [Mental/Physical]
   The earth itself obeys you, it cracks open at your word and forms itself with a wave of your hand.

Small mechanical effect: Trip your foe by shifting the earth beneath them.
Medium mechanical effect: Call the ground to rise before you, creating instant cover.
Large mechanical effect: Rip open the earth and create an abyssal fissure beneath your foe
Small deviation effect: Rocks, gravel, and pebbles fly from the ground towards your target.
Medium deviation effect: Form a suit of armor or sword from the stone beneath you.
Large deviation effect: Stomp the ground and generate earth quaking shock-waves.

Metal Control [Mental/Physical]

Metals bend to your will, cars quiver like jelly on a washing machine and U-beams bow before you. You ARE the Iron Man.

Small mechanical effect: Bend a gun in on itself.
Medium mechanical effect: Crumple the engine block of a car.
Large mechanical effect: Warp the structures of buildings.
Small deviation effect: Fix pieces of metal.
Medium deviation effect: Fire pieces of metal like a gun.
Large deviation effect: Manipulate the iron in one's blood to cause iron poisoning.

Electricity Control [Mental]

The current within your body is at your command, you can shoot arcs of lightning from your fingertips and start appliances by looking strictly at them.

Small mechanical effect: Awaken someone with a light zap.
Medium mechanical effect: Stun a foe with an electric shock.
Large mechanical effect: Paralyze your target with currents coursing through their body.
Small deviation effect: Magnetize an object.
Medium deviation effect: Create a vibrating blade out of iron particles from the ground or fire a railgun attack
Large deviation effect: Manipulate or detonate electronic devices using your powers.

Synthetic Material Control [Mental]

Man made materials like plastic, glass and ceramics are like putty, ready to be formed by your hands.

Small mechanical effect: Sharpen paper to knifelike levels.
Medium mechanical effect: At your word, a broken window springs back into place
Large mechanical effect: The very clothes your enemy wears turn against them and constrict.
Small deviation effect: Change the design on a tee shirt.
Medium deviation effect: Fling shards of glass at high speed.
Large deviation effect: Break items down to raw materials.

Magma Control [Mental/Physical]

Earth melts under your stare, asphalt bubbles as you walk by and the guys in the skyscraper better hope the foundation isn't concrete.

Small mechanical effect: Convert the ground into extremely hot lava.
Medium mechanical effect: Cause your lava to spray towards a target, possibly burning.
Large mechanical effect: Magma from deep within the earth gushes upwards towards your target.
Small deviation effect: Solidify lava.
Medium deviation effect: Create a protective ring of lava around yourself.
Large deviation effect: Safely surf lava.

Electromagnetic Wave Control [Mental]

Radiation, UV Rays, X Rays, Microwaves and Gamma Rays are all under your control.

Small mechanical effect: Harass others with wave attacks intended to daze.
Medium mechanical effect: Poison your target with heavy radiation
Large mechanical effect: Cause blindness by burning eyes with concentrated waves.
Small deviation effect: See through barriers with X Rays.
Medium deviation effect: Overload wireless devices.
Large deviation effect: Completely deceive scans.

Wood Control [Mental/Physical]

Turn chairs into spears, turn tables into shields, make the walls of a log cabin strike your foe with spikes. You can manipulate wood, but only once it's dead.

Small mechanical effect: Deliver a dazing blow with a wooden strike.
Medium mechanical effect: Shape wood into a desired form, such as a club or bench.
Large mechanical effect: Create a wooden prison to trap your prey.
Small deviation effect: Mend broken wood.
Medium deviation effect: Send splinters from a wooden weapon into someone's bloodstream.
Large deviation effect: Kill living trees, bringing them under your power.

Force Powers

Gravity [Mental]

You have control over gravity itself. Pin your foes with a crushing force or leap from rooftop to rooftop as if you were lighter than air.

Small deviation effect: Hit someone directly with force rather than manipulating the gravity around them.
Medium deviation effect: Align two objects to gravitate towards each other.
Large deviation effect: Bend light with gravity.
Small mechanical effect: Increased gravity around your enemy reduces their ability to move and to dodge other attacks.
Medium mechanical effect: Decreased gravity around your enemy leaves them floating helplessly through the air, unable to control their trajectory.
Large mechanical effect: Your enemy is pinned to the ground by an immense gravitational force.

Friction [Mental/Physical]

Walk on ice with the greatest ease or watch your opponents slip and fall no matter how sturdy their footing is. Friction is under your control.

Small mechanical effect: Take away friction between others and the ground, sending them sliding.
Medium mechanical effect: Slow others down by turning up the friction around them.
Large mechanical effect: Creating huge friction between the air and skin, you can constrict your foe.
Small deviation effect: Reduce friction on the bulk of your body to move faster than usual.
Medium deviation effect: Increase friction on your soles to the point where you can walk up walls.
Large deviation effect: Use friction to start a fire.

Pressure [Mental]

You can manipulate pressure. Lazily pop balloons by increasing internal air pressure or crush your enemy's bones with your power.

Small mechanical effect: Slow the enemy's approach by using pressure to resist their movements.
Medium mechanical effect: A sudden drop of pressure in the air around your target negatively impacts the body, briefly stunning them.

Large mechanical effect: Turning up the pressure of the air around your target allows for constriction.
Small deviation effect: Daze a foe by hurling a ball of pressure at a foe.
Medium deviation effect: Deafen your foe by overwhelming your target's eardrums with pressure.
Large deviation effect: By applying huge internal pressure on the foe, you can attempt to cripple them.

Light [Mental]

Light bows to your command. You can switch a room between pitch black darkness and a blinding brightness with but a thought.

Small mechanical effect: Create a bright flash to daze enemies.
Medium mechanical effect: Blind a target with intense light.
Large mechanical effect: Turn invisible.
Small deviation effect: Make something appear to be of a different color.
Medium deviation effect: Fire off a laser beam
Large deviation effect: Manipulate light to create a false image in another's eyes.

Telekinesis [Mental/Coordination]

Spooky action at a distance. Your ability to manipulate the world doesn't stop at your fingertips. Lift and throw objects from afar.

Small mechanical effect: Trip someone by pulling their leg out from under them.
Medium mechanical effect: Launch a stunning telekinetic blast.
Large mechanical effect: Grasp and lift a foe into the air with the strength of your mind.
Small deviation effect: Rip away an opponent's weaponry.
Medium deviation effect: Manipulate weapons from far, such as fencing with an opponent 20 yards away.
Large deviation effect: Fly by psychically lifting and maneuvering yourself.

Mass Control [Mental/Physical]

Glass bends like rubber. Paper becomes a stiff cutting edge. Your thoughts can mold the rigidity and hardness of objects, twisting them to your will.

Small mechanical effect: Soften the ground, causing people's feet to sink down and slowing speed.
Medium mechanical effect: Make a shield as brittle as glass.
Large mechanical effect: Harden your body to protect yourself.
Small deviation effect: Make a club out of cloth.
Medium deviation effect: Tear through glass without causing a shatter.
Large deviation effect: Trans-state matter explosion. You cause sublimation, turning a solid into a gas in an explosion.

Temperature [Mental]

You are Laplace's Demon's worst nightmare. Transfer heat between objects in ways that seem impossible. Never suffer through the scorching heat of a summer day again.

Small mechanical effect: Make your weapons burn the skin of those they strike.
Medium mechanical effect: Send a foe's body into shock by suddenly dropping the temperature around them.
Large mechanical effect: Turn metal to moltein liquid.
Small deviation effect: Turn heat to energy.
Medium deviation effect: Manipulate air pressure.
Large deviation effect: Survive nearly any temperature.

Torque [Mental/Coordination]

Many things give when you just give them a twist. Break open a bank safe with a huge shearing force, or just open a jar of pickles.

Small mechanical effect: Turn an opponent's ankle.
Medium mechanical effect: Spin an opponent round, dizzying them.
Large mechanical effect: Cripple a foe with a mighty wrench of their back.
Small deviation effect: Halt rotation.
Medium deviation effect: Generate cyclones and whirlpools.
Large deviation effect: Twist energy.

Time Manipulation [Mental]

You can never have too much time. Slow down time and wow your foes as your pistol shoots faster than a machine gun. Hit your enemies before they can even see you coming

Small mechanical effect: Slow down others' timelines.
Medium mechanical effect: Speed up your personal time.
Large mechanical effect: Freeze a target in time.
Small deviation effect: Retrocognition.
Medium deviation effect: Reset the last few seconds of reality.
Large deviation effect: Hop a short distance in time.

Momentum [Mental]

The trajectories of moving objects obey your whim. Redirect bullets Neo-style. You are The One.

Small mechanical effect: Deflect a thrown rock.
Medium mechanical effect: Shift a bullet's trajectory away from you.
Large mechanical effect: Alter a car's path.
Small deviation effect: Halt momentum.
Medium deviation effect: Reflect momentum.
Large deviation effect: Recognize paths of all moving objects detected.

Mental Powers

Memory Manipulation [Mental/Social]

Revisionist history at it's best. Memories are our past, they define our personalities and experiences. So what happens when someone is able to control them? It's up to you to find out!

Small mechanical effect: Change the details of a remembered scene.
Medium mechanical effect: Erase a portion of the victim's memories.
Large mechanical effect: Rewrites memories of your target.

Small deviation effect: Share your memories.
Medium deviation effect: Combine memories viewed to create a memory more representative of the events.
Large deviation effect: Trap someone within a memory.

Telepathy [Mental/Social]

Skip those pesky human communication methods and plunge directly into the brains of others, even uninvited! Talk with them, see what they're thinking, you can even manipulate them! All of this and more in the wonderful field of telepathy.

Small mechanical effect: Send a message.
Medium mechanical effect: Perfectly predict the target's next move.
Large mechanical effect: Gain insight into another's thoughts.
Small deviation effect: Broadcast thoughts to a full area.
Medium deviation effect: Stun your foe by performing a "DOS" on your opponent, flooding them with information.
Large deviation effect: Project a thought into another's mind covertly.

Confusion [Mental/Social]

Blur the senses, change perception, warp the sanity of your foes. People won't even know what's going on, because, well, that is just the thing you do.

Small mechanical effect: Fog the senses of another.
Medium mechanical effect: Swap two senses.
Large mechanical effect: Blend all the senses into one.
Small deviation effect: Share a sense with another individual.
Medium deviation effect: Overlay information from another person's senses.
Large deviation effect: Completely black out a sense.

Hallucination [Mental/Social]

Humans, we are sensitive folk. We know our world because of that sensitivity. Touch, taste, smell, sight, hear; the senses are yours to play with. Have fun!

Small mechanical effect: Daze a foe with outrageous imagery.

Medium mechanical effect: Create a subtle hallucination more difficult to realize for what it is.
Large mechanical effect: Major hallucination, fool several senses at once.
Small deviation effect: Give several targets the same hallucination simultaneously.
Medium deviation effect: Make someone hallucinate that someone or thing is not, in fact, there.
Large deviation effect: Create a dangerous phantasm capable of harming the foe. Effects disappear if the target can overcome the hallucination.

Sensory Manipulation [Mental/Social]

The nervous system is your domain. Pain and pleasure are your toys. Care to test Pavlov's conditioning to the limit?

Small mechanical effect: Send a foe into a daze of pleasure.
Medium mechanical effect: Stun a foe with sudden shock pain.
Large mechanical effect: Paralyze a foe with an unbearable blend of pleasure and pain.
Small deviation effect: Feel someone else's senses.
Medium deviation effect: Reverse senses, such as making hot seem cold.
Large deviation effect: Issue one single, one word command performable in one round.

Emotion Manipulation [Mental/Social]

Lovers and madmen have such seething brains, such shaping fantasies, that apprehend. More than cool reason ever comprehends... It comprehends some bringer of that joy; or, in the night, imagining some fear, how easy is a bush suppos'd a bear.

Small mechanical effect: Create conflicting emotions in the target.
Medium mechanical effect: Cause infatuation with something within your target's vision, mesmerizing them.
Large mechanical effect: Subtly manipulate your victim's emotions to influence them into making the decisions you desire.
Small deviation effect: Relay another's emotions into your target.
Medium deviation effect: Create an aura of a certain emotion in an area.
Large deviation effect: Release an intense emotional wave.

Dream Manipulation [Mental/Social]

Leave the confines of your body and enter the wondrous field of dreams. Strolling through other people's subconscious, you can irrupt into them when they are most vulnerable. Just be careful, not every dream is a good dream.

Small mechanical effect: Tweak the surroundings of a target's dream.
Medium mechanical effect: Boost another's morale the next day by ensuring they had great dreams.
Large mechanical effect: End the dream, awakening the dreamer.
Small deviation effect: Recreate a dream you've experienced.
Medium deviation effect: Create a dream within a dream.
Large deviation effect: Astrally project your consciousness, allowing for stealthy observation, but a psychic might notice you, and you're especially vulnerable with no body.

Power Nullification [Mental/Physical]

Strip the gifted abilities of the people around you, take them out of their comfort zone. What is a psychic without his powers? Test them, bring them down from their high levels.

Small mechanical effect: Imbue part of your body with power nullifying properties temporarily.
Medium mechanical effect: Short range nullification.
Large mechanical effect: Shut down a power hard enough to cause backlash.
Small deviation effect: Dispel an affliction.
Medium deviation effect: Create a small, shortlived nullifying field.
Large deviation effect: Power amplification.

Power Absorption [Mental/Physical]

You are hungry for other people's powers, there's just no food finer than the abilities from others. Use it against their own masters. Just be careful, gluttony has never been good...

Small mechanical effect: Drain stored points.
Medium mechanical effect: Absorb power through a melee weapon.
Large mechanical effect: Absorb power from a distance.

Small deviation effect: Convert stolen power points for another power into points for power absorption
Medium deviation effect: Create an absorbing shield.
Large deviation effect: Transfer stolen power to another.

Mental Enhancement [Mental]

You need a little push, a little extra on your performance? That's cool, that's cool. You've got what you need. Go beyond your own limits. Reach for the sky.

Small mechanical effect: Push your brain's raw power to higher levels.
Medium mechanical effect: Increase your speed of thought to multiple times normal.
Large mechanical effect: Calculate trajectories and velocities to determine what happens where when.
Small deviation effect: Release a mental blast.
Medium deviation effect: Sense others' presences.
Large deviation effect: Clairvoyance.

Biological Powers

Plant Control [Mental]

Some people have a green thumb, and can seemingly make any plant grow. You can do far more than that. Through sheer will, you can command plants into taking action, as well as conduce growth or withering.

Small mechanical effect: Trip someone with a vine.
Medium mechanical effect: A lattice of plants makes a sturdy barrier in front of you.
Large mechanical effect: Immobilize and crush someone with vines.
Small deviation effect: Manipulate a plant to produce more of its irritating powders and acids.
Medium deviation effect: Cause a plant to start to wither and die.
Large deviation effect: Temporarily grow a large plant out of your body that can be weaponized. It feeds on your nutrients.

Physical Enhancement [Mental/Physical]

You understand the link between mind and body. Through your mind's psychic power, you can amplify the capabilities of your body to reach incredible heights.

Small mechanical effect: Your next punch is unnaturally strong, causing your opponent to be winded for a turn.
Medium mechanical effect: You punch the ground and cause a shockwave to stun all around you.
Large mechanical effect: Your unarmed attacks inflict crippling injuries.
Small deviation effect: Your body becomes unnaturally resistant to injury.
Medium deviation effect: You slam your weapon into the ground in front of you, launching a wave of kinetic energy in a line.
Large deviation effect: You move with supernatural speed, seeming like an illusion.

Sensory Enhancement [Mental]

You might not know anything, but with senses like yours, it's easy to find anything out. Tough test? Just read the answers off that guy in the far corner of the room, they might as well be written on the board, with eyes like yours.

Small mechanical effect: Your eyesight is amazing. Take no penalty to shooting targets at long range.
Medium mechanical effect: Your enhanced hearing is like echolocation, giving you a 3D map of the area around you.
Large mechanical effect: You have no blind spots, being able to see around you in all directions and to far distances.
Small deviation effect: See outside of the visible spectrum of light.
Medium deviation effect: Blend and modify senses, using synaesthesia and mental tricks to better process sensory information.
Large deviation effect: You can see AIM fields and understand someone's ability by seeing it used.

Regeneration [Mental/Physical]

Injuries fatal to the average person mean little to you, as you heal at supernatural speed. At a high enough level, you might even recover lost limbs.

Small mechanical effect: Instantly recover from most physical status effects.
Medium mechanical effect: Regain a lost sense caused by injury.
Large mechanical effect: Regenerate a limb or other significant part of the body.
Small deviation effect: Detect poison in food you are eating and neutralize it.
Medium deviation effect: Heal someone else's injury.
Large deviation effect: Cause someone's cells to replicate out of control, creating a painful growth.

Shapeshifting [Mental/Physical]

Quick adaptation and adjustment to your body allows you to change your form to suit circumstances, be it with claws or another person's visage.

Small mechanical effect: Your arms are long and stretchy, able to trip foes from a distance.
Medium mechanical effect: Grow a shield made of bone from your arm.
Large mechanical effect: You shapeshift extra limbs that are able to pin a foe in place while you pummel them.
Small deviation effect: You have eyes on the back of your head. Literally.
Medium deviation effect: You grow claws coated with a corrosive acid.
Large deviation effect: Grow a system of organs inside you that let you breathe fire for a short distance.

Animal Control [Mental/Social]

You're king of the jungle, and you have the power to make any animal obey your orders.

Small mechanical effect: Make animals reluctant to come close to the area around you without having to manually control them.
Medium mechanical effect: Control an animal that is normally very wild and untamable.
Large mechanical effect: Turn a very faithful animal against its owner.
Small deviation effect: Knock out an animal.
Medium deviation effect: The animal under your control is stronger than it normally is (+ stats).
Large deviation effect: Under your influence, an animal temporarily manifests body parts such as wings or claws that it normally does not possess.

Animation [Mental/Coordination]

The power of life is in your hands, and you can share it with inanimate objects to make temporary golem servants.

Small mechanical effect: The stuff you're cobbling together for a golem doesn't quite fit together right, but a spark of your power makes it move very naturally.
Medium mechanical effect: Animate a gelatinous object.
Large mechanical effect: Animate many small objects as a single flying swarm entity.
Small deviation effect: Your animation includes electrical parts that continue to function despite a lack of power supply.
Medium deviation effect: Your golem somehow is blessed with senses despite lacking components that would enable it to take in information about its outside environment.
Large deviation effect: Your golem creation is able to act on its own without your input.

Photoreflexive Memory [Mental]

"Don't worry, I saw someone try this in a movie, once!" If you've seen it done, you can repeat it, from a parcour roll to a karate kick.

Small mechanical effect: See through someone's actions, gaining a bonus to hit and dodge.
Medium mechanical effect: If someone successfully took a movement action that required a skill check such as climbing or jumping within the last set of combat rounds, you may replicate that action and succeed automatically.
Large mechanical effect: Mirror someone's actions perfectly as they do them.
Small deviation effect: You can exceed someone's skill when you copy it.
Medium deviation effect: Remember someone's actions so well that you can watch them write a letter and then replicate the letter later by copying their motions. Only works for small actions without a skill check.
Large deviation effect: Replicate a low level version of an esper power you've seen used before by a level 3 or higher.

Disease [Mental]

Colds, viruses, plagues, they're pawns to you. While only an elite few may generate a disease, you can manipulate them to infect your target, protect yourselves, or cure their victim.

Small mechanical effect: Your target goes into a fit of coughing for a turn, taking a penalty to dodge and accuracy.
Medium mechanical effect: Your target vomits up blood from the sickness you inflict, remaining stunned for a while.
Large mechanical effect: A painful disease sends the target's body into spasms and they are unable to act.
Small deviation effect: Diagnose a disease.
Medium deviation effect: Cure a minor illness.
Large deviation effect: *requires level 4 or above. Generate a new disease with your chosen characteristics.

Chameleon [Mental]

Your body adapts to your surroundings to conceal yourself. Why run for cover when you can become all but invisible?

Small mechanical effect: Seemlessly blend into your surroundings, even while moving.
Medium mechanical effect: Even your clothing starts to blend into your surroundings somewhat.
Large mechanical effect: You are completely unnoticeable.
Small deviation effect: You change colors rapidly in a way that disorients a foe.
Medium deviation effect: Become someone's lookalike.
Large deviation effect: Temporarily change the appearance of an object you can touch while you are touching it.

Anomaly Powers

Barrier-Field Manipulation [Mental]

The best offense is a good defense. Well, your mind provides you with the greatest defense. Create impenetrable walls with your psychic abilities and ward off any harm.

Small mechanical effect: Cover an ally in a protective barrier.
Medium mechanical effect: Create a barrier in the same space as a foe, stunning them.
Large mechanical effect: Lock up a foe within a tight barrier.
Small deviation effect: Trip a foe with a small barrier by their feet.
Medium deviation effect: Hurl a barrier at a foe like a bowling ball.
Large deviation effect: Lift yourself through the air within a spherical barrier.

Teleport [Mental/Coordination]

No more traveling, no more hurrying up, no more stuck in traffic. Move from one place to another in the blink of an eye. Just be careful not to teleport into something nasty.

Small mechanical effect: Teleport something small into your hands.
Medium mechanical effect: Teleport with especially high weight or for unusual distance.
Large mechanical effect: Teleport something into the same space as another object.
Small deviation effect: Teleport without changing momentum.
Medium deviation effect: Blink in and out of existence in the same spot.
Large deviation effect: Teleport energies.

Precognition [Mental]

Use your psychic third eye to reach into the future, acknowledge and defy fate. Why wait till things happen, when you can know it right now?

Small mechanical effect: Forwarn yourself of danger.
Medium mechanical effect: Forsee the next combat round.
Large mechanical effect: Attempt to see a specific moment of the future in the distance.
Small deviation effect: See the past.
Medium deviation effect: Detect interferences within the time-space continuum.
Large deviation effect: View a possible alternative future.

Psychometry [Mental]

Everything is imprinted in reality, and your ability lets you see that. Take information from every object you see. If walls could talk... Well, they can. To you.

Small mechanical effect: Locate the object's origin.
Medium mechanical effect: Identify former owners of the object.
Large mechanical effect: View the past from the object's perspective.
Small deviation effect: Allow an object to verbalize in your mind.
Medium deviation effect: Observe a former state of an object or area.
Large deviation effect: Ask an object a favor, such as the sidewalk telling you if someone's following you.

Portals [Mental]

Want to teleport, but you want to actually see where you are going? Not instantaneous, but more practical. Portals: for the good of all of us, except the ones who are dead.

Small mechanical effect: Open a portal from a short distance away.
Medium mechanical effect: Create an especially large portal.
Large mechanical effect: Open a portal within an object. *High level
Small deviation effect: Create a one-way portal.
Medium deviation effect: Create an explosion by making a portal within a portal.
Large deviation effect: Create a portal in front of you to absorb an attack and behind the enemy to deliver it right back.

Technokineticism [Mental/Coordination]

Not just for hikkikomoris, now your computer can really be your best friend. Your control over machines can turn cars and toasters into deadly weapons.

Small mechanical effect: Set off alarms.
Medium mechanical effect: Shut down robots or machinery.
Large mechanical effect: Force a self destruct.

Small deviation effect: Identify a system's priorities.
Medium deviation effect: Hack through security systems.
Large deviation effect: Reconfigure a machine for a new purpose.

AIM Perception [Mental]

You can tell what power someone has from a distance or how skilled they are at using it. AIM fields reveal a lot more about themselves than espers commonly think.

Small mechanical effect: detect the number of espers in the area.
Medium mechanical effect: Gain insight as to the general level of the espers nearby.
Large mechanical effect: Identify an ESPer's power and level without needing to see it used.
Small deviation effect: Exert limited influence over your AIM field.
Medium deviation effect: Surpress an AIM field.
Large deviation effect: Turn an AIM field against an esper.

Probability [Mental]

You can twist Lady Luck's arm - but she'll get you back. Win the lottery but then find everything else in your life starts going wrong to pay back the luck debt and restore balance.

Small mechanical effect: Make a person suffer the misfortune of tripping.
Medium mechanical effect: Give yourself the extra luck needed to make a tough shot.
Large mechanical effect: Cause the unbelievably unlikely event of a hit and run to befall your victim.
Small deviation effect: Shift the odds away from one specific outcome.
Medium deviation effect: Transfer your luck to another.
Large deviation effect: Steal someone's luck.

Projection [Mental/Physical]

A simple thought can temporarily project an object into existence. You'll always have the right tool for the job.

Small mechanical effect: Project a knife into reality.
Medium mechanical effect: Generate a sharp sword.
Large mechanical effect: Create a large wall.
Small deviation effect: Use simple moving parts in an object.
Medium deviation effect: Project dexterous hands.
Large deviation effect: Constrict someone with bands of projected energy.

Phase Walk [Mental/Coordination]

You are like a ghost - you walk through walls and other solid objects. Great for espionage and spying - or just peaking your head into the locker room.

Small mechanical effect: Daze a target by phasing through them.
Medium mechanical effect: Dodge an attack by phasing just in time.
Large mechanical effect: Materialize inside of a target, dealing crippling damage to their body.
Small deviation effect: Allow other matter in contact with you to phase with you.
Medium deviation effect: Move freely from gravity
Large deviation effect: Phase through energy.

7. GM Aids

because god knows you'll need 'em...

Players stumped during character creation? Have some
Recommendations for Freeform Skills:

Physical: Running, Climbing, Pain Tolerance, Karate, Baseball Bat (weapon), Hold Your Liquor, Swimming, Axe (weapon), Forced Entry

Mental: Computers, Engineering, Discerning Eye, Current Affairs, Architecture, Counterfeiting, Physics, Medicine, Photographic Memory

Social: Charm, Detect Lies, Deceive, Intimidation, Fast-Talk, Haggle, Public Speaking, Commanding Presence, Seduction, Disguise

Coordination: Driving, Acrobatics, Stealth, Conceal Item, Bow (weapon), Firearms (weapon), Lock-pick, Throwing

Adventure Seeds:

You're GMing. Session is in an hour and you don't have anything for the players to do? Try one of these:

A power enhancing experiment on a level 5 goes horribly wrong, sending them into a coma and creating a projection of themselves as pure psychic energy that is now ravaging the city.

An organization caring for child errors is more than it seems. When the child errors, now trained espers, are brainwashed into breaking into a highly classified scientific facility, the PCs must cope with the moral quandary of killing them or trying to stop them with some other means.

Russian mages attack Academy City. Riding bears. That shoot lasers from their eyes and throw sharks.

The animals of the city are acting strange, working together to steal valuables such as jewelry from the citizens of the city. Perhaps this is the work of an esper...

Rumor has it that your school was built on top of an old underground laboratory. You know there are some doors that have been locked for the entire time you've been at school. Perhaps one of them leads to something more than a mere janitor's closet.

You and your friends are helping a lab conduct experiments with AIM fields as part of a school project. After a few hours, you start to leave, dejected as it seems like nothing out of the ordinary happened when you realize that the lab is now a lot bigger on the inside than it was when you came in. Where did that hallway come from? And where does that staircase lead up to? Weren't you already on the top floor?

While on the way to school, the subway train you're on suddenly stops in the middle of a tunnel and shuts down. Adding to your confusion, it begins to talk and laments that no one ever wants to stay on the subway - they're always too busy trying to get somewhere. A technokineticist esper playing pranks or something more?

A young child discovers one day that they are a gemstone. Unfortunately, they are kidnapped soon after by Skill-Out who then hole up in the top level of an apartment, taking other hostages along the way. Top scientists in the city consider recovery of the gemstone a top priority and are willing to storm the building by force and take lethal action despite the high risk of collateral damage. The party is contacted by one of the Skill-Out members who was a childhood friend of one of them. The member admits that they are uncomfortable with kidnapping someone so young, especially since they didn't ask for their powers but is lost as to what to do.

An experimental test subject has escaped, and Judgment is brought in to help capture it, more specifically: The players are tasked with it.
Stuff that the campaign could include:
- Mysteries: Figuring out where the subject is from clues.
- Conspiracy: The escape is actually part of a test and the higher-ups in Academy City are involved.
- Action: A gang of delinquents, hired by the higher-ups, are protecting the subject.

There's a terrorist attack against the players' school. They somehow avoid capture and must now try to work against the terrorists from inside.
- Mysteries: The terrorists seem to be planning on using the captured students for something.
- Action: If the players choose to fight the terrorists.

Judgement: A series of children gone missing turns out to be way worse than expected when their charred corpses are found in a sacrificial circle.

On the day of the school excursion, the players end up being late for the school back home and they are left behind. They must now survive in an unknown town, with technology thirty years behind what they are used with, with the money on their persons.

Sample Characters and Campaign

It's very easy to generate your own NPCs with this system and even create your own schools. If you're new to GMing though, here's a sample of a more involved campaign idea you can use along with some pre-statted NPCs to help you get started.

Yoshino Mai
School: A Certain High School
Mai gave up on school very early, when she was kicked out of the judo club for overly violent behaviour. Now she prefers freedom over classrooms. She's a level 0, but she compensates with her athletic ability.
[Height: 163cm, Weight: 50kg, Eyes: Brown, Hair: Bleached blond, Skin: slightly tanned]
[Delinquent]
(Rebel, Olympian)
Female, 15yrs
Level 0
Physical   16
Mental   12
Social   12
Coordination 14

Skills: Judo 7, Baseball Bat 3, Indimidate 4, Streetwise 5, Danger Sense 2, Current Affairs 2, Pain Tolerance 4, Detect Lies 4

Tanaka Makoto
School: Tokiwadai High School
Makoto finished the first year of high school without leaving her room. A very bright, but not very social girl. It's not that she doesn't like people, she just prefers to interact with them from behind a computer screen.
[Height: 152cm, Weight: 42kg, Eyes: Brown, Hair: dark brown, Skin: pale]
[Honor Student]
(Shut-in, Unlucky)
Female, 16yrs
Level 3 Probablility Controller
Physical   10
Mental   14
Social   8
Coordination 14

Skills: Math 5, Computer Savvy 5, Gambling Games 3, Research 4, Memorization 1

Nojima Rin
School: Okinaki High School
Rin is a cute and cheerful girl, but don't let her appearance fool you, this girl is actually the most powerful ESPer in Okinaki High School.
[Height: 158cm, Weight: 48kg, Eyes: Blue, Hair: Chestnut, Skin: Slightly tanned]
[Regular Student]
(Airhead, Teamworker)
Female, 18yrs
Level 4 Fire Controller
Physical   11
Mental   10
Social   14
Coordination 12

Skills: Charm 5, Gymnastics 3, Leadership 3, Running 3

Frantz Eisenmeister
School: Platinumberg International School
Franz, originally from Germany, attends Platinumberg International School. He is one of the highest-ranked in Platinumberg, an honour student.
[Height: 183cm, Weight: 75kg, Eyes: Blue, Hair: Blonde, Skin: Fair
[Honor Student]
(Connected, Tsundere, (Foreigner))
Male, 17yrs
Platinumberg International School
Level 4 Gravity Controller
Physical   10
Mental   14
Social   12
Coordination 11

Skills: Multilingual (German) 4, Physics 4, Studying 4, Speed-reading 1, Computers 2

Utsumi Masashi
School: Oyafune Athletic
Utsumi is the captain of the track team in Oyafune Athletic, a very popular boy that has his own fanclub on the school.
[Height: 172cm, Weight: 59kg, Eyes: Brown, Hair: Black, Skin: Tanned)
[Regular Student]
(Morning Person, Fanbase)
Male, 18yrs
Level 2 Phase Walker
Physical   14
Mental   8
Social   10
Coordination   14

Skills: Running 7, Social Grace 5, Brawl 4, Inspiring Presence 2, Enhanced Endurance 3

Edward Cutter
School: Yamabuki Art Academy
Edward, originally from California, attends Yamabuki Art Academy, he is often described as laid-back and carefree by his friends. He enjoys spending his days on the premises of Yamabuki, drawing and painting.
[Height: 179cm, Weight: 77kg, Eyes: Brown, Hair: Light brown, Skin: Fair]
[Regular Student]
(Hippie, Positive, (Foreigner))
Yamabuki Art
Male, 15yrs
Level 0
Physical   12
Mental   12
Social   14
Coordination   16

Skills: Painting 6, Sketching 6, Photographic Memory 4, Calming Voice 3, Multilingual (English) 4, Plant Knowledge 3, Photography 2, Architecture 3

The Campaign: Meta-Story

Intrigued by the poltergeist phenomenon and everything else surrounding Level Upper, Academy City's top scientists are working on a technology that would enable high powered level 4s to easily ascend to the power of a level 5. The technology involves use of brain implants and a strange energy field that alters AIM fields that it overlaps.

Experimentation has already begun in secret, with horrifying results. Nonetheless, science must continue, for the sake of those who are still alive. Maybe the PCs personally knew some of the experimentation victims or are targeted for experimentation themselves. The following are scenarios using the NPCs that can also help draw the PCs into the main plot.

The Campaign: Entry Points

The Next Level 5?

Franz and Rin are considered the next top candidates for level 5s in the city, and both come from schools that currently do not have a level 5 in attendance. Each school is racing against the other to prove that they're capable of producing a level 5 in order to attract more students for the coming school year. Pressures are mounting on both Franz and Rin, and neither of them seem particularly interested in being part of these school politics. They will have to watch out for teachers at their schools who want to adopt...less humane methods of developing their powers.

Righteous Principles, Misguided Fury

Mai's best friend, the top level 4 of A Certain High School, mysteriously disappeared a few weeks ago. By twisting a few arms and having the luck to be in the right place in the wrong time, Mai has stumbled on enough information about the new Level Upper project to cause her to snap. She knows very little about the project but knows enough to realize Franz and Rin are the top candidates for this system. Mistaking them for willing accomplices in her friend's tragic fate, she sets off on a plan to kill them both and stop the project.

Accidental Espionage
Or: How it all Started

No one would ever have expected Makoto and Utsumi to make a good couple, but they've been inseparable since Makoto's second year of high school when they met at an inter-school Summer Festival. Turns out, Utsumi's father is one of Academy City's preeminent scientists and works with computer modeling, so they found common ground with each other very easily.

One day, Utsumi borrowed his dad's work computer for a school assignment and asked Makoto for help. They found an encrypted partition on the hard drive, secured with an advanced system infamous in Academy City for stumping even the best professors at the top computer science departments. Just as a joke, Utsumi asked Makoto to use her esper powers to guess the password. She'd had a lot of experience altering computer-related probabilities from playing poker online and knew she couldn't pull off something so difficult, but she tried anyway to humor him.
'
As she drew on her power, she immediately felt something was different. By some complete fluke, she was able to exercise a much greater command of probability than ever before and correctly guessed the password to the encrypted drive.

What the couple found horrified them - lab reports detailing the gruesome deaths of the first test subjects for the new Level Upper. It seemed a lucky break for them and for the citizens of Academy City to have this information revealed. Unfortunately, every demand made of luck incurs a corresponding debt, and Makoto's computer wizardry commanded a hefty price.

After copying the incriminating documents, Utsumi decided that he had to see for himself what was going on at his father's workplace using his esper ability. Unable to talk the outraged Utsumi out of his plan, Makoto decided to wait for his return. That's when her luck truly ran out.

As the price of twisting probablity in such a way, Makoto soon found that everything was going wrong. The laptop with the documents was set to phone home every time the encrypted drive was accessed.

She soon found herself on the run and wanted as a cyberterrorist. To make it worse, Utsumi never returned to find her, and she still has no idea where he could be. Staying away from the more populous parts of the city, she hardly had a chance to tell anyone of what she found. Almost everyone she sought help from has died - either from unlikely freak accidents or mysterious circumstances.

The only exception was one particular level 0 mentioned in the file of one of the level 4s who fell victim to the experiments…She left Makoto almost as soon as Makoto told her what had happened to her friend, driven by the vendetta Makoto herself was too afraid to persue. It seems like anyone who stays close to Makoto for too long becomes a victim of her now-terrible luck. Her phone disabled, her computer left at home, Makoto is completely out of her element and has resorted to hiding in various slums for fear of discovery if she goes to a place where she could find a computer and upload the incriminating documents online.

As for Utsumi, he lies comatose in a secret facility somewhere. Being the son of a top researcher, he was spared death upon his discovery, but the security guards were nonetheless brutal in executing his capture. If he could be freed and awakened, perhaps he'd have a lot to say about what he saw in the labs.

Well-Intentioned, but Terrible Advice

Edward Cutter has never hesitated to dabble in…well, let's just say not strictly legal recreational activities. Life's no fun if you can't take risks and feel completely laid back doing so. But when a friend asked him for advice on whether to participate in a secret study on the mental effects of manipulating AIM fields, perhaps his cavalier approach to life steered him wrong. Even a carefree guy like Edward knows when to be suspicious, and he is now doing everything he can to find out why his friend is now a babbling wreck in the asylum. His intuition tells him that this is something more than an "unfortunate medical accident."

How to Use the Characters

Each character can be used as an easy way to further the plot if the players decide that they want to ignore what's going on in the city. Not as a way to railroad the players onto the plot if they're really determined to do their own thing - but rather to show that their inaction does have consequences in Academy City and bring the campaign to life more.

Aside from the starting point that introduces a character, the players should also run into them at various points in the campaign. Whether they decide to pursue the plot about experimentation on level 4s or whether they decide to come up with their own separate adventures, you should still make the city feel alive and give them a sense that there are a lot of things out there happening that they could have influence on. Maybe they'll jump onto this plot after seeing enough chaos happen.

Mai: The players will find Mai very driven and committed to her goal, and if they do discover enough of the truth behind what's going on to see the flaws in her version of the story, it'll still be very hard to convince her without showing her concrete evidence.

The characters should run into her bring a beatdown on anyone who she thinks could give her more information. If she isn't convinced to change her methods to be less overt, she could end up being arrested or even killed. Perhaps even more destabilizing to the city, she could succeed in her plan to kill Rin or Frantz - or both, with or without the players' assistance.

Makoto: If the players offer her assistance, she will probably reluctantly accept at first but later run away out of fear that her luck will bring ruin to them as well. Will the players finally break the curse, or will they become simply the next victims of her luck debt?

Makoto is a character that the players definitely have to run into early on - either in a slum if they happen to explore there or in a more populous area as she becomes more desperate and willing to risk exposure. She should be played in a sympathetic way - the players should care about her plight. Without the players' intervention, she will probably end up finding a computer to use to upload the documents online - and then be found and killed soon after.

Makoto's luck is truly atrocious. She will spend hours at a time in abandoned buildings and the least populated areas she can because she seems to have the misfortune of seeing law enforcement whenever she goes anywhere with people. The constant running and lack of nourishment has taken a physical and mental toll on her.

Utsumi: The players may never encounter or even hear of Utsumi if Makoto is left to die. She will likely assume him dead and prioritize finding a way to release the documents online. The players may discover his continued existence if they do enough digging into the computer records of Academy City labs or do some investigative work in the labs themselves. If when he awakens the players still have not found out much about the new Level Upper, his testimony can be a convenient way to give the players more information.

Edward: Edward is a good first character for the players to run into if you don't want them to immediately know too much about what's going on. He'll be unable to give useful information, but he make take the players to see his friend in the asylum for a glance at what the horrible effects of the experimentation can be.

If there is a skilled telepath among the players, they may even be able to pull out some useful information from the friend, though the experience of sifting through such a fractured mind may be traumatizing to say the least.

Rin: Out of the two top candidates for the new Level Upper, Rin is the one most likely to end up either captured and forced into experimentation or killed by Mai if everything is left alone. She is an optimistic girl and would be skeptical if the players approached her and immediately announced that there was a conspiracy to sacrifice her for science. However, she is a very effective ally in combat if it comes to that.

Frantz: Frantz is a bit more nervous about how zealous his teachers seem to be about having a Level 5 at the school. This combined with his connections with powerful foreign corporations gives him a bit more of a chance to survive. As time goes on, he should eventually develop a vanguard of hired mercenaries, disguised as normal citizens, especially if the documents are leaked. The players may find his connections useful if they have no other ways to gather intelligence.

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Possible Plot Directions

The Documents are Released: In this scenario, either the players have helped Makoto and somehow survived to put her findings online, or Makoto sacrificed herself to ensure the documents would be made public.

The public is likely outraged about this, but it is also likely that Academy City does a great job of convincing everyone that the documents are fake and propaganda from Magic institutions to destabilize the city. If the players don't make an effort to establish the credibility of their sources in other ways beforehand and simply rush to upload the document online, this should be the result.

In any case, it will be harder for Academy City to directly experiment on Level 4s, especially the two prime candidates. This doesn't mean they won't keep trying and expand their experiments to child errors or even gemstones they might have discovered.

Rin and Frantz will definitely be on edge, but they can expect to be relatively untouched by their teachers or Academy City scientists. However, Mai might still be convinced that they are in on the whole project and could try to kill them.

The Documents are Destroyed: Something got screwed up somewhere. Maybe the flash drive with the documents was shorted out by an electrical attack in a fight. Maybe the players really screwed up and got Makoto killed or captured. In any case, it'll be much harder to show the existence of the experiments now, and the players will have to find alternate sources.

This could be a good time for them to find a way into the Utsumi story arc. It would be especially interesting what the results would be if Utsumi were to awaken to find that Makoto had been killed for finding that information from his father's computer…

Edward's friend might also be a good source of information now. Of course, if the players are powerful and gutsy, they may try to do some infiltration on their own.

Mai is Stopped: Either she's been arrested or the players have somehow convinced her that killing Rin and Frantz isn't the right thing to do.

At this point, if she's still free, her methods should probably change. The players could spend time socializing with the various underground elements she had been affiliating with. Some of her contacts may also have friends who were victim to the program.

It'd probably be more interesting if the players didn't get access to the documents in this case and instead had to rely on hearsay from Mai, Edward and their friends to figure out what's really going on. Throw them a lot of rumors and false happenings to keep them guessing.

Mai Succeeds: Tragically, Mai has succeeded in killing Rin, Frantz or both of them. The scientists running the new Level Upper experiments certainly do experience a setback from this, but murdering the prime test subjects won't stop the science from getting done.

It could be very easy for Mai's actions to catalyze a backlash against many different groups who could be plausibly blamed for the experiments. Her example of violence is one that could lead to people finding easy scapegoats for the tragedies that are going on.

In this case, the players would have a harder time finding out anything about what's going on. Makoto would probably prove more elusive if she has escaped the players' grasps already - she may even be suspected of colluding with the scientists since she's dating the son of one of the top researchers.

Resolution: There are many ways for the players to eventually stop the experiments (or further them if they're malicious like that). If the players have rolled up fairly powerful characters, the combination of them along with Rin, Frantz and Frantz's connections could prove to be enough brute force to infiltrate some labs. Otherwise, the players would have to try to force enough information about the experiments into the public consciousness that the researchers would have to give up continuing the experiments under the heat of public scrutiny.

Frequently Asked Questions:

Through the course of writing this, we've been compiling a list of clarifications and common questions that we've run into.

Q: What's the difference between Hallucination, Sensory Manipulation and Confusion?

A: Let's start with Sensory Manipulation. You usually need to manually manipulate what someone experiences, making it difficult to affect multiple people. In addition, you mostly manipulate what happens within one sense. Confusion allows an esper to switch the inputs a mind has for different senses. This includes switching senses between people. Hallucination creates an illusion that can be seen/heard by multiple people. It also does not necessarily require manual manipulation of its effects, able to access a target's mind and manifest as their fears or other objects and people from their past.

Q: I want to play a member of Anti-Skill or a teacher at a school. How do I do that?

A: You don't have to roll for random characteristics or organization affiliations when you make a character. Feel free to make an older character who's already out of school as long as your character fits with the ones the rest of your group has rolled up.

Q: Are higher numbers or lower numbers better?

A: Generally, lower. Whenever you are roll 2d10 to do a skill or stat check, you want a lower number. The only time you want a higher number is when you make the roll to determine how powerful your esper power is.
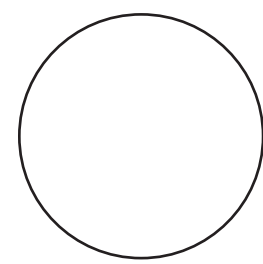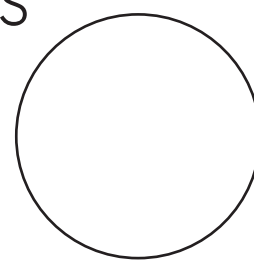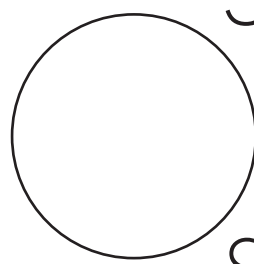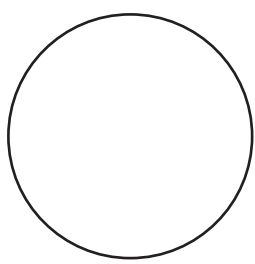
A Certain Scientific Character Sheet

Player Name: _____

Character Name: _____

ESPer ☐ Mage ☐   Level: _____

Ability: _____

School and Organizations:

_____

_____

_____

Unspent Character Points

current

max hp = Physical x 5

current

max mental hp = Mental x 3

move speed

Coordination/2 round down

Character background, traits, short bio:

Stats

Skills

PHYSICAL   MENTAL   SOCIAL   COORDINATION

Equipment and Weapons:

A Certain Random School Sheet

School Name:

School History

Academic Traits

Facility Traits

Student Body

Population

Location

Other Info

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