



Welcome, to the Terrain of Magical Expertise! This game was only introduced about a few weeks ago, but in time you will see the place flourish and thrive with players from all over the world! Here is a world where one can communicate, play, laugh, love, and struggle for the top. There are shadows in the game, however, something hidden within that the makers themselves deny the existence of. There's a fun-loving air to it all, however, and if you can survive the drama that'll occur in a few months surrounding a mysterious organization known as D-Buggers as well as the ensuing hacker attacks, you'll find a bright and playful MMO to explore and watch grow before your eyes. Let's get to work on getting you in the game, shall we?

+1000 CP!

Notes

-The loss conditions for TOME are different, due to the mostly nonlethal nature of the setting. Also, you will be perpetually logged in, as you'll be essentially a virtual entity. Some people may notice this and wonder what's the issue, but Mods won't point it out unless it becomes a massive problem.

Loss Condition 1# If you are attacked and defeated by a person or creature with the Forbidden Power, your chain is over. This means if Demon Alpha or Zetto hit you with the static of pain and despair, it's over. Attempting to internalize or abuse the Forbidden Power also ends in failure. Other than that, getting defeated in battle here only means a respawn.

Loss Condition 2# If you're banned from the game, the chain is over. Mods are a bit more competent here than in the series, and will react to reports of hacker or griefer/troll activity that isn't sponsored by D-Buggers. Try to keep up a good reputation, it'll do wonders. Specific activity they'll ban is noticeably altering the game code(hacking in an item's okay, trying to create a second moon may cause...problems), excessive amounts of abuse or stalking activity(if reported), or if your character has no statistics measurable by the game(since this essentially means you're a glitch or hacker), as well as impersonating a moderator. Any of these will result in a moderator being sent to investigate you. Luckily you can't be banned unless someone hits you with an attack called the Ban Beam. There will be mods, however, and they will spam it.

Loss Condition 3# If the actual Terrain of Magical Expertise (as in the physical landscape) itself is completely destroyed or the servers are shut down fully, your chain is over. Netking will shut down the servers if they feel that people are endangered by whatever's going on in the game that they can't control(unlike Forbidden Power and SOFTDI, things of their design), as well as if there are numerous anomalies popping up around the game. They've already had people legitimately hurt by the game, and are aware that it's effects on humans aren't fully known. Be warned that the game is going to go on lockdown in about a year, though the servers themselves will be running. Mods will be swarming everywhere, so handle that as you will.

LOCATIONS

Lavendera: Lavendera is the eastern region of TOME, an expansive and dangerous land where battles are constantly happening. Combat between players can happen at any time in any place. This is the only area in TOME where players can battle each other without first creating a battle grid. Lavendera is a purple colored, rocky area, separated into many plateaus between taller cliffs, though these cliffs can be climbed. There are also several smaller forests and grasslands, though where they are in relation to the more common cliffs and valleys has not been shown. This is where the Mansion that is currently WIP is placed, in a highland.

Mechcity: Mechcity is the central region of TOME, a bustling concrete jungle for both socializing and gaming. Battles can only take place in specified areas and if a challenge is accepted mutually by two or more players. Mechcity is a largely urban environment, populated with large skyscrapers, shops, and cafes, where players can interact socially and away from the fray of battle. It also has docks and warehouses on each side of the city, for unknown purposes. The Balanstadium is located here, where the Gemini Tournament will begin.

Sanctuary: Sanctuary is the western region of TOME. It is a location devoted completely to social networking; as such, nobody can participate in battles here. Sanctuary is generally green in color, consisting of grasslands and forests. Benches can be found scattered here and there around the area. The major landmark of this area is the Netking Statues. Additionally, the remains of statues can be seen on either side. These statues surround a large stone platform used for public gatherings and events.

BACKGROUND

Enigma(free) - A mystery among mysteries, you're capable at the combat part of the game for sure...but where did you come from? Do you even log out? I mean you wouldn't either way due to how things work here but whatever. In any case, you keep all your memories of your previous life before entering TOME, and have no contacts or even knowledge of history or mechanics of the game proper. You'll probably put people off if you aren't careful, but either way, you're here. Enigmas can start off in Lavendera, Mechcity, or Sanctuary. Age roll 15+1d8

Newbie(free) – This game's been getting really popular lately, either at your school or just within your social circle...Either way, you're excited to give it a try. You were ecstatic when your custom made character came to life on screen, and now you've entered the world of TOME! Newbies don't have a lot of experience or power in terms of gameplay, but they do have that new player smell. It can be a big boon to take advantage of the hospitality and trust people put into the new generations of gamers. Newbies can start out in Lavendera, Sanctuary or Mechcity. Age roll 13+1d8

Social Butterfly(100) – You've been playing the game as long as anyone, but you were always more interested in developing people's connections or making friends than the combat that went on in Lavendera. Not that you weren't up for a good scrap, but damn if you were going to spend all your time fighting it out in the purple caves. You're big within your social circles, and as such your word carries more weight than you realize. Social Butterflies can start off in Mechcity or Sanctuary. 15+1d8 Age Roll

Competitor(100) – Why the hell would you play a game with fully immersive combat, a ranking system, XP, super cool powers and an area dedicated just to PVP to TALK!? You're here to beat some chumps into the ground, and be the very best there ever was. Grab your sword, throw that icicle, and get ready to fight it out. You're climbing to the top, baby, just call yourself Travis Touchdown. Competitors start off in Lavendera or Mechcity. 15+1d8 age roll

Roleplayer(100) – Greetings, fair Jumper! Here, you are free to roam the green lands of Sanctuary or the Concrete Jungle of Mech City, all the while using your sense of theatrics and drama to spice up the game. Some look down upon the Roleplayers of TOME, but you possess a steely personality and a willingness to go on even through troubles, for the sake of fun and your friends in this strange world. As long as you're around, nothing is boring or simple. Roleplayers start off in Lavendera or Sanctuary.

Regardless of your background, everyone gets these for free!

Libra System(free, Mandatory for all but Enigma): You gain a free Avatar! These avatars are usually extremely customized to player's looks and wants, with a flexible character creation system. Keep in mind this process is moderated and as such really obscene stuff (mostly just dicks, butts, or any combination thereof...though I imagine sending a stark naked avatar in wouldn't be kosher) or outright mimicking an existent player is right out. Fortunately, this is similar to City of Heroes character creation in that you'd have to deliberately try to copy an existent character in order to set off the alarm, though. Avatars get 1000 AP which can be spent in the Libra System at the end of this document. After your time here, you can switch into Avatar form and retain your combat abilities, though they may be more flexible once freed from the restraints of TOME's combat grid system.

BATTLE ON(Free, Mandatory): This grid's extremely familiar, for some reason. The blue and red tiles and the symbol in the background...This is a place for a networked Battle. You get the ability to (before starting a battle) activate a small containment field (about 40 x 40 feet square) around you, the background color will change to red and blue as well as a "Grid" denoting the Battle Grid's presence. This field won't drop until either all of your allies+you are defeated, or all enemies are defeated. You'll be able to tell by the fact that defeated avatars explode with a big LOSE over their head. In any case, this is the only way to battle in MechCity as well as the only way to gain XP and Rank in Lavendera, though you can battle without a grid within that area.

PERKS

Dragon of the Cold Steel(Free Roleplayer, 100): In the nascent roleplaying community of the Terrain of Magical Expertise there is a certain cant that allows them to know you're the real deal.(which sounds oddly like a hackneyed attempt at Shakespearean english) Not only that, it seems to be the only way that Quest Givers and other such story-based employees of Netking Software will allow you to participate. With this, you have knowledge of the Roleplaying lingo and are accepted with open arms into the community, as well as able to easily join in quests and raids without an awkward transitional phase.

You also have a knack for the dramatic entrance, and can call pretty much everyone in a room's attention with a bold declaration or two.

Earnest Heart(discount Roleplayer, 200): It's no secret that the roleplayers of TOME have...well, some issues. At least a few do. Despite this, they're some of the most jovial and hammy people around. Now emulating the most famous Roleplayer in TOME, Nylocke, is a simple matter! You can now speak with utter honesty in your heart (even if you're telling a lie) that people can't help but take what you say at face value. Supernatural methods can sleuth out any subtext or hidden agenda in your words however, as can someone with an incredibly high intuition(like a certain Gamecrazed) for people's emotions.

My Blade is tempered by my Ideals!(discount Roleplayer, 400): Pragmatics and selfishness fall underneath the code that you've taken on, now. You won't gain any strength from them. As long as you're fighting to protect people from harm or tyranny , your combat prowess and capabilities skyrocket past your normal limits. However, fighting for profit or self-preservation doesn't trigger this at all. You have to be DEFENDING someone, not doing a pre-emptive strike against evil either.

The Legend of Jumper(discount Roleplayer, 600): You've gained a grand new boon, for you are JUMPER, LEGENDARY TELLER OF...LEGENDS. Or so it goes. You're now a walking, talking hero to the players of TOME. And when you walk, you take large steps. Even if you aren't universally liked or taken seriously, people know your name and spread stories about you. You exude an invisible pressure and charisma wherever you go that rallies people to your cause, inspires your allies and intimidates your foes. Wherever you go, you're at the very least a folk hero and can get people to believe you are THE Legendary Jumper with a few feats.

A Hero's Wings(Free Newbie, 100): TOME is a new game, only barely getting popular due to the odd control scheme...Thus the more experienced players are always open to teaching someone who's unaware the ropes. If you find yourself having any questions about the areas in TOME, or it's mechanics/history, you'll find someone willing to share their knowledge. They won't be all-knowing per se, but they definitely will give good pointers. This extends to every organization and society you come across after your time here, though they won't dip into anything in the realm of secrets or forbidden knowledge even if they do know it.

Lurk Moar(200, discounted Newbie): Weird. Looks like everyone just kind of., you know, assumes you're standing there for a reason. People always mistake you for some sort of low level lackey, employee or intern underneath them, even if they've never seen you before. After all, they don't have time to keep track of every individual grunt they have to order around. As long as you keep your head down and try not to contradict your 'boss', you can get away with infiltrating most organizations by posing as the lowest on the totem pole there.

Looking For Group(400, discounted Newbie): Well then. Despite being relatively wet around the ears, you apparently have a spark of potential inside you. This spark is apparent to a lot of people, because even if you're relatively unknown or unassuming of a person, they will entrust you with tasks or responsibilities they'd normally reserve to only their most trusted comrades. You'll also be seen as a person of value for competing organizations or societies without needing to do much to earn it.

Git Gud(discounted Newbie, 600): You are the digital world's mightiest disciple! Sort of. As long as you have a mentor with more skills and knowledge than you, your rate of learning is turned up to an extreme degree. However, if you hit or surpass your mentor in knowledge and have no more to learn from them, you lose the boost to your comprehension skills. Better find a better teacher, now! This can work for anything from coding, to fighting styles, to even cooking.

Hot Stuff Comin' Thru (free Social Butterfly, 100): People DO want to date your avatar. You're a vision of loveliness in data form, and are treated appropriately. You're pretty attractive now, even beyond just having a hot avatar(which is easy enough), it's something about you that people can't help but be drawn towards, as friends or more.

You've got weird friends, I like your weird friends(discount social butterfly, 200): You're the glue of your social...chair or some other piece of furniture. You can bring people together of radically different races, creeds, and kin to something resembling camaraderie, though how successful you are can depend on how radically opposed said races, creeds and the like are. If you have someone who (D&D Morality used for example's sake) is Chaotic Good and Lawful Evil in your party, you will be able to prevent them from going at eachother's throats but it'll be a grudging partnership to say the least.

No Fighting! (discount Social Butterfly, 400): Transform! Anti-Bully Ranger! Wait. No that's not quite right. In any case, you can stop a clash between two physically warring or combatant forces(be they full fledged armies, two individuals, or a

pair of feuding gangs) by physically intervening(I.E get literally in between the fighting and make a gesture for them to cut it out). This doesn't remove any bad blood, this just gives you a chance to cease the battle for a brief moment and buy yourself some time to either make a statement or otherwise take action.

Beauty was what Killed the Beast(discount Social Butterfly, 600): You have a unique quality to your voice, or your personality. This quality can pierce the veil of mental influences and free the person inside. You are able to talk people down from a berserk or confused state, as well as able to break the hold of hypnosis, mind-control, and puppeteering on people. As a plus, people cannot be forced against their will(in berserk state, hypnosis, etc) to attack you.

Purple Shadows(discounted Enigma, 100): You're pretty hard to read, even more so then normally over the internet. People are more easily affected by what you say as long as you don't get overly chatty about it, the shorter and sweeter your words the more weight they have. Even better, a glance or gesture can get the message across fine enough. Keeping a mysterious and intimidating air is effortless to you.

Exclusive Encounter(200, discounted Enigma): Ever heard that saying where everyone else gets to do the fun stuff? That won't happen to you anymore. You get an unnatural luck for participating in any otherwise rare or special events you wish to attend. You want to go to a cool reunion concert? There's always a way to find a seat or two. A special theatrical showing with the VIPs? Oh, hey, you got an invite meant for someone else(who wasn't planning on going anyways). This even can extend to special random encounters or quests when applied to TOME, including the most spectacular 1-year-anniversary boss-rush: The Challenge of the NetKings. Be wary, however, as doing such may alter the course of the plot. If that doesn't matter, then you should be okay.

Wallflower Empath(400, discounted Enigma): You have an uncanny ability to pick up on problems occurring within people's personal lives, or are otherwise capable of sensing the motives and emotions of a room. Using this, being able to help people out with their own hang-ups and issues is simpler. You can do the opposite and incite negativity if you wish, either way it's easier to read people like a book and use that to your liking. Just be aware that people tend to be..contrary when they realize they're being played.

Really Nice Guy(600, discounted Enigma): There's no getting past it: You're just a really, really nice person. At the very least, people will interpret any kind of kindness or assistance you grant them as meaning more then just simply being polite, they'll vouch for your innocence and otherwise will amplify your good deeds in their own heads as long as you don't go out of your way to hurt them or their loved ones. You get an amazing PR as long as you don't step on people constantly. Hell, as long as you try to make your 'good deeds' outweigh your bad, people won't hold a grudge.

Good Little Church Boy(200): Remember that bit where getting banned by Netking Software will end your chain? This might come in handy. As long as you aren't doing anything outright against the terms of agreement(you read those, right?) in front of a mod, you'll have it that much easier to avoid their wrath. I guess you just have an innocent face? Even if they catch you, if you can avoid being banned long enough to make a palette swap, that'll fool the admins...and only the admins. Other players won't have any of that shit. Admins will still respond to an overwhelming amount of player reports, but this makes you a little less in the danger zone.

Foul Hacker!(200): You gain the the power and knowledge of coding enough to hack TOME properly. The abilities granted by this include being able to create items, change your appearance, destroy the scenery and hack in different stats(such as lengthening Super Modes granted by the Libra System). You get a cursory and functional knowledge of how TOME's VR and coding works, enough to be able to understand how you're using abilities. Keep in mind that if you are too showy (like destroying the Gemini Stadium) or get reported, Mods will jump down your throat.

Minmaxer!(200): It's considered a bit cheap by most players, but a well known program lets you go even further in screwing with your physical statistics then the LIBRA system will allow. By lowering your competency in one or two areas, you can boost your power in another area. However, whatever you lose has to be as important as what you gain, if not more so.(For example, taking a hit to your speed and durability for pure attack, or losing damage and reflexes in order to be able to tank more effectively) It takes a few moments of uninterrupted focus to bring the prompt up and make the changes.

Survive the Virus(requires Foul Hacker, 400): The Blessing of the Netkings is upon you, it looks like. You now have full knowledge of how TOME is able to take neural inputs(even to the point of being able to READ IT'S PLAYERS MINDS) as well as how to code effectively within the game beyond just hacking in new powers or items. The most direct application of this is that you are able to make an anti-virus capable of defeating the Forbidden Power, if you can find it and get it to stay still long enough. Being able to code an artificial intelligence capable of human-tier thought and emotional development

will only take a concentrated effort, maybe a month or two's work at the most.

It's About Time(Free Competitor,100): Crap. It's about midnight for most players and others sleeping earlier to get in their 9 to 5...Hey, look at that. A challenger approaches! As long as you're looking for a good fight, you'll never run out of chumps ready and willing to spar with you, any time, any place. They're always at least some level of challenge to you, at least in terms of skill. Not only that, but whoever /is/ on a time crunch always has a few more minutes for one more round of fighting.

Rank Up! (discount Competitor, 200): This ain't your first time at the Rodeo. Your skills pay the bills, and it shows in your player ranking. You start off on a higher Player Rank than most other players, reflecting a lot of battle experience in TOME(Which is easily applied outside of it, due to it's immersive controls). You also have a statistical advantage within the game's Battle Grid(giving boosts in most physical respects) and the sort of respect from competitive gamers that a high Player Ranking would bestow. This translates to just straight battle experience after your stay here!

Give it some Oomph(discount Competitor, 400): Everyone laughed when you first started talking about this technique, but now they're thinking twice! Whenever you give an attack some dramatic flourish, it's effectiveness is increased. Just giving a loud "HYAH" as you swing a weapon will make it hit almost twice as hard, and just shouting an awesome name can turn a simple dive kick into a finishing move.

Survive the Drama(discount Competitor, 600): You know what it takes to win, though what that means depends on where you go. You gain a significant boost to your mental fortitude, as you're willing to do what it takes to head to the top. Not only do you have the will, but now you have an instinct for the way. It won't be easy or automatic, but you always know the most effective way to climb a hierarchy, be it a championship, a ranking system, or even a military chain of command. Just don't expect it to be a simple way, or even one you may be comfortable with. But you now can find the most direct way of seeing your ambitions through to the end.

Misc Perks

Audio Killed the Video Gamer(200): You're pretty underhanded, mate. You have access to a nifty little power, allowing you to overload people's senses with stupid and loud crap if you get a good hit in on them, either blinding them with a load of dumb gifs or other such nonsense..or deafening them with maddening buzzing and vuvuzela solos. Either way, they'll either be too overloaded to fight you or start swinging wildly.

Bait of Babylon(200): Sneaky. You now know the perfect way to push people's buttons, and even better, turn people on one another for really petty and asinine reasons. If there's a shit-storm, you're shit-Poseidon. You won't be able to get people to start killing each other over say, Skub, but inciting loud and distracting arguments is your specialty. As a bonus, you can always figure out a new vulgar insult if you really want to tick someone off.

A Real Ravenfreak(200): Fancy yourself an actor? That's okay, you're not too bad! As long as you have a description of the person you're trying to imitate, and an idea of what they sound like, you can assume that person's voice, verbal tics and an approximation of their personality! Make a killing as an impressionist or an actor! There's other uses for being able to sound and act like someone, but I'll leave those up to you.

Awaken the Beast(300): Ooof. You sure about this? I guess you know what you're doing. Simply put, you gain a measure of power when you play with your prey. The more brutal, cruel, callous and just plain mean-spirited you are with a single person you're fighting, the more of an advantage you have over them. This isn't just being cold-blooded, no, you're going to have to go out of your way to break the person's spirit. You'll give them free shots to show they can't handle you, you'll chase them all around, you'll take more risks playing with them than just unleashing your strongest attack..but while you toy with them, your strength, speed and vigor are boosted by a significant amount.

And Together, they're the Twin Blades!(300): You have one person you know of that you are in perfect sync with, able to finish each other's sentences with how well you know each other and able to fight as the left hand and right hand of a greater being! This isn't exactly telepathy, but it's a complete and intimate knowledge of your chosen partner. Coordinating even without needing to be in contact is simple as pie. This can be someone other than a Companion, if you wish.

Quit screwing around and Show me the Real Deal!(200): You ever get tired of someone just toying with you? Well, no

longer. If you REALLY want someone to start giving their all, you can cajole them into skipping straight into showing their game face without having to wear yourself out getting them to get serious. It can backfire with certain foes (Oh shit, when'd you turn golden, Frieza?) but it's a good way of preserving your own strength not having to deal with multi-stage bosses.

Avatar Empowered(50): You may purchase this multiple times. For every purchase, you gain 100 Avatar Points for the purposes of building an Avatar in the following Supplement.

Companion Options:

- Dangerous Duo(200): You and another player have started a heated rivalry! Of course it's the friendly kind, so you work together pretty damn well. Whatever the case is, your new buddy is willing to travel and fight to show they can rise to the top. Gain or import a companion with the Competitor background and 400 CP to spend.

-A Bold, New Challenger!(200): Either you've taken on a new player as a sort of protege or are teamed up with someone equally clueless to the game. Either way, you're fast friends and it'll be easy enough to convince them to go on a wilder adventure...Gain or import a companion with the Newbie background and 400 CP to spend.

-Stories to Be Told(200): What ho? A new face has made itself apparent to you, JUMPER, Explorer of Worlds! They seek to join in your revelry, and will only steel their souls in anticipation of an even more fantastic journey that awaits! WOOSH! You gain an erstwhile companion, possessing the background of A Player of Roles(Roleplayer) and a small leather sack of 400 Choice Points on which to spend for their abilities and quirks.

-Waltz of the Weird(200): You've somehow gotten the focused attentions of one of the more popular players in the game, and they're more than willing to follow you along. Take care of any rumors that spring up, but hey. Having connections is never that bad, is it? They seem pretty invested into hanging out with you, even if it means they'll be seeing stuff they've never seen before. You gain or import a companion with the Social Butterfly background and 400 cp to Spend.

Welcome to the Guild(400): Now the whole party's in town! You can import 8 companions in, each with a choice of their own backgrounds(including enigma) as well as 300 CP to spend per companion. Any companions imported beyond this cost 50 cp per.

- Loneliness(300): You gain a canon character as a companion, as one of these heroes(or villains) has seen your true worth as a fighter, a friend, and a fellow in arms.. You cannot take Kaje, SOFTDI, or Giga as companions, with this.

Drawbacks(600 CP maximum, may take more if wished):

Wow, I talk funny(+100): Listen here you motherscratchin' fool,you really gotta watch yo mouth because you running on and on and on like you some kinda energizer bunny, just keep goin' and goin' while everyone around you either's gapin' their pie-holes like you some kind of maniac or otherwise just wanting you to shut up or get lost. You's got some annoying verbal tics and don't know when to slap the trap, if you catch it, just. Stop, son. Stop. If it wan't bad enough, you can't curse either.

The Owchies are Legit, they don't Quit!(+100): Welp. So, you don't get the chain-ending effects of the Forbidden Power, but it's alternative power for every hit to hurt like an actual attack? That's now always-on. Only for you. So yeah, before you wouldn't have felt more then a pillow strike when hit by a fireball or tossed across the room..Now you can feel it, fully and truly. Not only that, but you won't die even if it feels like all of your bones were broken in that mega punch, so you might start fighting worse just because of the pain and feeling in your body.

Digital Troublemakers(+200): You're on D-Bugger's shitlist, it looks like. As far as you know, they're an eclectic selection of hackers and fighters who have some mean tricks up their sleeves. Smoke clouds, destroying the city graphics..They can do a lot of messing about that you aren't liable to do, even if you learned how to hack. They'll hound you and be able to attack you even in Sanctuary, so be on the lookout. Zetto and Tigerlily especially are some nasty buggers, with powerful abilities and able to clear out many players in an instant. Being defeated by either Zetto or Tigerlily while this is active is game over, end of Chain.

Intensity of the Netkings(+200): On the flipside, now Netking Software wants you out of the game. They can't kick you off the game and keep you out via ban, but they can ban beam you if they get a lead on your character, and any Moderators who

see you will get to it as soon as they can. If you start being really cocky, then it's easy enough for the legitimate Netkings to get involved, and they're some of the strongest players in the game as well as being excellent programmers and able to undo any hacks involved. Getting defeated by a Moderator or a Netking while this is up means game over, end of Chain.

Stay Alive Online(+300): You die in the game, you die for real! Kind of. Remember how getting defeated in battle wouldn't end your chain? That's...not really the case anymore. If you are defeated even once in a fight during your time here, your chain is over for good. Better get to grinding or otherwise find a way to avoid a conflict. Not only that, but Sanctuary and Mech City are locked off to you while this drawback is in effect. It's the purple caves for you, buddy.

Let *me* in(+300): You love that feeling of power, don't you? Don't *lie* to yourself. This world has no **danger**. You *die*, you respawn. The only threat is the **Mods...and ME**. Don't let *HER tell you otherwise*, you can go just as **wild** here as you want. All you need to do is **Let. Me. In.** If you do, you can fight against the mods themselves...But all you have to do is let me in. Let me take **control**. And **nobody** here will question your might. Doesn't it sound **fun**?

Clarification: If you take this drawback, you will be under constant threat of corruption from the Forbidden Power. Every act of hatred, selfishness, brutality and greed will feed it proportional to the amount of power you expend to do so. But being exposed to the Forbidden Power by either the Demon Avatars or the True Shadowguard Beast will not end your chain at this point, and have a measure of it's ability within you, able to hurt and even kill users via the game. Using that ability means you lose a portion of your abilities to the Forbidden Power, however. Your chain ends once the Forbidden Power can overwhelm and take full control of you.

Avatar Creation Supplement

Hello! Welcome to the LIBRA SYSTEM! You will now be able to design your personal avatar, in which you will traverse the world of TOME! As such, let's lay down a few ground rules!

- First, you gained Avatar Points earlier In the document you can use, about 1000 AP, you can use to purchase Avatar Perks! These perks are how you will fight and struggle in the Battle Grids of TOME...However!
- Second, you gain an Avatar alt-form that possesses all of the Avatar Perks you purchased. You can't use these perks outside of this form, however. The form also cannot be upgraded in any meaningful matter, any changes made to yourself while in Avatar mode are snapped back once you shift out.However, this can be averted by purchasing these perks with CP! Their price in CP is the price in AP, you even keep any discounts you would get from your class. If you do not purchase any avatar perks due to converting AP to CP, you have no Avatar Form and will be seen as an anomaly by Netking Software, if reported. Otherwise, you will be seen as a glitch or bug only when not in Avatar form.
- Third, You may pick 2 things. A Class and a Power. Powers are usually just themes and window dressing for your class' perks, but it does matter as it identifies what you should be able to do(and thus what people will be willing to put up with from your character).

CLASSES

Swordsman

Characters who use swords or other sword-like weapons. For the purposes of this Jump and for purchasing Perks, Swordsmen act as “Gishes”, or martial-casters. They are limited in both directions, however, only being able to cast a single genre of spell and only able to use their blades proper.

Fighter

Fighters usually possess bare-fisted combat abilities, as well as non-traditional weapons (such as guns or blades) and usually don't fall into any other class. They have the most flexibility due to their catch-all nature, and as such are usually privy to lots of different powers.

Spellcaster

Spellcasters use magic, spells, or anything in between. They have the strongest continuous nuking potential of the classes, the Mechanicals have stronger ranged attacks but are often limited by cooldowns or limited ammunition. Casters can cast all day long.

Animalistic

Animalistic characters are similar to fighters in that they usually fight without weapons, but for the most part their abilities are determined by the animal they're similar to. Common Animalistic-type characters are shown as humanoids wearing animal costumes, though some exceptions exist. They are a mix of the druids and barbarians of the setting, calling upon the untamed forces of nature, often with reckless results.

Morphological

Morphological characters usually resemble slime or goop in appearance, and their abilities usually make use of their slime-like appearance. They mostly operate through deception, buffs, and debuffs, being able to change their form and shape to fit most situations. They usually have a 'default' shape they rubberband back to, however, and can't grow or shrink beyond their normal size normally.

Mechanical

Mechanical characters resemble robots and may be more or less mechanical in appearance as well as mechanical in nature. Mechanicals may or may not use abilities relative to their robotic appearances. Mechanicals are known for having heavy firepower and utility, but often being limited to a certain core set of 'gimmicks' unlike the flexible Fighters or being able to bend the applications of their firepower like the Spellcasters.

GENERAL PERKS

Shoot an Icicle(free): You can toss a spike of ice out, maybe even multiple. Don't confuse this with Ice magic, you can't do that. You can literally just toss a solid spike of ice out as a basic attack. Don't ask me why, it's just somehow one of the most simple moves you can do in TOME, to the point that any newb worth his salt is capable of it.

Remember the Basics(free all except Spellcaster, comes with Avatar Form and cannot be acquired otherwise): Pretty much every avatar has some level of basic attacks in the form of flailing their fists and feet at foes, even if it's not exactly effective. This gives your punches, kicks and other unarmed attacks the strength of about a baseball bat or a club, though due to the way TOME works this is offset by the Avatar's natural endurance. Speaking of which...

I've got at least one HP(free with Avatar Form, if you get one, cannot be acquired otherwise): You can take a beating, as you'd expect from being a video game character. You can take hits that would otherwise make chunky salsa out of an ordinary human with only a (admittedly steep) hit to your HP. Not only that, but as long as your HP is in the positives, you can fight at full capacity with no regards to any damage you SHOULD have taken(like being decapitated by a blade that instead takes off about 90% of your HP due to a critical hit.) Attacks that hurt like baseball bats and clubs take off about 3% of most Avatar's HP, with normal blades doing anything from 5% to 20%. Damage should be somewhat simple to figure out from there, though some attacks do less then you think. (Pistol does about as much damage as a sword, just at range)

One With The Code(100): You purchase this perk multiple times, and for every purchase you make, you gain 50 CP for the purposes of acquiring perks in the TOME jump. If you are down to 0 AP as a result of this, you lose your Avatar Form and are rendered as your Jump-self for the rest of your time in TOME. You may still purchase perks as if you had chosen a Class(with all attendant discounts), but as far as the game is concerned you come up as an anomaly with no Class and no 'Power' that can be recognized by the Libra System or Combat Grid. Anyone who notes this kind of thing, especially Netking Software, is going to flag you as a hacker and act appropriately.

A Hero's Flight(Available All, 50): Not actual flight. You gain a nice pair of cute little wings that increase your mobility, usually making you faster and letting you jump higher. Too bad they're too puny to fly, though.

A Hero's Fight(Available all, requires A Hero's Flight, 150): Or...not. That's an impressive set of flappers, buddy. You can easily sail around with them, even if logically no humanoid being should be able to with the sheer size and strange set-up of the human body. You can get exhausted doing so, but usually getting from point A-to-B in TOME won't be enough to wear you out.

Sharp Shooter(Available All, 200): You gain a basic ranged attack, either a thrown melee weapon or something like a normal gun. Beam equivalents also work, but they're about as effective as projectile weaponry in terms of attacks. Either way, you've got unlimited ammo with this weapon, though it's as effective as an AK-47 outside of this world.

Big Shooter(Available all, requires Sharp Shooter, Discount Fighter 400): Your weapon get stronger, each shot or thrown projectile the force of a point-blank shotgun blast upon impact with the enemy. There's also a small AoE the size of a basketball where the attacks hit.

Bada-Boom!(Available All,200): You have a series of spherical little bomblets you can take out of hammer space and unleash, usually a small handful of 5 or so. It's not a bad attack, and the Area of Effect is enough to be worth using at any time. Blocks and dodges can make short work of the attack however.

X-Splode!(Available All, requires Bada-Boom, 400): You've got the boom boom boom, alright. Your bombs are bigger, badder, and beefier than ever, allowing you to explode them at will and utterly bathe an area in fire and death. They're also pretty damn hard to get away from, mostly from the sheer blast radius. This is the difference between Rockoon taking out 5 players and Asterob's pitiful little bomblets.

Swift as a Coursing River(Available all, 50): You don't get a fancy skill from this, but your ability to haul ass and your melee and ranged attack speed jump up a noticeable amount, though this doesn't give any bonuses to casting or using weapons. You can ORA ORA ORA like a champion, though.

The Force of a Great Typhoon(Available all, 50): You get a bigger kick to your punches, stabs, slashes and kicks. You're able to focus your energies and training into greater strikes, increasing your melee attack strength and giving you a greater ease with hefting large weapons.

Strength of a Raging Fire(Available all, 100, requires Swift as a Coursing River and Force of a Great Typhoon): Your training and might has unified into the point where even your normal melee strikes and your basic bullets/arrows/chakram or what have you carry that inner fire with them. Your basic strikes and attacks gain bonus Heat/Fire elemental damage, derived from your inner strength and passion.

Mysterious as the Dark Side of the Moon(Available Fighter, Swordsman and Spellcaster, 100): Your mind calm, your heart serene, you gain a greater strength in focusing arcane energies. You're faster at casting magic and have a greater store of mana to call upon, about 25% more then the average avatar.

My Shield is as strong as Steel(Available All, Discount Fighter, 400): You gain a pretty solid defensive option, either a physical shield or one you can create on the fly. More then just being able to block things with it, you can sail them as a surfboard, toss them to attack, or smack people with them. It can tank mortar shells and powerful magic without breaking, though continuous bombings and beams will wear it down to nothing. For 50 AP, you can attune it to an element as well.

Release!(Requires My Shield is Strong as Steel, 600): Oooo. Nice trick. Your shield now can do more then block, every strike it receives adds another bit of energy to the shield. You can easily tell it's capacity for damage, though you're not really going to get anything useful out of it until it's at maximum charge. Once you're all full up on it, you can unleash the concentrated damage and power of every attack received by the shield in a single column of energy emanating from it's center, like a massive laser. The maximum capacity of this shield is usually enough power or damage to blow a hole in a concrete building, all the way through.

AVAILABLE SPELLCASTER:

Taste the Rainbow(Available to Spellcaster and Fighter, 300): Attack the rainbow! You now have one RPG element under your control! (You know. Fire, Wind, Lightning, Ice, the like) You can manipulate this on a basic level, with the most straightforward ability being able to launch elemental blasts. With experience, you can shape them to your liking!

Might and Magic Work as One(Available to Spellcaster and Fighter, requires Taste the Rainbow, 200): Your body is attuned to your inner magical power, able to make your body take on the aspects of your chosen elements if you so wish. You may wreath your arms and legs in elemental energy, allowing your magic to augment your unarmed attacks.

Rock you like a Hurricane(Available to Spellcaster, 400): You can marshall together a raw natural force beyond the RPG elements(examples include Weather, Gravity, Holy, Blood, Sun) and unleash it as a powerful column or sphere of energy, however this exhausts your reserves of magical energy(imagine 25% of an ordinary person's mana per shot) and can't be spammed except by the highest leveled players. Or Hackers.

Cloud-Killer(available Spellcaster, Requires Taste the Rainbow or Rock you like a Hurricane, 400): Instead of reaching into the depths of the universe for an even greater force, you can spread the love around like jelly. Or napalm. Sweet, Sticky napalm. You can take an element you already are capable of manipulating and unleash a thin but wide misty carpet of the element, which could turn hilarious if you take an element like say, Acid or Ice.

Magestic Float(Available to Spellcaster, 200): Power floats, and you're pretty damn powerful. With the power of magic, you are able to float at will, and can use small bursts of your magical ability to propel yourself, as if you were in Zero gravity! This has an advantage over wings and mechanical methods of flight, due to not having a real 'power supply' or being limited by your endurance.

AVAILABLE SWORDSMAN

Blade Forged in Legend(Mandatory and Available to Swordsman, Free): Let's not beat around the bush. You get one sweet sword, to your liking. This is the one thing seperating you from the plebian Fighters of the world. A sword infused with the power arcane, allowing you to fight as well as a Fighter and cast spells like a Spellcaster (man, TOME needs more inventive names.) However, you have one caveat to this power. You can't really use anything BUT the blade to attack, robbing you of most of the flexibility a Fighter grants. You may select a single Spellcaster perk to apply to your blade, at a discount. Unless said otherwise, assume all Swordsman perks apply to the blade gotten via this perk proper, rather than to your avatar or any other sword.

Enchanted Blade(Available Swordsman, 400): Your blade is more attuned to the arcane then the average player, and as such

you can call upon even greater magicks from your sword. Far beyond being merely able to cast crude projectiles from your blade, it is simply constructed of an RPG element(such as Ice or Fire), and gains a massive boost in elemental damage as part of the bargain. You also are able to use a more powerful elemental blast based on the Sword's chosen element.

Cross-Cutter(Available all,discounted Fighter and Swordsman ,400): A powerful technique passed down from master to student since TOME was made...about 6 months ago. You can execute a single strike that hits with almost 4 times the power of a normal melee attack, but doing so puts a strain on your blade and using it on the same target multiple times will weaken it's strike by a factor of 2(So it'll become 2x the power of a normal strike the second time it's used on a target, and then it'll be completely ineffective after that). Make it count.

Arc Edge(Available swordsman, 200): It's all in the wrist, for sure. You can now easily cleave and smite your way through a group, attacking about a semi-circle in front of you with full combat effectiveness for maximum crowd control. You have to commit to the swing, however, and being interrupted during this attack will pretty much ruin it fully.

Hero's Spin(Available swordsman and fighter, 400): Simply beyond , you can spin on your heels and scythe down those foolish enough to enter your horrible death radius! Which is..about the length of your sword, actually. You can do a spinning blade strike to strike down anyone approaching, without the risk of dizziness or just not doing it well enough to hurt.

Boomerang Blader(Available Swordsman, 300): One of the shittier parts of having all your power invested into a big ol' sword is losing it, or needing to do ranged attacks. No longer. Yes, you can throw your sword, and not only does that do as much damage as swinging it, but it'll come back once it either passes by your target or after cutting someone up real nice.

Warrior's Blade(Available Swordsman, 400): More accustomed to war than magic, your sword is serrated or otherwise altered to be more ruthless in battle than the average clean blade, if you can believe that. You can choose to inflict bleeding damage or to 'injure' a target when you strike with the blade, slowing them down from pain or wounds. In TOME, this is just a status effect inflicted by the blade. Outside of it, however, it becomes much more severe and literal. You also get a moderate damage boost from the wicked adjustments...

A Big Hunk of Iron(Available Swordsman, 600): What you wield is too heavy, too rough, too big to be called a sword. But you can't call it anything else because obviously you're wielding it, as a swordsman. You essentially get your Blade Forged of Legend sword buffed in size and power, with the implied damage boosts and reach. You also get the ability to wield the damn thing without making a fool of yourself. You could slice a boulder clean through with the size and strength of this blade, with only a minor drop in your attack speed from using the blade.

AVAILABLE MECHANICAL

Get Equipped(Available to Mechanical and Fighter, 300): Get Equipped with: Sweet new attachment! You now have an obviously mechanical part attached to your body now, a "gimmick" if you will. Fighters can take them on as cybernetic enhancements, like Zetto's Ki Blaster. You can purchase as many gimmicks as you can afford, though eventually they'll get cumbersome

GIMMICK LIST

- Built-In Energy Weapon(melee or ranged)
- New Mode of Transport(Flight, Wheel, Multiple sets of legs, Aquatic)
- Built-In Artillery(Missile Pods, Mortars, Heavy Beam Cannons), Requires Limited Ammo (about a handful of shots) or 5 minute cooldown between uses
- Defensive Shielding
- Improved CQC(Includes ranged CQC like a rocket punch, energy fists, or spiked knuckles)
- Elemental Attack(Flamethrower, Thunder attack, Ice Cannon, anything that uses an element to attack)
- Heavy Weapon(A strong industrial Weapon, like a drill, hammer or even a crane)

Programmed to Fight(Available Mechanical, 300): You get a suite of sensors and analytic systems, in order to get a better understanding of your opponents as well as being easily able to keep track of your own vital statistics. These sensors are the top of the line, and can even detect spiritual as well as incorporeal opponents, should you face any.

This is my headcannon, and in my headcanon, YOU DIE!(Available Mechanical, 600): This is it. The Wave motion cannon. The Itano Circus. Dead Heat. You turn your systems and power into overdrive, unloading your love, your hate, and everything else into a single focused area(Cone, Column, or circle around you. Think the templates from D&D Fourth Edition. The range is about 30 feet no matter what though, the shape just tells you where you can target where someone has a good chance of getting hit). Pretty much anything that steps into that area is going to die, guaranteed, unless they can tank the full force of about a battalion's worth of gunfire and explosives hitting them at once. However, for about 2 minutes afterwards, all of your systems are cooling down, leaving you practically helpless except for moving around and tanking hits.

AVAILABLE ANIMALISTIC

SHINING TORNADO DESTINY HEARTBREAKER throw(Available Fighter and Animalistic, 100): Quite simply put, the ol' fastball special. You can grab a nearby fucker and toss him into another fucker. It's not an ideal attack unless you set this shit up beforehand, but it's fun as hell.

Gonna Bite your Nails off and Spit them in your EYE!(Available Animalistic or Fighter, 200): Shit son. You crazy. YOU CRAZY! As with many Animalistic players, you've channeled your MAD(whether it be "Angry" mad or "Crazy" mad) into an art of war, able to call upon your impulses for a chaotic yet effective flurry of blows. You can put the hurt on people just by following your wild-ass heart.

Let's go Wild!(Available Animalistic, 300): You think you would have evolved past the desire to rip things asunder, but you'd be wrong. Much beyond simply attacking with a vicious brutality, you've managed to awaken a monstrous hunger in yourself. You get the perfect knowledge on how to use what god gave you to cut someone up, gaining mastery of your natural weapons and attuning yourself even further to a chosen animal (ideally, the one you've chosen as your 'Power'). You gain a thematic power based on said animal while you enter "Wild Mode."

Friend of Nature(available Animalistic and Spellcaster, 300): The Plant kingdom is yours to command! You gain a control over vines, trees, and other such plants, able to create barriers with them as well as whips and snares. You have to have a plant nearby in order to do such things, but any plant bigger than a blade of grass can be grown to suitable size with this powerful magic.

Summon the Pack(Available Animalistic, 400): Cat army! Or I guess bird..dinosaur...something like that. You have a small swarm of dog-sized creatures (about a 50 strong group) themed to your Animalistic Power that will charge in and attack anyone you point out, if any of the pack creatures are defeated, they will respawn in about 10 minutes. They won't appear out of mid-air, mind you, they'll just pour out of somewhere that nobody is looking.

I'm a Force of Nature!(Available Animalistic at a discount or Spellcaster, 800): You have called upon the power of Mother Earth, and she is a murderous bitch. You can pick a single type of Natural Disaster(Volcanoes, Meteor Strike,Hurricane, Floods, Etc. It's nice to theme it to the animal you're mimicking, though). You can now summon the uncontrolled and immense power of this disaster in the form of an attack, either summoning it from the earth itself or calling it down from the sky.This attack takes a moment of focus to set up and cast, and is about as effective as a powerful magical assault in an RPG(so Meteo from Final Fantasy, for example)

AVAILABLE MORPHOLOGICAL

Variable Form(Free Morphological, available only to Morphological): Your body is like an ooze or viscous liquid, and you're able to shape yourself to your own will. Maintaining any changes beyond your 'default' form is a struggle, and full-body shifting strains you heavily. However, you can never be unarmed as you're able to shift your body parts into simple melee weapons or fire your own body mass at people as a ranged attack. It's also difficult to strike at your organs, as...you have none, in this viscuous ooze-form.

Gum up the works(Available Morphological, 300): Ech. Sticky...Your body's able to produce a gummy/abrasive/itchy substance, which you can launch out at people as if it were your body mass. The material sticks onto surfaces and debilitates anyone caught by the attacks or who comes into contact with dormant 'sticky mines' that slow their movement and distract them with itches.

Bulk up!(Available Morphological, 400): Your control over your own body means you're able to improve your statistics, increasing the mass in your extremities for any unarmed strikes and more powerful body-launching attacks. However, losing your body mass while you're Bulk Up means you're weakened by that much, and a solid couple of hits can reduce you to a weakened state.

Toxic Body(available Morphological, 300): The liquid that makes up your form is pretty dangerous. You might be lava, you might be deadly acid, you just might be poison...but you're Do Not Touch written all over you. In combat, you can cause damage-over-time to people just by coming into direct contact with them(including unarmed strikes), and your body mass attacks have this property as well.

Striking the Reflection(Available Morphological, 400): You ever try to punch a lake? Now you're the lake. People can still harm you while in your liquid form, but you can split apart and take advantage of your liquid form to dodge attacks, as well as being less effected by slashing and stabbing weapons due to..once again, being liquid. Punches still do full damage, for some reason.

Rust Monster(available Morphological, 200): Maybe you don't do so much damage to flesh, but the steel best fear you. You can take a moment to focus and create a noxious gel on any part of your body(arms, legs, head, etc). If a weapon touches this gel, it gets Rusted for a minute or so, doing only a fraction of it's normal damage as the gel eats away at the weapon. If you're outside of TOME when this happens, the effect is permanent but only works on blades with 'mundane' components (so admantium and vibranium are safe, iron swords aren't.)

Arcane Unguent(Available Morphological, 400): The forces of magic dissipate in your strange, alien form. When you're struck with an elemental magic, you gain about half of that power 's energy within your body and can store the magic within yourself, to be released as a spell at any time you wish. You can store enough magic to blast a hole in a solid concrete wall this way.

Fuck Conservation of Mass(Available Morphological 600): Normally, just being able to shapeshift means arranging your mass around like legos. Not taking or adding legos from some strange source. Now, you're not as limited. You can either grow or shrink 10 times your size while shapeshifting, though remaining in that form for long periods of time will wear you out as if running a marathon for every 5 minutes you're that tiny or that large. This has uses, the most immediate of which is hitting harder and having more mass to use for Body Mass strikes when large, as well as being harder to hit when smaller.

FIGHTER EXCLUSIVE

Close Quarters Kickass(Available Fighter, 400): Simply beyond striking with your extremities like an amateur, you have honed your body to it's fullest strengths, able to coordinate yourself and perform more acrobatic and skilled combat techniques, like a true martial artist.

Kiai!(Available Fighter, 300): You can do some kung fu wizardry, if you so wish. You're unable to do elemental attacks, instead doing arcane ranged damage about the equivalent of your normal melee strikes with all the bonuses that said strikes get to damage, though whether this manifests as a Kamehameha or a sword beam is dependent on your weapon.

Gimmick Shots(Available Fighter, 200, Requires Sharp Shooter): Your bullets are infused with elemental damage, not boosted to as powerful as a magical strike of the same element, but they benefit from any benefits that element gains. They can also be used to inflict status effects, if they hit.