

Night Wizard

3rd Edition Roleplaying Game

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not by the anon who translated this, nor the anon who compiled this basic PDF

"What is this I'm reading, anon?"

-- You are reading a partial translation of the Night Wizard 3rd Edition Roleplaying Game, or just NW3.

"What's Night Wizard?"

-- Originally published in 2002 by the same people written up above, Night Wizard is a "modern magic" world in which magic-using teenagers known as Wizards fight against invading demons called Emulators. It spawned an anime, manga, some light novels, and other things as well. The anime is probably available online somewhere, even though it was made in 2007. It's worth a watch.

"Okay, why is this 'partial'?"

-- I began the project in May 2015 because I wanted to improve my Japanese skills. That's to say that my Japanese isn't that great. While I'm better than Google Translate by a long shot, I'm still not that great at it... so translating not just one, but three entire books packed to the borders with Japanese text is a little beyond me. Since I did this out of my own time and effort, I just stuck to what was useful to me--which meant, since I know what Night Wizard is, and I know how to play TRPGs, I only needed to know the mechanical information.

"Gotcha. So what if I don't know Night Wizard?"

-- Watch the anime.

But I'll give you a bit more on the setting: basically, the world is "normal". Everywhere you look, you see modern day Earth. However, that's only because the world is encased in what's called the World Barrier. The World Barrier enforces what's called "common sense". If something happens in the world that many (read as: more than a few) people recognize as "something that should not exist", the World Barrier kicks in and literally rewrites reality so that thing no longer exists--it's erased and forgotten. This makes life hard for Emulators, who are basically shapeshifting demons that need "prana"--the energy of life itself--to survive. If they ran out and drained prana willy-nilly, they'd quickly become common knowledge, and the World Barrier would erase their ENTIRE SPECIES. Sucks.

So, Emulators developed "Gekkou" or Lunar Caskets. These are micro-realities, basically. You see them all the time in anime--the "closed space" alternate dimension stuff that allows people to fight without destroying the surrounding area. If left alone, these Lunar Caskets would overwrite the World Barrier, imposing themselves over that space. So the park downtown would suddenly turn into a weird, reality-bent area where literal demons could exist. It'd be bad news. That's why the Wizards exist! Their entire job is to go into Lunar Caskets and destroy the "core", undoing the overwrite process. Of course, Emulators are wise to this shit, so they often erect Fortresses within the Lunar Caskets. In short: modern day dungeon diving.

And that's the core conceit of the setting. Wizards are at war with the Emulators. Mind you, Wizards are no more "out of bounds" than Emulators are--they can't use magic in sight of Innocents (non-Wizards), or magic itself will be erased. So it's a secret war, and it's anime as fuck.

"That sounds cool. But what if I don't know what TRPGs are?"

-- Then, I'm sorry, but this won't help you. There is information in the book to help newbie GMs and

players get in on the fun, but plainly, I don't care to translate it. You can try asking people for help, get an experienced GM to run it, or any other thing you can think of to help you get in on the fun. Or just cuss me out on the internet, that's fine too.

"What else do I need to know?"

-- While it's a partial translation, I've tried to make use of word technology to make reading this rules shit as easy as possible. It's all text files, because I'm shit at PDF making. If you are not shit at PDF making, please feel free to make a cool PDF and let me know.

That said, I did not try to keep the translation 100% accurate to what the book says. While it's not incorrect, or changed, I simply am going to try to reword things to make it easier to read. That's all. I hope this doesn't turn you off--after all, this is all free!

"Uh, what's with the flavor text?"

-- Remember when I said I wasn't that good at Japanese? Yeah... it takes me like five times as long to translate the flavor text, compared to the crunch text. Therefore, I only did it when the whim struck me to do it. Sorry.

"What else is missing?"

-- I didn't translate the advanced Fortress rules from the advanced book, which provides for random events and random creation of Fortresses. I also didn't translate the Demon Lord contract/seal stuff from the third book, which let you enter into an old school demon contract with one of the top ten well known Emulators from the series (Bel Zephyr, Lion Gunta, etc). I did not translate a lot of the enemies included with the books. I didn't translate any of the world info.

From the Anon who made the PDF: I didn't convert skills, items and enemies from the spread sheets to the PDF. This is a proof of concept PDF, those are next.

THE JUDGE SYSTEM

MAKING THE JUDGE

Whenever you try to do something in the system, it's called making a Judge. Making a 'check', making a 'roll', whatever, it's synonymous in this system with making a Judge.

To make a Judge, you need 2d6. You also need to know your Difficulty, and your Alter. Difficulty is the number you need to roll equal to, or higher than, in order for whatever you're trying to do to be counted as a success.

TL Notes: Your Alter is just a fancy word that means 'total modifier'. It's technically not the term in the book, but I thought 'Decision Determination' was a bit of a mouthful, so Alter. Alter is your modifier from skills, items, stats, and anything else.

When you make your Judge, you roll 2d6. You add the total of the 2d6 to your Alter, and that number is your Result. If the Result is greater than or equal to the Difficulty, you win.

In the case of Opposed Judges, the active side (the one who initiated the roll) is known as the Attacker, and the passive side (the one opposing the active one) is known as the Defender. In this case, all that happens is, the Attacker rolls their Judge. Then, the Defender rolls their Judge. If Attacker's Result $\geq$ Defender's Result, then the Attacker wins, otherwise the Defender wins.

Judge = A method to determine whether or not something succeeds, combining a dice roll with an Alter to get a Result that must meet or beat a Difficulty, in order to determine success or failure.

Dice Roll = The actual dice you roll. This is 2d6, sometimes written as 2D. Again, this refers explicitly to the physical (or digital) dice, not any numbers added to it.

Alter = Your total modifiers from all sources (skills, items, GM's nonsense, etc).

Result = Dice Roll + Alter.

Difficulty = The number your Result has to meet or beat in order to succeed. In a normal Judge, this number is set by the GM. In an Opposed Judge, this number is the opponent's Judge. Ties go to Attacker.

DETERMINING DIFFICULTY

Here's a quick rundown of sample Difficulties.

Simple: 0 ~ 9

Ordinary: 10 ~ 12

Challenging: 13 ~ 15

Hard: 16 ~ 20

Expert: 21 ~ 30

Master: 31+

DICE ROLL

When you make a Judge, you perform a Dice Roll, and add your Alter to it to get your Result.

However, you can also call for an Any Seven. This simply sets your Dice Roll to 7, as if you had rolled it. It's meant to speed up play in certain instances, and is largely meant for GMs, but players can do it

too if the GM allows for it.

Most importantly, there's an aspect to the Dice Roll that NW3 centers around, and that's the concept of Critical and Fumble. When you start a game session, the first thing you do is roll 2d6. The total number the dice show you is your Critical Value. Then, roll 2d6 again. The number there is your Fumble Value. If your Fumble is the same as your Critical, roll Fumble again until something different comes up.

Before you set these values in stone, you can spend your CF Mod on them. However much CF you have, you can spend to manipulate either your Critical or your Fumble by +1 or -1. That is to say, if you roll 6 for your Critical, and 10 for your Fumble, and your CF Mod is 2, you can change your Critical to 7, and your Fumble to 11, or you can decide to keep the 6 Critical and push Fumble to 12. The idea is that you want your Critical as close to 7 as possible (being the average), and your Fumble as close to 2 or 12 as possible (being the least likely rolls.)

However, if you declare Any Seven, you can neither Critical nor Fumble. Sorry.

When making a normal Judge, if your Dice Roll comes up a Critical, you automatically succeed at whatever you were doing. If you're making an Opposed Judge, then you add 10 to your Alter, and roll the dice again. If the re-rolled dice happens to come up a Critical again, then you add another 10, and re-roll again, and so on, until your Dice Roll comes up normal. If you happen to Fumble on one of these re-rolls, it's treated as a normal roll. You cannot Critical and then Fumble.

Critical Result = (Alter + (10 x Number of Criticals Rolled)) + (the result of the final non-Critical 2D)

If you should happen to roll a Fumble, it doesn't mean an automatic failure. Instead, you subtract 10 from your Alter, and that is your Result. You don't even add your dice roll; all it is is your Alter - 10.

Fumble Result = Alter - 10.

And that's all you need to know. Reroll your CF Values at the start of every session.

The GM's Critical Value is always 10, and the Fumble Value is always 5.

PRANA

When spending Prana, you may choose to do any of the following. Except where noted, all costs are 1 Prana for one activation of an effect.

- Raise Result
- Cancel Fumble
- Reroll Dice
- Fudge Dice
- Spend as a Cost
- Avoid Incapacitated
- Remove Lunar Logic

1: Raise Result

On any kind of Judge, you may spend 1 Prana in order to raise the Result by 2D. You may spend multiple Prana, each time increasing the Result by 2D. (Note: You can only Critical or Fumble on the original Dice Roll.)

2: Cancel Fumble

If a Fumble should appear, you may spend 1 Prana in order to cancel it. In this case, use the dice as-is.

3: Reroll Dice

Immediately after rolling your dice, you may spend 1 Prana in order to reroll them. You must take the second result, even if it's worse. However, you may reroll as often as you care to spend Prana. If you roll a Critical or a Fumble, you cannot use this effect. Note that during Opposed Judges, the Attacker can only reroll if the Defender has not rolled yet.

4: Fudge Dice

By spending 1 Prana, you can treat the actual roll of your dice as 1 point higher or lower. That is to say, if you rolled a three and a two on your dice, for a total of 5, then you may change that total to either 4 or 6. This can make you change your Dice Roll to a Critical or a Fumble. However, if you already rolled a Fumble, you cannot use this effect (unless you use the Cancel Fumble option, then you can use this on top of it, for a total of 2 Prana spent.)

5: Spend as a Cost

Many skills require Prana as a cost to function. Refer to the skill's data to see how many is required.

6: Avoid Incapacitated

When you become Incapacitated, you may spend 2 Prana in order to immediately recover from that condition. Set your HP to 1. You may only use this effect once per Scene.

7: Remove Lunar Logic

When under the effect of a Lunar Casket's Logic, you may spend 1 Prana to ignore the effects of that Logic. Until the end of the Scenario, you do not receive the effects of that Logic again. This is spent per Logic; it doesn't affect all Logics you might be under.

CHARACTER CREATION

STEP 1: Pick two classes

The first thing you need to do is select two classes. There are no restrictions whatsoever; just pick two. You can even pick the same class twice. Here's a giant list of classes:

Idol
Mutant
Great One
Dark Hero
Onmyouji
Vampire
Killing Machine
Recorder
Samurai
Apostle
Homunculus
Summoner
Werewolf
Exorcist
Taoist
Elementalist
Returner
Hacker
Medium Tuner
Ninja
Broom Rider
Broomman
Guardian
Edge Master
Gunslinger
Magus
Tamer
Hero
Dream Hunter
Kung-Fu Master
Alchemist

STEP 2: Decide on Class Level (CL)

The GM might decide your level is going to be above 1. If so, you'll have some extra steps later. If not, however, your Class Level (CL) is 1. The rest of this will assume you are CL1.

STEP 3: Pick two elements

Now, select two Elements. Like class selection, there are no restrictions; pick the same elements, if you like. Be aware that the first of the two elements you pick will be what element your attacks are, which can have some effect during battle (resistances and weaknesses and all that.) A list:

Light
Dark
Earth
Water
Fire
Wind
Void

STEP 4: Determine Attributes

Alright, now that you've got that out of the way, now we're going to find your Attributes. Like in other Role-playing Games, your Attributes are your 'base capability', the raw stuff that makes up your character, not necessarily how they apply it. Your Attributes are primarily determined by adding together the stats assigned to your classes. If you picked the same class, this is no different, you basically just take what you got from the one class and double it up. Otherwise, you're adding two things together.

The six Attributes are Strength, Finesse, Awareness, Knowledge, Spirit, and Luck.

	Strength	Finesse	Awareness	Knowledge	Spirit	Luck
Idol	2	3	3	3	2	5
Mutant	3	4	3	2	3	3
Great One	3	3	2	4	4	2
Dark Hero	2	3	4	4	3	2
Onmyouji	3	3	2	4	4	2
Vampire	4	3	3	3	3	2
Killing Machine	3	4	4	3	2	2
Recorder	3	4	2	3	2	3
Samurai	4	3	3	3	2	3
Apostle	2	4	3	3	3	3
Homunculus	4	3	3	3	2	3
Summoner	3	2	3	3	3	4
Werewolf	5	3	4	2	2	2
Exorcist	3	3	2	3	4	3
Taoist	3	3	3	4	3	2
Elementalist	2	3	5	2	3	3

	Strength	Finesse	Awareness	Knowledge	Spirit	Luck
Returner	3	3	3	3	2	4
Hacker	2	3	3	3	4	3
Medium Tuner	2	3	4	3	3	3
Ninja	4	4	4	2	2	2
Broom Rider	3	3	4	3	2	3
Broomman	4	4	3	2	2	3
Guardian	4	3	3	2	3	3
Edge Master	5	3	3	2	2	3
Gunslinger	3	4	4	2	2	3
Magus	2	3	2	5	4	2
Tamer	4	3	2	3	3	3
Hero	3	3	3	3	3	3
Dream Hunter	2	3	2	4	5	2
Kung-Fu Master	4	2	3	2	4	3
Alchemist	2	3	3	4	3	3

TL Note: Each of these should have 18 points, and when you're doing adding everything together you should have a total of 36. If not, one of us messed up, and I'm sorry if it's me!

Example: Let's say we're making a Ninja/Broomman. Ninja gets 4/4/4/2/2/2 and Broomman gets 4/4/3/2/2/3. Totaling that up, our Robonin should have 8/8/7/4/4/5. If we were instead going to be Ninja/Ninja, we'd have 8/8/8/4/4/4. Easy, right?

Now, you get bonuses to your stats based on what elements you picked. These elements also grant a bonus to two Combat Stats, Body (HP) and Mind (MP). Don't worry too much about Combat Stats right now, they're basically just the stats you'll use in Combat, which I bet you couldn't have guessed. Just like before, since you picked two elements, you get the bonus from both. If you picked the same element, double up on the bonus from the one.

PDF Compiler Note: I need to format this table

	Strength	Finesse	Awareness	Knowledge	Spirit	Luck	Body	Mind
Light	0	0	0	1	1	1	5	7
Dark	0	0	1	1	1	0	4	8
Earth	1	0	0	1	1	0	7	5
Water	0	1	0	1	0	1	3	9
Fire	1	1	0	0	1	0	9	3
Wind	0	1	1	0	0	1	8	4
Void	1	0	1	1	0	0	6	6

Like before, each element gives 3 points, and between Body/Mind there should be 12. Setting aside

Body/Mind until we calculate Combat Stats below, when you add your total of 6 points to your 36 from your classes, you should have 42 altogether. It really is the answer to everything.

Example: Our Ninja/Broomman before had stats of 8/8/7/4/4/5. If we give her Wind/Light elements, then since Wind is 0/1/1/0/0/1 and Light is 0/0/0/1/1/1, our total bonus is 0/1/1/1/1/2. So adding that to the class stats, we get 8/9/8/5/5/7! She is zippy and strong and aware, kinda sucks at brain and will, but has decent luck. Solid. Why does a ninja have the Light element? Who knows! That could be cool RP ideas.

Now, to screw up our cool 42 attribute points, you get a single bonus point, which can be added to any of the stats. We'll go ahead and add it to our ninja's Finesse, because ninja. Her final stats are 8/10/8/5/5/7.

STEP 5: Determine CF Mod

Before we go on, we'll now look at CF Mod! If you're familiar with Night Wizard!, essentially before every game session, you roll two sets of 2d6. The first set determines your 'Critical Value', and the second your 'Fumble Value'. I assume you know what that means if you're looking at this. Because you also roll 2d6 for everything, you want your Critical as close to the average (7) as possible, and your Fumble as close to the outside numbers like 2 or 12 as possible (preferably 2; 2 was gonna suck to roll anyway, might as well super suck.)

CF Mod is how you fudge those numbers. If you roll a 6 for your Critical Value, and a 10 for your Fumble Value, you get to spend your CF Mod as points to change those numbers. If your CF Mod is 2, then you could, for instance, decide to shove your C value to 7 (dead average!) and then your F to 11. Or, you could drop both points into F and push it to 12, deciding 6 is close enough. It's up to you. Here's how you calculate it:

CF Mod = Luck / 3 (round down)

Your value should be somewhere between 1 and 3, and is almost certainly 2. As our ninja's Luck is 7, that means her CF Mod is 2.

STEP 6: Determine Combat Stats

Your Combat Stats are things that are goinna be used in combat, and follow a pretty obvious format for names. Physical Accuracy (PACC), Physical Attack (PATK), Physical Defense (PDEF), Magical Accuracy (MACC), Magical Attack (MATK), Magical Defense (MDEF), Evasion (EVA), and Speed (SPD). I will pretty much never again refer to them as anything but the acronyms because they're too much of a pain otherwise, but it's useful to see the division now.

Also, Body and Mind also count as Combat Stats. They're HP and MP respectively, but super-technically Body refers to your Max HP, and Mind your Max MP. Your 'HP' and 'MP' are your Current HP and Current MP. Your HP/MP can't ever be higher than your Body/Mind, and neither can go below 0.

There's three "groups" to Combat Stats. The first group is PACC, MACC, EVA, and SPD. The second group is PATK, MATK, PDEF, and MDEF. The third is Body and Mind. For the first group, you have a 'base capability' determined by your Attributes. The second group has no base capability. The third group is determined by Attributes added to the bonus of your Elements. Any of these might also be further affected by skills and items, which we'll get to later.

So, first, let's do Group 1:

PACC = (Strength + Finesse) / 2

MACC = (Knowledge + Spirit) / 2

EVA = (Finesse + Awareness) / 2

SPD = Knowledge + Awareness

Example: Again, our Ninja/Broomman's stats are 8/10/8/5/5/7. Her PACC would be 9 (8 + 10 = 18, then 18 / 2 = 9). Her MACC would be 5 (5 + 5 = 10, then 10 / 2 = 5). Her EVA would be 9 (10 + 8 = 18, 18 / 2 = 9). Her SPD would be 15. Nin nin.

For Group 2, there are no base capabilities, so we'll skip them now.

Group 3 is simple. Body = Strength, and Mind = Spirit. Now, to determine the full extent of the base capabilities, we also add the bonuses from the elements. Mind you, this is important to keep separate; this is why we're calling it 'base capability'. Yes, indeed, you'll see in a moment that your class also gives you bonuses to Group 2 Combat Stats, and also Body and Mind. But! The base capabilities do not change, while your class bonuses might, because later on, you have the option of changing class. So, keep your class bonuses and your base capabilities separate!

Alright, moving on... our Robonin's Body starts as 8 (that's her Strength), and since she is Wind/Light element, her combined bonus to Body is 13. Adding that to Strength, we get Body 21. For Mind, we start with 5 (her Spirit), then her combined bonuses for Mind are 11, for a total of 16. Her final, base Body is 21, and her final base Mind is 16.

Whew. Now, we get to class bonuses! Hooray, another table.

PDF Note: And another table I need to format...

	PAcc	Eva	MAcc	PAtk	MAtk	PDef	MDef	Body	Mind	SPD
Idol	0	1	1	0	1	0	2	3	2	1
Mutant	1	1	1	0	2	1	0	3	2	0
Great One	0	0	2	1	1	1	1	3	2	0
Dark Hero	1	0	1	1	1	1	1	2	3	0
Onmyouji	0	1	1	0	1	0	2	4	1	1
Vampire	1	0	1	1	1	1	0	3	2	1
Killing Mac.	2	1	0	2	0	1	0	4	1	0
Recorder	1	0	1	1	1	1	1	3	2	0
Samurai	2	0	0	3	0	1	0	3	2	0
Apostle	0	1	2	0	1	1	1	2	3	0
Homunculus	1	1	1	0	0	1	1	3	2	1
Summoner	1	0	2	0	2	0	1	2	3	0

	PAcc	Eva	MAcc	PAtk	MAtk	PDef	MDef	Body	Mind	SPD
Werewolf	2	0	0	2	0	0	0	4	1	2
Exorcist	0	1	1	1	1	0	1	2	3	0
Taoist	0	1	2	0	1	0	2	2	3	0
Elementalist	1	1	1	1	1	0	0	2	3	1
Returner	1	1	0	0	0	2	1	3	2	1
Hacker	0	0	2	0	1	0	2	2	3	1
Medium Tun.	1	1	1	1	1	0	1	3	2	0
Ninja	1	1	0	1	1	1	0	3	2	1
Broom Rider	1	1	0	1	0	1	1	2	3	1
Broomman	1	0	0	2	1	1	0	3	2	1
Guardian	0	2	0	0	0	2	2	2	3	0
Edge Master	2	1	0	2	0	1	0	4	1	0
Gunslinger	2	0	0	2	0	1	1	2	3	0
Magus	0	0	2	0	3	0	1	1	4	0
Tamer	1	1	0	1	0	2	0	3	2	1
Hero	1	1	1	1	1	1	0	3	2	0
Dream Hunter	0	1	2	0	2	0	1	2	3	0
Kung-Fu M.	1	1	0	1	0	1	1	3	2	1
Alchemist	1	0	1	1	1	1	1	2	3	0

So, again, each class gives you 6 points (not counting Body/Mind), which means you'll get 12 points altogether, with Body/Mind being 5 each, for a total of 10.

Example: RoboNin's Combat Stats before applying these bonus points would look like this: PACC 9 / EVA 9 / MACC 5 / PATK 0 / MATK 0 / PDEF 0 / MDEF 0 / Body 21 / Mind 16 / SPD 15. After she applies the bonuses of Ninja and Broomman, her stats would look like: PACC 11 / EVA 10 / MACC 5 / PATK 3 / MATK 2 / PDEF 2 / MDEF 0 / Body 27 / Mind 20 / SPD 17.

Great. Are you tired of math? Well, there'll be more to do after you get to equipment, but for now, let's take a break and do something cool!

STEP 7: Acquire Skills

First, go to General Skills. You get  Lunar Robe  and  Lunar Casket  just because you're a Wizard. That is to say, every character gets those.

Now, look at the list of skills for each class you picked. At least one of them probably has the (Automatic) tag. You get those skills now. If these happen to be the same skill (because you doubled up on class, for instance), then raise the SL of the skill by one. If that's impossible because the skill's Max SL is 1, then you get an extra skill pick! Hooray! The only stipulation is that it must be from your class.

Now, you get 4 skill picks. These can be any skill, so long as you meet the requirements for them (you are that class, and you have the required CL to take that skill.) On top of that, if you want to, you can increase any skill's SL (using your skill picks). However, you can't raise any skill above SL2 at this point.

After you've picked those, you get two more skill picks, but these must be from the General Skill list. Same deal as above, as far as restrictions go.

After that, review any of your skills for wording that changes your Combat Stats. Add those in as described. Altogether now, before you get to items, these are called your Pre-Equip Combat Stats. That's probably relevant somehow.

STEP 8: Acquire Items

You get 500,000v. Spend it as you would. Any item you buy at this time is automatically Preserved, meaning that even if you throw it away, it gets broken, lost, or whatever, you get it back at the beginning of the next scenario. Items you have equipped (worn) are called 'Equipment' and items you store in your Lunar Robe are called 'Inventory'.

After you've bought everything you want, add all the modifiers up to your Pre-Equip Combat Stats to get your, well, final Combat Stats.

One thing to note is that this game has a carry limit. You can carry Weight up to your Strength + CL. Every point you're over by that is applied as a penalty to PACC, EVA, and MACC. So if our Robonin has a total combined Weight of stuff of 12, then she's taking a -3 penalty to PACC, MACC, and EVA, because her carry limit is 9 (STR 8 + CL 1). Stuff stored in your Lunar Robe doesn't count because it's weightless dimensional storage.

Any money you don't spend is lost, so be sure to buy everything you want!

STEP 9: Determine Prana

Finally, you need to determine your Prana. Prana is a currency spent during play in order to manipulate the dice in your favor, as well as pay for costs of certain skills.

Finding your Prana amount is very simple. All you do is subtract your CF Mod from 7. So if you have 2, and you probably do, then your Prana is 5.

And that's it! You're done.

LEVEL UP

Level Up happens at the end of every Scenario, though of course the GM is free to have you level up at whatever pace she wants. This is just to say that there's no XP; you level up when the GM thinks it's appropriate, and the game assumes that's generally once per Scenario.

Now, mind, you do also get XP. At the end of every Scenario, you should receive 5-10 XP. There's a table that determines how much XP you get, but it's frankly weird achievement-based stuff like 'Participated until the end of the session.' kind of stuff, so screw it, 5-10 XP. This is spent on getting

you extra General Skills and items, but we'll cover that in a moment.

PDF Compiler Note: I'm disappointed that the table isn't translated. Getting pretty close to calling floating temples "Mining Facilities."

Here are the steps to Level Up:

1. Raise CL
2. Choose: New Skill, or Change Class
3. Raise Group 1 Combat Stats
4. Raise Group 2 Combat Stats
5. Raise Group 3 Combat Stats
6. Spend XP

STEP 1: Raise CL

Simple, just increase your CL by 1.

STEP 2: Choose: New Skill, or Change Class

Changing your class will be described later, as it's a somewhat complex thing. If you instead choose to acquire a new skill, you may pick any one skill from your class lists, or a General Skill.

STEP 3: Raise Group 1 Combat Stats.

Group 1, again, is PACC, MACC, EVA, and SPD. You get Bonus Points (BP) to raise these stats however you like as you level up. There's two things here: your Total BP, and your Max BP Limit you can put into any one of the stats.

For Group 1, your Total BP is $CL/2$, rounded down. So when you level up for the very first time and are CL2, that means you have one point! Woot. Your Max BP Limit is $CL/3$, rounded up. That means down the road, when you're CL6, you'll have 3 BP, but can only spend 1 point in three of the stats, or else 2 in one, and 1 in the other.

STEP 4: Raise Group 2 Combat Stats

Group 2 is PATK, MATK, PDEF, and MDEF. Weirdly enough, you have Total BP equal to your CL. However, your Max BP Limit is $CL/2$, rounded down. So that means that when you start out, technically you have a BP to add to one of these, but your Limit is too low to spend it! Weird, huh? Anyway, when you get to CL2, you have two points, but they have to go into different stats.

STEP 5: Raise Group 3 Combat Stats

Group 3 would be Body and Mind. Really, that's pretty simple. Take your total amount of Body and Mind that you got from your class boost. Add it again.

That is to say, with RoboNin, since she's Ninja/Broomman, her classes give her a total of 6 Body, and 4 Mind. At CL1, she has 27 Body and 20 Mind. When she hits CL2, she'll have 33 Body, and 24 Mind. At CL3, she'll have 39 Body and 28 Mind. Pretty simple.

However, this is NOT the bonus your Elements give you! It's what your classes give you. Keep it straight!

STEP 6: Spend XP

For every 5 XP you want to spend, you can buy yourself a shiny new General Skill.

If instead you want some sweet new items, you have to Preserve them. If you gain any items during the session, you lose them at the end of the Scenario. They're not part of your effects, they're loaners, or stuff that's liable to be taken away from you because you're just a silly human. Whatever the case, unless the item is Preserved, it'll be lost somehow. But Preserving is the opposite. It doesn't matter if your item is lost, stolen, damaged, or banished to the darkest depths of Rikai, you get it back (or at least something that looks a lot like it) at the start of the next Scenario.

Preserving is done by spending XP. For each 1 XP you spend, you get 200,000v. You spend that on stuff, and it becomes Preserved. You can buy multiple items with your valco (so if you want a 800k item and a 150k item, then you just need to spend 5 XP on it for 1m.) However, before the next Scenario starts, you lose all of your valco. Mugen-kun is harsh like that.

And there! You are done leveling up. Go kill some more Emulators.

CLASS CHANGE

When you change your class, it's possible to obtain the skills of that class. Which is cool, and gives you flexibility. When you do this, erase all of the changed class's class bonuses to **Combat Stats only**. Don't go changing your Attributes around. That does include Body and Mind. Basically, what you see up there on the third table, is what you change.

After that, if your new class has any (Automatic) skills, you get those. However, you **do not get a new skill on top of that**. When you make the choice to either switch classes or take a new skill, you negated the new skillness. But, you do get the Auto skills. There is an exception in that if you already possess the (Automatic) skills for the class that you're changing in to (for instance if you are changing back to a class you were previously), you do in fact get a new skill pick.

One final note on (Secret) skills. You can't use (Secret) skills from classes you aren't. So if you took a Edge Master (Secret) skill, then changed class to Gunslinger, you can't use that (Secret) skill any more. If it's [Timing: Constant], you don't receive the effects of it.

Carry out the rest of your level like normal.

EPISODE RULES

EPISODE STRUCTURE

Night Wizard! 3rd Edition is made with the FarEast Amusement Research Standard System, so if you've played DoubleCross, Tokyo Nova, Log Horizon, or most anything from Japan really, you know exactly how the game is structured. If you don't, then just know that Japan likes their games very structured. I'm going to tell you all what's what with episode structure, but ultimately it's up to you to use it.

All of FEAR's games use this structure, but of them all, I feel NW3 has the least need for it. It's not even narratively justified, it just... exists, because that's what the Standard System says should exist. So, it's important to know these things because the terms introduced interact with certain skills (for instance, Hero has a lot of things that interact with Climax Phase, and there's plenty of skills that mention Preplay.) So, read it, then decide for yourself.

TERM BREAKDOWN

First off, you have a Scenario. A Scenario is basically a pre-written adventure. It doesn't really have much bearing on the mechanics of NW3's gameplay. All you need to know is that if you see the term "scenario" somewhere, it basically just means "story."

Next, you have Episode. A scenario is broken down into Episodes, which are more or less what they sound like. Think of a TV show. Each Episode tends to contain some kind of milestone. Something happens in it that contributes to the overall plot, but it in of itself may or may not have some kind of resolution. The typical format for NW3 is to have each Episode be composed of an introductory event that showcases the problem, a middle that leads to the end, and then an exciting conclusion, followed by an epilogue or short aftermath scene.

I just totally described the next few terms, too. Each Episode is further broken down into Preplay, the Opening Phase, the Middle Phase, the Climax Phase, and then the After Phase. These correspond pretty much exactly as I described them above, with the only exception being Preplay, which is more or less just pre-production. We'll go into each a little deeper in a moment.

With the exception of Preplay, every Phase is further broken down into Scenes. Scenes are, well, what you'd expect with a name like Episode. Again, think of a TV show. A Scene happens when something needs to be shown, but all good TV shows don't just let the Scenes linger. Instead, they convey exactly what needs to be conveyed... and no more. They end the moment there's nothing else important to talk about or do. There's several types of Scenes, including Master Scenes, which is just the GM narrating stuff (the Scene in a TV show where the villain gloats ominously about their plan while the heroes are no where in sight.)

Beyond that, some Scenes are combat Scenes, and yes, those get broken down even further! However, that will be explained in the combat section. Here's a recap:

The "Scenario" is a story.

The "Episode" is a single narrative milestone within that story. It resolves a thing, and furthers the plot. It is divided into five Phases:

"Preplay"

"Opening Phase"

"Middle Phase"

"Climax Phase"

"After Phase"

Each "Phase" is further broken down into "Scenes."

FIDDLY RULES

TL Note: Standard System loves three things: Appearance Checks, Information Gathering Checks, and Connections. The first one can, in my humble opinion, be entirely disregarded for NW3, the second one is common sense to anyone who's ever played a TRPG, and the third can be a fun addition to the story, but will be difficult to incorporate because I'm not translating the personalities section (watch the anime.) I'll explain in reverse order.

PDF Compiler Note: No one cares about your opinion.

----- Connections -----

Connections are essentially ties to NPCs, or even other PCs. If your character has a Connection, that means, "my character knows this person and can call upon them for favors or information." They tend to be roleplay aids more than anything, because, well, there's Connections like *the freaking Pope*, so explaining how you know the Pope, or Bell Zephyr, or any of the colorful cast, can be interesting. It also gives some narrative fodder for the GM, so they're not entirely pointless. Essentially, they help you feel connected to the Night Wizard! world, and there's nothing wrong with that.

You can have Connections to the NPCs listed in the book, to other PCs, or to NPCs made up by GM. You can also make your own, but you should collaberate with the GM on how to fit them into the story. How many you can or should have really doesn't matter, because they have no real balance or check or even an assurance that they'll be useful. If you really need to know, pick one NPC, one PC, and then let the GM decide the rest.

What can Connections DO? Well, that'll be explained in the next two sections, but the primary thing to know is that each Connection has a Worth. If you look at some of the untranslated NPC stat blocks, you'll notice a number that looks a lot like a dollar value. That's how much valco they have to spend, which can be used to provide you with gear and equipment. However, it's worth noting this stuff isn't Preserved, so you lose it at the end of the Episode somehow. You can Preserve it if you want by spending XP on it, which is explained in Level-Up.

----- Information Gathering Checks -----

Legwork. If you've played a TRPG before, you know what this is. It's rumor gathering, asking contacts for information, or just keeping a good ear out while at the bar. Info Gather Checks are used by players to help them figure out what's going on in the Episode. It might not be necessary, but they exist. When

you make a roll for this, the GM will tell you which of your Attributes (not your Combat Stats, that'd be weird) that they want you use for the Judge.

You can ask your Connections if you think they'll be relevant to the information you want. Obviously if you need to know about movements within Rikai, you don't want to ask the Pope, you want to ask Bell Zephyr. If your Connection is appropriate (deemed so by the GM), you get a +2 bonus to the Judge.

Also, there are "Information Sources" in the items. This lets you change an Info Gather Check to a different Attribute, which can be handy.

----- Appearance Checks -----

TL Note: Raise your hand if you think it sounds interesting to make a player roll a Luck Judge to see if they can participate in the game.

No? Didn't think so.

In some FEAR games, like Tokyo Nova, it makes far more sense to have Appearance Checks, because it doesn't assume that players are on the same side, and it doesn't have handwavey methods of carrying weapons around in a modern society like the Lunar Robe. So if you're packing heat, yeah, it makes sense you need to put in some effort to actually get into a place, so a roll makes sense. Tokyo Nova also has skills that help manipulate these rolls, whereas NW3 doesn't. NW3 also has you all playing Wizards, who are all on the same side... so what... ugh.

I don't even know. But anyway, if your GM wants these for some reason, the rule does exist. Make a Luck Judge. The Difficulty is usually best kept at 10, so the book says, but it can be whatever the GM feels appropriate (and Fortresses have their own rules for them, when you get there.) If you have a Connection to anyone already in the Scene, you get a +3 bonus to the Judge. You can make an Appearance Check at any time during a Scene, it doesn't need to be at the start.

----- Natural Recovery -----

The book says that if a character doesn't Appear in a Scene, then they should make a Recovery Judge with Recovery 0, for both HP and MP.

TL Note: Me, I'd just set HP and MP to max in between fights. This isn't D&D!

PDF Compiler Note: No it isn't, but saying you ignore healing rules because "This isn't D&D!" is kind of annoying.

PHASES

In brief, the Phases are followed in order: Preplay, Opening Phase, Middle Phase, Climax Phase, After Phase. That's one whole Episode. Once the Episode is over, you do Level-Up, and then it starts all over again!

----- Preplay -----

Preplay is pre-production. The GM plans the scenario, makes a Fortress, prepares enemies, etcetc. Players make their characters if they need to, or finish up Level-Up. It's the phase where you take care of all housekeeping, and ready yourself for playing.

The big thing in the book is the Episode Handout. This breaks down into the Trailer, which is the sort of summary of what the Episode is going to be about, and then gives any Episode Connections that the GM finds appropriate. For instance, if the GM has a cool NPC planned for their story, it makes sense to give a PC a Connection to that character. Episode Connections may also be to existing NPCs (Anzelotte's your buddy for this one, be sure to answer 'hai' or 'yes'), or to PCs. No matter the case, however, they're temporary and disappear at the end of the Episode, unless you and the GM agree it should remain.

----- Opening Phase -----

Basically, the Scene or Scenes that introduce the main thrust of the story. These shouldn't involve combat, or dice rolls. It's purely setting information, tone, and plot into order. In some cases, it might make sense to give each PC their own Scene to explain why they're together.

----- Middle Phase -----

The bread and butter of the Episode. You fight, you Dive, you do legwork, whatever is necessary to progress to the end of the story.

----- Climax Phase -----

The boss fight! The only rule here is that Appearance Checks are freebies. Everyone is allowed to pile on the boss, no holding back.

----- After Play -----

Clear all damage, bad statuses, restore Prana and MP, and whatever else. Toss temporary items, regain any Preserved items that you don't have any more for whatever reason. Reset your character to a clean slate. Then, the GM gives out 5-10 XP to each player, and everyone does Level-Up, if the GM decrees it so. Hooray!

And that's all you need to know, for now. Mostly what you need to know is: Preplay = before you start playing. Climax Phase = boss fight.

Also, this will be a tempting thing to consider, but realize that no where, any where, did this document have the word "Session." That means that if your gaming group needs to break before the Episode is over, that doesn't mean you have a new Preplay and start all over. You just pause. Episodes are independent of how many gaming sessions you need to complete it.

COMBAT RULES

WIZARD BATTLE

TL Note: I was going to name this "Round Progression" after the rule name, but then I noticed that in the book it is literally 'Wizard Battle' for this chapter's header, so I totally stole it. But! Round Progression is what we're focusing on.

Essentially, Round Progression is the term for combat. If you see Round Progression, you can generally replace it with 'combat' and it works just fine. But, Round Progression refers to the specific way NW3 handles combat, which divides combat into several Processes.

There are four Processes. You go through them in order, more or less. Combat begins with the Setup Process, then proceeds onto the Initiative Process. Inside of the Initiative Process, several Main Processes occur, until they run out. Then, it changes over to the Cleanup Process. If combat is still ongoing, then a new Round begins, starting with Setup Process, and so on.

It's a funny way that FEAR handles combat, but it works pretty well in practice. But first...

TERMS OF COMBAT

In that there are certain specific terms related to combat itself. The main points we need to cover are Initiative Count, Pre-Action, Post-Action, and Incapacitated. The first one is important because it's basically rolling initiative. The last three are important because they're essentially states that you are in. Incapacitated should be obvious, but the other two maybe not so much.

----- Initiative Count -----

The first thing to do when WIZARD BATTLE begins, is to roll initiative. Make a SPD Judge, and the Result is said to be your Initiative Count, or just your Count. This acts just like any other Judge, except you record your Count for the Round, and keep that number handy. Criticals and Fumbles still happen, however if you do happen to Fumble, and this would drop your Result to 0 or below, set your Count as 2. Additionally, no effect, outside some of the terms I'm going to explain below, can reduce your Count below 1.

For GMs, use Any Seven to save yourselves some hassle. That is, just add the enemy's SPD to 7, and use that for their Count. Of course, if you prefer to roll, knock yourself out!

----- Pre-Action -----

Essentially, at the top of a round, every character, whether PC or enemy, is in a state called Pre-Action. This means they are ready to take their turn, and have not gone yet this round. You'll figure out why the distinction in just a minute.

----- Post-Action -----

Once a character has taken their turn in combat (called their Main Process), they lose the Pre-Action

condition, and become Post-Action. This means this character has taken their turn, and do not get another one until they become Pre-Action again. Also, once they become Post-Action, their Count is set to 0.

----- Incapacitated -----

When a character's HP hits 0, the character drops and is Incapacitated--but not dead. They cannot use any actions or items whatsoever, save those explicitly with [Timing: Incapacitated]. They immediately become Post-Action if they weren't already, and cannot become Pre-Action until they recover from Incapacitated. Their Count is also set to 0 until the condition is cleared. (Once it is cleared, they have to wait until the next Setup Process, which we'll talk about in a second.)

ROUND PROGRESSION

Good thing I saved that title. Alright, so, we've got our terms. Now we're back to figuring out how to process combat. This is done with those four Processes I talked about earlier. Again, they are run in order, going Setup Process -> Initiative Process -> Main Process (looped until no more remain) -> Cleanup Process. Don't worry, it's really not tough to follow.

----- Setup Process -----

The Setup Process is where you setup for combat. It has a number of steps to go through.

First, if for some reason you're playing with Appearance Checks, you make them the first thing on the Setup Process. This is typically done on the first Setup Process, but if for some reason people want to arrive late, there you go.

Second, you are able to access your Lunar Robe free of charge. You can swap any Equipment from your Inventory and vice-versa, and you may freely change your Broom's options, if you're into that.

Third, all characters are set to Pre-Action, unless someone's still Incapacitated, then they're still Post-Action.

Fourth, everyone rolls Initiative (Count).

Fifth, skills and items with [Timing: Setup Process] explicitly may be used. These technically take order of operation from Count, highest to lowest. If there's a tie, refer to the priority list below in Initiative Process. But, once you're done with this step, it's time to leave Setup Process and enter Initiative Process.

----- Initiative Process -----

The Initiative Process is the one that confuses most people. Bear with me. All the Initiative Process does, is determine who the Initiative Character is. This is done by assessing who in the fight is Pre-Action. Then, out of those, determine who has the highest Count. That person then may take their Main Process (their turn).

Once the Main Process is over, however, Round Progression changes back to Initiative Process. It repeats the process of finding the Initiative Character, going into their Main Process, then cutting back to Initiative Process again, until all you have are characters that are Post-Action. Once that happens,

you go to Cleanup Process.

This is important because there are skills that have [Timing: Initiative Process]. What this means is, that a person can declare the use of that skill at any point during the Initiative Process... that is, before the first Main Process, between any two Main Processes, or after the last Main Process but before the Cleanup Process begins.

If anyone is tied for Count, go by this order of priority: Declared Enemies -> PCs -> Hidden Enemies -> Mobs -> NPCs. If PCs are tied for each other, they can decide who goes first.

----- Main Process -----

When the Initiative Process determines you're the Initiative Character, it's time for you to take your Main Process! You get a Move Action, a Minor Action, and a Major Action. However, here's the important kicker: once you take your Major Action, even if you've not used your Move or Minor, your Main Process ends. You become Post-Action, and your Count is set to 0. Personally, I don't know why it's that way, but that's the rules in the book.

By the way, if you used a skill during your Main Process that had a [Cost: Bad Status] deal, the Bad Status isn't applied until your Main Process ends.

Technically also, you're supposed to use your Move Action first, then your Minor Action, then your Major Action. Again, no idea why, but there it is.

> Move Actions move you around the battlefield. NW3 has a system of relative movement, that will be described below. Actions with [Timing: Move Action] can also be used, but if you do, that doesn't count as moving with that action (unless it says otherwise.)

> Minor Actions are actions that typically buff or otherwise prepare you to take a mighty Major Action. Primarily, [Timing: Minor Action] skills and items will be used here.

> Major Actions are your bread and butter. Typically, you're going to make a Physical Attack, a Magical Attack, make an Enemy Identify Judge, give someone else an item, or use any other [Timing: Major Action] skills or items. Remember, once you take your Major Action, even if you have other actions left, your Main Process ends, you become Post-Action, and your Count is 0.

There's three other types of actions also, which don't actually fit into your Main Process, but since we're talking about actions, might as well right?

> Reactions are actions you take in response to enemy actions or attacks. You can make them even if you're Post-Action. There's no limit to how many you can make, either, but effectively your Reactions are your own, meaning you can't dodge for someone else (though you can Cover Up for them, see way down below.) Typically you're making a Judge as the Defender here, or using a [Timing: Reaction] skill or item.

> Auto Actions are actions you can use at any time, though typically they're done as a supplementary action to something you're doing already. There's no real limit on how many you can perform, but the GM can always put a stop to it if they feel like it. Examples of these actions are drawing things in or out of your Lunar Robe, switching what hand you hold an item with, or using [Timing: Auto Action] skills and items.

> Free Actions are mostly narrative things, and are entirely up to the GM. Talking to an NPC, opening doors, those sorts of inconsequential things, that's what Free Actions are for. There's no limit, but the GM can tell you no.

----- Cleanup Process -----

Once all characters in the combat have become Post-Action, it's time to move from the Initiative Process to the Cleanup Process. There's only two things here!

- > Process Bad Statuses (covered later).
- > Using skills with [Timing: Cleanup Process].

And once that's done, if the combat is still going and there's still enemies in need of Wizarding, it's time to move to a new round, and to another Setup Process.

MOVEMENT & ENGAGE

NW3 uses a system of abstract movement in order to simulate battle. The rules are fairly straightforward. There are four distances that combatants are said to be at: Engaged/Close, Short, Long, and Extreme.

Close Range represents two or more characters being in the same "Engage." An Engage is basically a melee brawl. Being in an Engage with another character is referred to as "being Engaged." When you're at this distance, you can use [Range: Close] attacks and weapons. There's no real concrete distance here, it's the distance one needs to be in a close-in melee fight if you're actively engaged in that struggle. The book describes it as "the distance between two blades."

Short Range represents, essentially, anyone who is not in an Engage, or possibly the distance between two different Engages. It's basically the optimal range for exchanges of gunfire, so you can use attacks and weapons with [Range: Short]. If concrete distances are needed, consider Short Range to be no more than 50 meters outside of Close Range.

Long Range is for characters who may be appearing in the Scene, but are too far away to really interact with it much. It's generally impossible to move to this distance, as it can be measured up to 2km outside of Short Range. Some certain specialized attacks, such as those from a sniper rifle (meaning, weapons or skills with [Range: Long]) can target characters at Long Range. The book gives a metaphor: Long Range is like a 3mm thick glass window. You can see through it, but if you can't figure out how to get around it, then that is said to be Long Range. "Seeable but not obtainable."

Extreme Range is so far outside of the scope of battle that it's essentially not possible to be in it. It's used to represent those characters who might be talking through a phone, or being watched on a camera. For example, even if a skill can target an entire Scene, that doesn't mean that the person you're watching on your security camera can be targeted, even if you can see them.

----- Moving -----

When you take a Move Action during Round Progression, there are three types of movement you can perform: Invade, Withdraw, and Interval.

Invading represents moving from Short Range to Close Range with another character. Invading is also called "Engaging" or "entering an Engage."

Withdrawing represents escaping from an Engage and moving from Close Range to Short Range. Withdrawing is also called "leaving an Engage." However, it should be noted that Withdrawing specifically refers to Withdrawing from an Engage with an enemy. If you do so, then you must spend a Minor Action, in addition to your Move Action, to Withdraw from the Engage. This represents the enemy's attempts to interrupt your movement, called Hindering. If you aren't in an Engage with an enemy, then you don't need to Withdraw.

It should also be noted that if you are in an Engage with an enemy, you can't Invade and Engage with a different enemy. You must Withdraw first.

Finally, Interval is a movement that is neither an Invade or a Withdraw. It represents moving to a special place in the Scene, such as where an object is, or something like that.

----- Complex Movement -----

Depending upon the situation of the Scene, also, it may require multiple Move Actions in order to get where you want to go. This is called Complex Movement. Essentially, in addition to using your Move Action to move, you may also use your Minor Action and Major Action. A Minor Action represents one Move Action, and a Major Action represents three Move Actions. Each Move Action, if you're curious, can be said to move around 20m, so a character who spends their Move, Minor, and Major Actions all to move moves about 100m. (Note that using your Major Action in this way ends your Main Process, and you become Post-Action, just like if you had attacked.)

Let's give an example. Let's say that the GM decrees that there's a Boss enemy, and some small fry in front of it. You, the Hero, are technically Short Range to all of them, as you are not in an Engage with anything. However, let's say that the GM explains that the small fry are in the way of reaching the Boss. As the Hero, you totally want a piece of the Boss, so you ask how many many Move Actions it would take to Invade the boss. The GM responds with three Move Actions.

This means that it'll essentially take your entire turn, however note that it doesn't make you Invade the small fry first, then Withdraw, then Invade the boss. It simply bypasses the small fry, representing true freedom of movement. That's Complex Movement.

It's also possible to use this system to make it so that you can't be reached by enemies in one round.

----- Blockade -----

Some effects will establish a Blockade in an Engage. This means that not only is the enemy Hindering you, they're deliberately barring your path, or keeping pressure on you to make it difficult to pull away. In order to Withdraw from an Engage that has been Blockaded, you and the Blockading enemy need to make an Opposed SPD Judge. If the enemy is successful, you stay where you are. If you are successful, you Withdraw, but your turn immediately ends and you become Post-Action (representing it taking your entire focus to move away.)

----- Moving to Long or Extreme Range -----

Moving to Long Range during an encounter essentially is the same as retreating. However, if for whatever reason you want to be at Long Range, you need the GM's permission to do so. If you have it, then after your move is completed, your Main Process immediately ends and you become Post-Action.

This is the same as with moving to Extreme Range, which the book stipulates as 'generally impossible'; you need the GM's permission, and your Main Process ends and you're Post-Action.

----- Retreat -----

Moving to Long Range tends to mean you're Retreating. If you Retreat, then you can't interfere with the Scene any more.

----- Flying -----

There's no special rules regarding Flying. It's left open to be narrative in nature, allowing you to reach places you might not otherwise be able to. There's no special rules as to how high someone can fly, keeping in mind what's been discussed here about ranges. Either a character is Flying, or is Grounded.

Every Wizard possesses a basic ability to fly by using their Lunar Robe, though there are other methods to achieve Flight as well (such as riding a Broom, magic, etc.) To fly using a Lunar Robe is more akin to being able to fall in any direction, by manipulating how gravity affects you. In order to achieve Flight with the Lunar Robe during Round Progression, it costs a Minor Action. To return to being Grounded (no matter how you achieved Flight), it's an Auto Action. If you fly using a Lunar Robe, when it is activated, you must pay a cost of 1d6 MP. If you don't have the MP, you can't fly.

Note that you cannot fly using Lunar Robes in Fortresses.

ATTACK & DAMAGE

Attacking is the soul of TRPGs, and it's no different here. But before we talk about how to go about rolling the dice for that, we need to discuss a few properties of attacks.

First, you need to determine whether your attack is a Physical Attack, or a Magical Attack. This should generally be obvious. Physical Attacks come from weapons, while Magical Attacks come from spells. If you're unsure what your attack is, ask the GM. This is important to decide, because it has ramifications for not only skills (some interact with certain kinds of damage), but most importantly, the Defender. This is because Physical Attacks deal Physical Damage, and therefore, the Defender is going to make a PDEF Judge against it. Likewise, for Magical Attacks, they'll be using MDEF against the Magical Damage.

Some skills let you make 'a physical attack' but deal 'magical damage'. In this case, you're making a PACC Judge to hit, and a PATK Judge for damage, but the Defender must roll MDEF. Essentially, the type of damage is more important to know what the Defender rolls, than anything.

One more thing. Attacks have Elements to them. For Physical Attacks, this is always what your first Element is, the one you picked in chargen. For Magical Attacks, typically the spell or skill in question will identify what its Element is. If not, use your first Element.

Alright, now that we're done, let's talk about actually attacking.

----- Hit, Dodge, Damage -----

Step 1: Attacker Declares Target

You need to be able to see the target. The target needs to be in range of your weapon, skill, spell, or

whatever. There may also be other considerations that the GM will decide on. Ultimately, the GM needs to confirm your target is valid. If so, the target is now referred to as the Defender.

If the attack effects multiple targets, keep in mind that the Attacker only rolls once; each Defender can make a Reaction to it, if they like, but their Reaction only matters for they themselves (unless their Reaction is a skill that says otherwise.)

Step 2: Attacker Performs the Hit Check

The Hit Check is a Judge performed to check to see if you hit. The Hit Check is either going to be PACC (for Physical Attacks), or MACC (for Magical Attacks.) Roll it like you would any other Judge.

Step 3: Defender Performs Dodge Check

The Dodge Check is a Judge performed to check to see if they dodge. It is always an EVA Judge, unless some effect changes that (there's a few skills that make it a PACC Judge, for instance.) This Judge is done like any other.

Step 4: Compare Attacker and Defender's Results

Total up each side's Alter and Dice Roll to arrive at their Result. Compare the two. If the Attacker is equal to, or greater than, the Defender's Result, the attack is a success, and we move onto the damage roll. If the Defender rolled higher than the Attacker, the attack fails and everything stops here.

Step 5: (Assuming Hit) Perform Damage Roll

The Attacker rolls either a PATK Judge (for Physical Attacks), or MATK Judge (for Magical Attacks). A Judge like any other. At the same time, the Defender rolls either PDEF or MDEF (you get the drill by now). Subtract the Defender's Judge from the Attacker's Judge. If there's any number left over, that number becomes what's called HP Damage.

Step 6: Apply HP Damage

Whatever number was left over after Step 5 is now applied to the Defender's HP. Reduce their HP by that amount. If their HP hits 0, they become Incapacitated. Keep in mind, however, that there's many skills out there that refer to HP Damage, specifically skills that reduce HP Damage. This is done *after* the damage roll has happened.

Also, Bad Statuses are now applied at this step. However, if the Attacker rolled *less* than the Defender, note that no damage is applied to the Defender, and neither are any Bad Statuses. And, it should be obvious, but if the Defender's roll subtracted from the Attacker's roll produces a negative number, the Defender is not healed.

----- Full Hit, Full Dodge -----

Some skill effects say they produce effects known as Full Hit, and Full Dodge. These basically mean that you "absolutely do that thing." If you turn your Dodge Check into a Full Dodge, then it doesn't matter that the Attacker rolled their critical value 5 times in a row--you still dodge that attack.

Similarly, Full Hit is that you have absolutely hit your target, and it doesn't matter what the dice say.

However, in the case of both a Full Hit from the Attacker, and a Full Dodge from the Defender, the Defender wins the tie. This is a subversion of the usual rule, so take care.

----- HP and MP -----

The lowest value either HP or MP can have is 0. They do not go into negative numbers. While damage can reduce these numbers to 0, it should be noted that if you are paying a cost, such as with a skill, you have to be able to pay the cost in full, or otherwise you can't use the skill. So if you have 4 HP left, and decide to make a gambit on a skill that has [Cost: 5 HP], you simply can't. Sorry!

If your MP hits 0, there's generally no problem. Same with Prana. However, if your HP hits 0, you become Incapacitated. See above for the effects of that. While Incapacitated, if you are attacked again, you become Dead. The effects of that one should be obvious. This is typically the only way that a Wizard PC can die, so effectively it means Wizards won't ever die. However, the GM can always decide narrative reasons have aligned to make a character dead--such as when the party flees, leaving an Incapacitated friend behind in a Fortress. Poor friend.

----- Recovery -----

Whenever an effect would heal HP or MP, it will call for a Recovery Judge. This is a special type of Judge that has two special rules to it. The first is that there is no 'Recovery' stat; the effect that called for the Recovery Judge will provide the number that you make the Recovery Judge with. So, for instance, if it says 'Make a Recovery Judge with [Recovery: 7]', you know to roll 2d6+7. Here's the real bitch, however. Normally, when you roll a Judge of any kind, Fumbles and things like that can't reduce the Result of the Judge to negative numbers. Not so with Recovery Judges. They can be negative, and if they are, they HURT YOU.

Yes, you risk potentially losing HP or MP on a Recovery Judge!

This can Incapacitate you, however, it can never kill you (for instance, a friend trying to revive you from Incapacitated with a healing spell, even if they Fumble on it, won't do any harm other than prolonging your dirt nap.)

There's rules here that talk about Natural Recovery, which stipulate that if the PCs receive enough rest, they recover HP and MP fully. However, it may be that the PCs have been immersed in a tense situation and haven't been able to rest comfortably. In such a case, it's advisable to make them roll Recovery Judges for both HP and MP, and recover that amount. As a reminder, PCs are also entitled to Recovery Judges whenever they do not appear in a Scene. (I still think you should just set HP and MP to max though!)

When you have PCs roll for Recovery Judges as part of Natural Healing, they'll use the following formula:

HP Recovery > Recovery Power = Strength - 5 (Max 3)

MP Recovery > Recovery Power = Knowledge - 5 (Max 3)

----- Bad Status -----

The adorably named term for 'conditions'. Essentially, they're... bad statuses, that characters can be inflicted with during combat, that impose various modifiers or restrictions, and each comes with their own specific way as to how they are cleared. Bad Statuses are always written like {BS: Name} to make

them distinct. Also, all Bad Statuses are automatically cleared at the end of combat.

Pressure

A Bad Status that reflects being under some kind of intangible (or even tangible!) pressure. A character with {BS: Pressure} cannot use skills or items. It is recovered from by spending a Minor Action to clear the condition.

Rigor

A Bad Status that represents being unable to move through any kind of means, including being knocked prone, or being caught in a web. Characters with {BS: Rigor} cannot perform Move Actions. Recovery happens at the end of a character's Main Process, or during the Cleanup Process.

Poison

The most common kind of condition in any TRPG to exist ever. You're poisoned, or maybe somehow losing health through some other means like fire. {BS: Poison} always comes with a level, and is usually written like {BS: Poison (3)} or something. During the Cleanup Process of each round, a character with {BS: Poison} loses HP equal to the rating of the Poison x 1d6. {BS: Poison} can only be recovered from by skills or items.

Paralysis

A Bad Status that reflects movements becoming difficult, slowing the character's reaction time. A character with {BS: Paralysis} takes a -5 penalty to the Result of Reactions (like Dodge Checks.) Recovery only happens due to skills or items.

Dazed

For when a character has been knocked for a loop, is seeing double, or is otherwise mentally impaired. A character with {BS: Dazed} takes a -5 penalty to ALL Judges. It is automatically recovered from during the Cleanup Process.

----- Cover Up -----

Cover Up is essentially taking the hit for someone else. All characters possess this ability, though some classes possess skills that enhance it in certain ways. This is the basic version, though even the enhanced versions will follow these basic rules (except where noted by those skills.)

First, Character A declares that they're going to Cover Up for Character B. This has a timing of basically, after Step 5 of the attack, but before Step 6 (the 'apply damage' step.) This means that all calculations are done by Character B, and A is simply receiving that damage in place of B. This means that super tough characters Covering Up for weaker characters will take more damage than usual. Anyway.

A can only do this if A is Pre-Action, and also in the same Engage as B. A can't perform a Dodge Check after A has decided to Cover Up. Also, A can only Cover Up for a single attack. All damage that would've gone to B, instead goes to A (including Bad Statuses). After the end of this Cover Up action, A becomes Post-Action. Obviously, characters can't declare Cover Up on themselves, and characters that have declared Cover Up, can't in turn have someone else Cover Up for them. Mostly common sense stuff.

If it's the case that there's an area attack, then A and B both make Dodge Checks like normal. However, afterwards, A can still declare to Cover Up for B, if A wants. However, if it's the case that A failed the

first Dodge Check, and then still wants to Cover Up for B (how heroic!), A should take double damage. That is, whatever the damage roll is (remember B is calculating everything), x2.

Whew. And that's it! All you need to know about combat in NW3.

月匣 (LUNAR CASKET)

Lunar Caskets were created by the Emulators in order to act as a counter to the World Barrier. That technique was stolen by Wizards and improved upon, in order to establish a skill to deploy solid barriers. Lunar Caskets are constructed by severing the cause and effect of a space. Simply put, actions within the Lunar Casket have no effect on the outside world. The PC Wizards, all of them, have «Lunar Casket». If «Lunar Casket» is used, then a Lunar Casket will be deployed.

RULER

The person who deployed the Lunar Casket (the Emulator or the character who used «Lunar Casket») is hereafter referred to as the Ruler.

INNOCENTS INSIDE THE LUNAR CASKET

Once a Lunar Casket has been erected within a Scene, Innocents caught inside are all treated as Extras. Treatment of Extras is defined by the GM as a Session Rule. Basically powerless, Innocents are in a half-asleep state and are unable to perceive things normally, and their memories will be muddled. Things seen and heard inside will be blurred, as though the Innocent were in a dream. Even if they could remember, it wouldn't help them make sense of things.

LUNAR CASKET AREA AND DURATION

The Lunar Casket lasts until the Ruler removes it, or until the Scene ends. Depending on the GM's preference, the duration of the Scene can change, and ending a Lunar Casket during a Scene is okay too. The area of a Lunar Casket depends on the GM's preference, and generally should encompass the whole area of a Scene. Of course, the GM can decide the area of influence can be divided. Described later, when the Dive starts, or until the Climax Phase is over, the Lunar Casket cannot be removed.

PERCEIVING LUNAR CASKETS

Once the Lunar Casket has been erected, the Crimson Moon rises. Only Wizards and Emulators can see the Crimson Moon. This is how they know a Lunar Casket has been erected. The range at which one can see the Crimson Moon is not particularly defined. It may be seen from all over the world, a city, or (within 10m?) Adapt to the needs of the Scenario. Note that it is possible to make Lunar Caskets whose presence cannot be sensed using special techniques. When a Lunar Casket is hidden, the Crimson Moon does not rise, and the method of approach cannot be ascertained.

LUNAR CASKET INVASION AND DESTRUCTION

If you can perceive the existence of a Lunar Casket, then invasion of it is easy. Conversely, Innocents can basically not approach an erected Lunar Casket. The location of the Lunar Casket is treated as though it did not exist in the world. However, the Emulator inside the Lunar Casket can interfere with invasion by using bulwarks. Such a Lunar Casket is called a Fortress. The following will explain Fortresses.

DIVE

Invading a Lunar Casket that has become a Fortress, and eliminating the Ruler. During the Middle Phase, this process is called a Dive. When a Dive begins, until the Dive ends, or until the GM declares the removal of the Lunar Casket, the Lunar Casket is maintained beyond a single Scene.

INVADING THE FORTRESS

In a Fortress, the only way to invade is from an opening known as the Entrance. Additionally, in order to enter the Entrance, special conditions must be fulfilled. These conditions are provided in the Episode Rules. Furthermore, an adequate cost (of HP, MP, and Prana), a keyword, or an item (like a "door key") may be required.

RETREAT FROM A FORTRESS

Normally, you can't Retreat from a Fortress. If any of the following three conditions is met, you can Retreat.

- * The Ruler is defeated
- * The Fortress Core is broken
- * The Ruler grants permission

Naturally, the last condition is difficult. In reality, defeating the Ruler or destroying the Fortress Core is necessary.

FORTRESS CORE

The Ruler is basically the heart of the erected Lunar Casket.

However, because of that, when the Ruler leaves the Lunar Casket, it cannot be maintained.

In order to prevent that, a Fortress Core may be used as a keystone to maintain the Lunar Casket.

By placing the Fortress Core, the Fortress is maintained even without a Ruler.

FORTRESS RULES

In Fortress Rules, a Fortress is divided into Areas.

Inside these Areas, events and enemies may be encountered (or fought).

Whether these Areas are connected to one another is represented by Gates.

Please refer to the map on PAGE NOT APPEARING IN THIS PDF.

You will see that the Areas are connected by Gates like skewered dumplings.

The Areas are the dango, and the Gates are the skewers.

AREA

As described above, Areas are game progression units wherein various events, such as enemy encounters, Fortress Cores, and the like, occur inside of Fortresses.

(*) Events: These appear in underground labyrinths in computer games, like the rooms and levels of a dungeon.

1 Area is proceeded like 1 Scene.

In other words, when you enter an Area, a Scene begins, and when you leave, the Scene ends.

Also, Areas outside of the current Area, can't be considered as part of the current Scene.

GATE

Gates link together Areas to other Areas.

When the PCs have resolved the Event of an Area, they then proceed through a Gate(*), and enter the next Area.

(*) Gates act as both an entrance and an exit, and may be used both ways... usually.

REPRESENTING GATES AND AREAS

Please refer to the map on PAGE NOT APEARING IN THIS PDF.

Areas are indicated with a circle, with lines connecting them.

The lines are Gates.

These Areas all linked together are illustrated on what's called a Area Map.

PROCESSING AREAS

When entering an Area, a Scene begins. The GM declares what type of Area it is, as well as provides description and direction. The following types of Areas exist. (close enough)

>> Normal Area -- An Area with no designated speical event. The GM may perform a ROC on the Area Event Chart.

>> Object Area -- An Area where some kind of object may be found. The GM may perform a ROC on the Area Event Chart. (Note: 'Objects' are a data item. One example is the 'Shinma Kuukan', or Emulator Space, which gives enemies a flat +3 bonus to all of their rolls.)

>> Trap Area -- In this Area, a dangerous device exists. The PCs must defeat it in order to proceed.

>> Event Area -- An Area with an established event, including an encounter with the Ruler. What kind of event occurs is determined by the scenario. When the event is resolved, the Area becomes a Normal Area or Object Area.

>> Enemy Area -- An Area where enemies exist, and battle will happen. The GM may perform a ROC on the Enemy Chart. An Enemy Area basically turns to Round Progression. As soon as the GM stops directing, Round Progression starts.

>> Fortress Core Area -- The Area where the Fortress Core is installed. It is normally the case that

guardian forces have set up for the Wizards in advance.

>> Entrance Area -- The place to enter the Fortress. Basically, once you enter the Fortress, you cannot leave again until the Ruler is defeated, or the Fortress Core is destroyed. Of course, the GM can, during Fortress Construction, make an exit. In this case, just use the Entrance Area as an exit.

PROCESSING GATES

The gates that link the Areas together are Gates. The following is the type and processing method of Gates. They are represented with special lines and rules, blah blah.

>> Gate (Normal Gate) -- Gate that lets you move to the next Area without any special rules.

>> One-Way Gate -- This represents a Gate that you can't return through.

>> Secret Gate* -- A Gate that has been hidden, and normally can't be used. If you clear whatever kind of event is in the Area, you can use it.

>> Closed Gate* -- A Gate that starts out closed, but by clearing events in that Area, or a different Area, it can be used.

>> Damaged Gate -- A Gate that can't be used. It represents a broken Gate. The GM may allow limited uses of the Gate. In that case, after the number of uses have been expended, it becomes a Damaged Gate and cannot be used.

(*) (Secret Gate) If no special event has been prepared, but a 'Danger Sense' (危機感知) Judge with Difficulty 15 is passed, then the Secret Gate may be revealed.

(*) (Closed Gate) Makes reference to putting a Gate Release Device (Object) in a different area, blah blah.

APPEARING IN AN AREA

It is possible to appear in a Scene that's already progressing. If a PC not inside the Fortress succeeds at an Appearance Check, they appear in the current Scene (Area). The Difficulty for the Appearance is 8. However, in order to move to the current area from the Entrance Area, each Gate that has been passed through imposes a modifier of 2. That is to say, if the current Area is the Entrance Area, the Difficulty is 8. If the current Area is beyond three Gates, then the total modifier is $3 \times 2 = 6$, and the Difficulty is 14.

RETREATING FROM AN AREA

There may be some cases wherein you might want to escape from an Area. In the case of Round Progression, the usual rules for Withdrawal should be followed. Outside of Round Progression, you can just escape through a Gate to a different Area. If there is no Gate to exit from the area, Withdrawal and Retreat are not possible.

TRAP AREA

This is basically just giving a description of Trap Rooms, likening them to Fantasy Games that have giant thorns or whatever.

TRAP IDENTIFICATION JUDGE

In a Trap Area, the GM will call for a Perception Judge. This Judge is called a Trap Identification

Judge. The Difficulty for this Judge is set by using the Trap's Detection Value. This Judge determines what kind of mechanism the trap uses, as well as identifies how to deal with it. The Trap Identification Judge can be performed by any PC that has Appeared in the Scene. Anyone who succeeds at the Trap ID Judge can switch over to the Trap Removal Judge. If the whole party fails, the trap activates.

TRAP ACTIVATION

If every PC that has appeared in the Scene fails the Trap ID Judge, then the trap activates. For the effect of each trap, refer to the trap's data. If the activated effect mentions the possibility of evasion, the appropriate Judge will also be listed.

TRAP RESET

If the trap in a Trap Area has activated once, then that's all. However, the GM may decide to reset the trap. If the trap isn't removed, then it might activate every time the Area is invaded.

TRAP REMOVAL JUDGE

In order to slip past a trap, or to stop it, you need to make a Finesse Judge using each trap's Removal Value as the Difficulty. This is called a Trap Removal Judge. By succeeding at a Trap Removal Judge, it becomes possible to stop the traps planted in the area. You push the stop button, or whatever. Multiple tries may be made to remove the trap, but because of the possibility of a Fumble, each try should be made one at a time.

If a character Fumbles on a Trap Removal Judge, the trap automatically activates. Confirm how to proceed with the trap's data. Also, if it's necessary to determine who the trap targets, target the character that was making the Judge.

DANGER SENSE JUDGE

If shit goes down, the GM can call for a Danger Sense Judge from every PC that has Appeared. This expresses that as the professional Emulator hunters that Wizards are, they are constantly vigilant even when the players behind them are not actively declaring their intent to search for danger. This rule represents how their experience allows them to discern suspicious places and atmospheres. The Difficulty of the Judge depends on the kind of danger. Also, the GM may call for either a Perception or Luck Judge without telling the Difficulty. This is because the Danger Sense Judge is passive. blah blah

DANGER SENSE JUDGE DIFFICULTY

The Danger Sense Judge Difficulty of traps is equal to their Removal Value. If ambushed or being shot by an NPC, the Difficulty is equal to that NPC's Perception +7. If there are no abilities that determine difficulty, the Difficulty is 12. Of course, the GM can alter these with no problem.

SUCCEEDING WITH DANGER SENSE JUDGE

If a PC is successful with their Judge, they become aware of whatever the danger was. If it was a trap, they may shift to a Trap ID Judge, and if an enemy, they can respond as appropriate.

LUNAR CASKET LOGIC

As mentioned above, the Lunar Casket is a one-of-a-kind parallel world created by the Ruler. Inside, the laws of time and space are twisted according to the Ruler's whims like a bent screw. This means, the Ruler sets the Session Rules. So, within the Lunar Casket only, the GM may define valid rules as they please. Examples of Logic appear on page 232. Adopting or changing these is fine, as is making your own.

LOGIC REMOVAL

PCs can nullify the effect of one Logic upon themselves by spending 1 Prana. This effect lasts until the end of the session.

Enemy Rules

NPC Construction

NPCs are all characters not controlled by PCs, but rather by the GM. Here are the rules concerning the construction of those NPCs.

----- NPC Classification -----

> Guests

Just like PCs, Guests have classes and skills. While they use the same construction rules as PCs do, the GM may add or change character levels, Combat Stats, skills, or items.

>> Prana

Excepting for Guests with special rules, Guests generally don't have Prana.

>> Calamity

The «Calamity» enemy skill on page whatever is a powerful ability. Only an NPC the GM has specifically allowed may acquire it.

> Mob

A Mob is a single character that represents ten or more enemies. They typically appear under the control of Emulators, and are either monsters or lesser Emulators. Essentially, they're small fry.

>> Mob Construction

You'll find enemy data on Mobs in, blah blah.

> Extra

NPCs without any kind of combat capability. From a random old man to Anzelotte, they are all basically Extras.

Extras are handled in whatever manner the GM declares in Session Rules. If there are no specified rules for something, players can suggest things to the GM.

----- Enemy -----

An "enemy" is something that opposes the PCs, and in many cases, they are Emulators.

Enemies can be Guests, Mobs, or even Extras.

> Incomplete Enemies

It's permissible to make enemies with only accuracy values and attack values, instead of having complete data. In these cases, it may be declared as special rules that attacks automatically hit these enemies, with no Judges made for Dodge Check or defense.

> Enemy Skills

Enemies may freely acquire any enemy skill.

> Enemy Movement

The degree to which tactical actions (actions that support other enemies or other characters) are taken by enemies is subject to the judgement of the GM. In general, since Emulators are at least as intelligent as humans, they will act with some measure of tactical acumen.

----- Boss Enemies -----

During the Climax of an Episode, it's often the case that a powerful enemy is fought. This powerful enemy is known as a Boss. Here are the rules concerning the construction of Boss characters.

> How Strong Should it Be?

This basically just says 'how strong does it need to be to give you a proper feeling of tension while still being fun'? Which is useless, thanks.

> Amount of HP

There are two factors in determining how much HP a Boss should have. The first is an image of how many rounds the boss should last. The other is figuring out the difference between the PCs's attack power and defense power.

* = The combat round length is essential. 10 rounds of battle will lose the sense of tension, which is what people want.

This section seems like it's mentioning that if you compare the Boss's defense to the PC's attack, and the difference is 5 or more, the PCs won't be able to do much to the Boss, not counting crits/fumbles.

TL Note: So, basically, you need to figure out how much damage the PCs can do in a single round, and then times that by how many rounds you want the fight to last, to get the appropriate amount of boss HP. How utterly useless.

ITEM RULES

Here, data concerning items like weapons, armor, and Brooms are listed.

----- Common Entries -----

Data that most if not all items share.

> Name

-- The item's name.

> Class

-- The class of item. The divisions are: Weapon, Armor, Accessory, Enchantment, Tool, Potion, and Service. If an item has multiple classes, they will be listed with a slash (/).

> Weight

-- The weight of an item. Items that aren't equipped don't count towards your Weight Capacity.

> PACC, EVA, MACC, PATK, MATK, PDEF, MDEF, SPD

-- All of these are modifiers to the Combat Stat. In most cases, you will add all of them together from all items you have equipped. The general exception is that you don't add together the PATK or MATK of weapons or enchantments.

> Slot

-- The slot that you equip an item to. If an item does not have a Slot, modifiers from that item are only applied if it is in your Inventory.

>> Slot: One Hand

-- An item that can be used in one hand. A single character can have up to two Slot: One Hand items equipped.

>> Slot: Two Hand

-- An item that requires both hands to use. If you have a Slot: Two Hand item equipped, you cannot equip Slot: One Hand items (and I assume other Slot: Two Hands, as well.)

>> Other

-- If an item says "Other" in its Slot, then refer to that item's Type to figure out what Slot it is equipped to.

> Cost

-- The item's cost, written in varco (v).

> Effect

-- If an item has an effect, its timing and how it is used will be expressed here. Basically, treat it exactly like a skill. There's a few special words to consider when reading them:

>> Wearer = the character that has the item equipped.

>> User = the character that used the effect of the item.

>> Consumable = The item is discarded after use. If it is a weapon, the weapon is lost after completing the attack or skill.

----- Total Equipped Weight (Weight Capacity) -----

Your Weight Capacity is equal to your Strength Attribute plus your CL. When you add together the Weight of all the items you have equipped, every point that goes over that amount, is taken as a penalty to PACC, EVA, and MACC.

----- Weapons -----

The data for weapons.

> Type

There are two types of weapon: Melee and Ranged. You can make Physical Attacks with these weapons. If a skill or item's effect describes (Class: Weapon), it will contain Melee or Ranged(?).

> Range

-- The range at which a character using the weapon can target another character. This should be self explanatory, except for one caveat. If a range is written like [Range: Short*], the * means that the weapon cannot be used to target characters in the same Engage as the character. In other words, it 'can only target characters at Short Range', whereas [Range: Short] could target both Close and Short.

> Using two weapons at the same time

-- You can only use one weapon when making an attack. If you are using a Slot: One-Hand weapon in either hand, then you do not add together the PATK ratings of those items. However, all other modifiers are added together, such as PACC and PDEF. This is to say, while wielding two swords doesn't make you strike harder, wielding a sword and a shield will still grant you the obvious benefits.

> The 'Dual-Wield' condition

-- When you have a weapon equipped in either hand, you are said to have the Dual Wield condition. This is important because it might interact with some skills.

> General Weapons

-- Basically, non-magical items are called General Items. Some effects may require specifically general items, as opposed to Brooms or something like that.

----- Armor -----

The data for armors.

> Slots

-- There are five Slots for Armor: Head, Upper, Clothes, Shoulder, and Gloves.

> Layering Armors

As long as they aren't the same slot, you may benefit from multiple armors. That is to say, while you can't wear two Slot: Gloves armors, you can wear Slot: Upper and Slot: Gloves and benefit from both.

Also, some items say they specifically "Doesn't Stack." in their effect. With the exception of Slot: One-Hand, Slot: Two-Hand, and Slot: Clothes items, do not add the value of armors to your Combat Stats, if you are wearing such an item.

----- Accessories -----

Accessories are items that produce effects while equipped, that are neither weapons or armor. While

accessories may have a slot that specifies being equipped to the same place as a weapon or armor, you cannot equip both to the same slot.

----- Enchantments -----

Enchantments are basically "wearable magic." If it helps conceptualize them, think of them like runes. They're basically equipped to one hand. Below are entries common to Enchantments alone.

> Memory

-- Basically, the 'weight' of Enchantments. You only count enchantments you have equipped.

> Slot

-- Generally, enchantments only have Slot: One Hand or Slot: Two Hand. If the former, you can equip the enchantment to either hand. If the latter, you must equip it to both hands. Obviously this means you can't have weapons in those hands.

> Wielding two enchantments

-- Like weapons, you can equip two Slot: One-Handed enchantments at the same time. Also like weapons, you do NOT add together their MATK modifiers, but every other modifier is added together.

> Twin Magic

-- This condition represents that you are dual wielding enchantments.

> Memory Capacity

-- Like weight capacity, you have a 'memory capacity'. This is equal to your Spirit + CL. However, unlike Weight, if your total Memory would exceed your Memory Capacity, you cannot equip that combination of items.

----- Unique Items -----

Items with special effects are known as Unique Items. They might have different Slots from normal items, so each is explained (below?).

> Magic Tools

-- These are tools are mainly make use of magical power. They're all sorts of stuff!

BROOMS

Brooms are specially-crafted magic tools made to be a Wizard's partner. Today, most Wizards use Brooms.

----- Flying with Brooms -----

Herein are explained the rules for flying with Brooms. By riding your Broom, you can fly. While riding your Broom, you can charge around the battlefield.

> Riding your Broom

-- It takes a Minor Action to start riding a Broom. This condition is called being in the 'Riding Condition'. A character in the Riding Condition is also Flying. The first character to ride a Broom is known as the Driver, and there can only be one Driver per one Broom. Characters cannot ride more than one Broom at a time.

> Passengers

-- Multiple people can ride Brooms. All characters that are riding the Broom, aside from the Driver, are called Passengers. While riding the Broom, Passengers cannot use Move Actions, nor can they move at all. However, when the Driver moves, the Passenger moves with them, the same way, at the same time. With a Minor Action, a Passenger can stop riding a Broom.

----- Broom Data -----

In addition to the usual Combat Stat modifiers, Brooms have a Type and Capacity, which are all explained below.

> Category

-- Brooms belong to certain categories. This basically is to tell you what skill can acquire those brooms (for example, Saint Broom gives you a Category: Seal broom.) If any effect says 'Category: Broom', it is referring to all Brooms, rather than any specific Broom.

> Type

-- This explains what Type of Broom the Broom is, such as a Melee or Armor. Some Brooms also have multiple Types. Types are explained below.

> Capacity (Option Slots)

-- This number indicates how many Broom Options may be equipped to the Broom.

> Effect

-- If a Broom effect refers to 'you', it means the Broom's rider.

----- Broom Type -----

Brooms are divided into several Types that describe its main functions. The Type also tells you what kind of Broom Options you can use with the Broom, and what skills something something? (You can use? Choose?) If the Broom has multiple Types, they are displayed with a slash (/).

> Type: Melee

-- Brooms that have the form of melee weapons, like blades or spears.

> Type: Ranged

-- Brooms that have the form of guns or bows, that are made specifically for long range combat.

> Type: Magic

-- Brooms that strengthen magical attacks and spells.

> Type: Armor

-- Brooms in the form of armor or even clothes that provide protection.

> Type: Mobile

-- Brooms that specialize in movement. These brooms include types that can carry a large number of passenger.

----- Broom Options -----

There are a variety of optional parts that can be loaded onto your Broom, and you can have as many as

you have Capacity.

> Option Data

-- The following data is particular to Broom Options. Note that effects of Broom Options only manifest when they are loaded onto a Broom.

> Type

-- Basically, the Type of the Broom Option has to match the Type of the Broom. If a Broom says 'Type: -', then it can be equipped onto any kind of Broom.

> Occupy

-- Occupy represents how much of your Broom's Capacity the option takes up. If you don't have enough Capacity, then you can't equip the option.

> Wielder

-- If an option mentions 'wielder', it means the character that has the Broom the Option is equipped to, equipped.

> ~Only

-- If an option says something like 'Magic Sword Only', then it can only be equipped to a Broom of that category.

ADVANCED BOOK NEW ITEM DATA

This book adds enchantments, Brooms, and magical tools. For reading these items, see the above.

----- Maou Enchantments -----

Enchantments that a Summoner has received by entering into a contract with a Maou. While equipped, the avatar of the Maou appears in the same Engage as the character (in other words, you summon and bind the Maou and direct their movements.) However, while you completely control the enchantment and how it's used, basically with the exception of Magical Attacks, the avatar is not treated as a character and can do nothing.

A single character may only equip a single Maou Enchantment. This is because the relationship between the Maous is bad, so summoning them at the same time is impossible. In order to be able to summon multiple Maou, the Summoner Secret Skill (whatever) needs to be acquired.

----- Medium -----

Medium Tuner class skill «Medium» can Preserve enchantments. These are the alter egos of the Medium Tuner, and have the appearance of robots or beasts.

----- Mounted Weapons -----

Other than normal Broom Options, Broom can be equipped with "Mounted Weapons." These special Broom Options are equipped to a Broom's Capacity. 「搭載武器を装着した箒」を使用しているキャラクターのみが使用できる。

PDF Compiler Note: Yes, this is what I want in a translation. Japanese.

----- Items with Multiple Effects -----

Some items will have two effects. Basically, these effects are treated as different things. For example, just because 'Effect 1' ends, doesn't mean 'Effect 2' will also end.

PDF Compiler Note: Items may go here one day.

SKILLS

When you make a character, you will select two classes from among the 18 (31) listed.

The classes you select determine which skills you are able to obtain. You may not obtain any skills from classes you are not. However, Common Skills may be obtained regardless of class.

Wizards fight by using the skills they have.

Kinds of Skills

Skills can be categorized as follows.

-- Class Skills

Skills that belong to a class. Usually, when the word 'skills' is used, it's typically referring to class skills.

-- Common Skills

Skills that don't belong to any class, and can be obtained by characters of all classes.

Skill Priority

If a rule contradicts another rule other than the Golden Rule or an effect of a skill, then the effect of the skill takes priority.

If two skills, or a skill or an item, or something similar, have rules or effects that one contradict one another, then the user may choose which effect to receive (usually the most advantageous one.)

Using Skills

The method of using skills is explained next, while rules concerning Judges and dice rolls are explained elsewhere.

-- Declare Use

With the exception of [Timing: Constant] skills (which are always on), it is necessary to declare the use of a skill. The use of a skill cannot be declared for any timing other than what has been established for each skill. Additionally, the use of a skill may only happen once per declaration, according to the timing.

-- Paying Cost

If a skill has something listed in the [Cost] field, that cost must be paid at the time the use of the skill is declared, or else it can't be used. Cost in specific is discussed in below. It should be noted that when paying a cost, you cannot go below 0 HP or MP (that is, if you don't have enough to pay the cost without having at least 1 HP or MP left, then you can't use the skill.)

-- Judge

Some skills are treated as attacks. In such a case, unless the Hit Check or a Judge using the specified Attribute is successful, the skill will not take effect.

-- Multiple Characters

If a skill targets multiple characters, then the character using the skill need only pay the cost once, and any Judges they need to make are made only once.

-- Post-Action

A character doesn't become Post-Action by using a [Timing: Major Action] skill. A character becomes Post-Action once their Main Process ends.

-- Use Requirements

Some skills require you to have obtained another particular skill before you can acquire it, or require the use of specific items or weapons when they are used.

> Equip

If a skill says something like [Restrict: Magic Sword Equip], then you need only have that item equipped in order to use the skill.

> Use

If a skill says something like [Restrict: Magic Sword Use], then you must use an item from that category in specific in order to use the skill. If a skill has multiple categories of skills listed, then you need only one of them to use the skill.

-- Using Skills Outside of Round Progression

Most skills are assumed to be used during Round Progression.

If, during Scene Progression, you want to use a skill, then you basically are allowed to use one skill per Main Process.

Applying Effects

Once a skill has been declared, and its costs paid for, the effect of the skill will properly take effect.

The effects written in the effect field are applied to whatever character was defined by the [Target:] data of the skill.

When applying the effects of skills, there may be cases where you'll find there aren't any rules, or the effects of two skills are incompatible.

In these cases, the final decision is always made by the GM.

It's OK for the players to make suggestions, but it's up to the GM whether or not to use those suggestions.

-- Effect Overlap

Unless the effect of a particular skill specifically states that its effects can stack, they don't stack. (That is to say, you can't benefit from the same skill, but multiple skills that grant a similar bonus are fine.)

-- Effect Duration

If the effect of a skill does not specify when it ends, then it ends at the end of the Main Process.

^^ If a skill with a lasting effect is used outside of Round Progression, then it is assumed that skill lasts until the end of the Scene instead. However, the GM may determine to end the effect of a skill at any time (outside of Round Progression.)

-- Ending Effects

A character may end the (positive) effects of any skill they are under at any time. This is considered to be an Auto Action. However, characters can never end the effect of [Timing: Constant] skills.

-- Rerolling Judges

There are some skills that allow you to reroll the dice roll of a Judge. In such a case, all modifiers from other skills and items are still valid. That is, nothing expires; the roll is the exact same as it was before using the reroll skill.

Attacks

The effect of some skills is basically to act like an attack, either a Physical Attack or a Magical Attack. Refer to the section on attacks for how to resolve these kinds of skills. Treat them exactly like you would any other attack. It's just a skill, which is an attack!

Substitution Checks

The effect of some skills allow you to substitute what Attribute or Combat Stat is used for a Judge. For instance, when making a Dodge Check, you might use a skill that allows you to substitute PACC for EVA. In these cases, all modifiers that apply to EVA cannot be used. Any modifiers that apply to PACC, however, can be used. Furthermore, any modifiers that apply to Dodge Checks in general can also be used, as there is nothing defined specifically, so it works regardless of what stat you use.

Simultaneous Application of Effects

There may be cases in which multiple skills might be applied simultaneously, such as skills used to affect Hit Checks, or damage rolls.

First, the Attacker announces the name of the skill they will use. Then, the Defender may announce the name of the skill they wish to use in response. This is to say that the Defender will always know what skill the Attacker is going to use, and can react accordingly. They may even change what skill they were about to use, after hearing the skill the Attacker will be using.

After both sides have finalized their decisions, the GM determines how the skills interact.

(The general gist of this rule is so that if the Attacker uses a skill that changes their Hit Check to a Full

Hit, for example, the Defender doesn't need to waste resources using a skill that enhances their Dodge Check. Or, similarly, the Defender can react by using a skill that makes their Dodge Check into a Full Dodge when the Attacker uses a skill that raises their PACC, when before the Defender had only planned on raising their EVA.)

Bad Statuses Overlap

In short, Bad Statuses don't stack, unless they have a rating. For example, if you have {BS: Paralysis} and would take it again, then nothing happens. However, if you have {BS: Poison (3)}, and are hit with {BS: Poison (2)}, then you now have {BS: Poison (5)}.

SKILL DATA FIELDS

Here is the explanation on how to read skills.

Name

The name of the skill.

Category

This field shows the classification of a skill. Sometimes (most times), a skill will not have a classification. The following are the types of classifications, and what they mean.

-- Spell

This classification represents that the skill is a spell. The skill may receive the effects of skills, items, or other modifications that specify they affect spells.

>> Spell (Element)

If written like "Spell (Fire)", that means the spell is of the Fire Element. If two Elements are written side-by-side like "Spell (Fire/Light)", that means the spell possesses both Elements.

>> Spell (Pick)

If written like "Spell (Pick)", then once that spell is acquired, an Element must be chosen for the spell. Similarly, if it is written "Spell (First)" or "Spell (Second)", then the Element becomes your character's First or Second Element, respectively.

-- Broom

This classification represents that the skill has an effect on Brooms that the character equips.

-- Trait (作成 but I felt 'Construction' was too lengthy and didn't quite represent what it meant)

This skill may only be acquired at character creation. It cannot be acquired during Level Up.

-- Item

A skill that allows a character to acquire an item, or else is a skill that modifies an item somehow. In most cases, this effect will be applied during Preplay. Items acquired by a [Category: Item] skill can neither be sold, nor Preserved, and are lost during Afterplay.

-- Auto

This is short for "Automatic Acquire." During character creation, you acquire both of your class's Auto skills automatically. If a class has more than one Auto skill, you must choose one of those skills. If you would acquire an Auto skill that you cannot take more Skill Levels in (for instance, you doubled up on a class with a single Auto skill that has Max SL), then you may acquire another skill from that class instead.

-- Secret

A skill marked with Secret means it is a unique, powerful skill. A character may only acquire one Secret skill from one class (that is to say, if you have a Vampire/Hero character, they may take one Secret skill from Vampire, and one secret skill from Hero). However, if your classes are the same (Vampire/Vampire or Hero/Hero, for instance), you may acquire three Secret skills from that class. Keep in mind, if you change your class, you can no longer use any Secret skills acquired from that class, until you change back to that class.

Acquire CL

The Character Level you must possess in order to acquire a skill. Usually this will be 1, but higher requirements exist.

Max SL

Most any skill may be acquired multiple times, and each time raises its "Skill Level", or SL. This field represents the maximum SL that skill may be raised to. When acquired for the first time, a skill is at SL1. When acquired again, it is at SL2, and so on. A skill may not be raised above its Max SL. If a skill has a Max SL of 1, then essentially it cannot be raised.

Timing

The timing with which a skill may be used. Skills may only be used with their specified timing, and only once per such timing.

-- ~~ Process

If a skill specifies something like "Setup Process" or "Cleanup Process", then it may be used during the so-named Process. Sometimes, a skill might omit the "Process" and just have Setup or Cleanup.

-- ~~ Action

The skill may be used as an action. Minor Action, Major Action, and Reaction are the usual divisions. This may be described as "Minor" for Minor Action or "Major" for Major Action on your sheet.

-- Before Judge / After Judge

The skill is used before, or after a Judge is made. In the case of "After Judge," it's fine to wait until the effects of the Judge have been explained before you declare the use of the skill.

-- Damage Roll

The skill is used during a damage roll.

Whether it affects a Judge like PATK or PDEF depends upon what is written in the skill's specific data.

Damage roll is sometimes abbreviated to DR.

-- Constant

The effect of this skill is always on, and its effect is always applied to its user. However, if the [Restrict] field is specifically defined (see below), then the conditions must be fulfilled in order for the effect to take place. (For instance, if it says [Restrict: Equip Broom], then the skill's effect is applied constantly, so long as you have a Broom equipped.)

-- Downed

The skill is used when you yourself are Downed. Once the effects of this skill are applied, then the effects of Downed are processed (if still applicable.)

-- «Skill Name»

If the name of a skill is written, then the skill is used at the same time as the described skill. Unless otherwise specified, the Cost of both skills must be paid.

-- Prep

This skill is used at the start of combat, before the beginning of Round Progression. If multiple characters declare the use of skills with this timing, they are processed in order of highest to lowest Speed.

Check

This field describes what Judge is to be used when a Check is called for by using a skill. An Attribute might be specified, or a Combat Stat.

-- Automatic

The effect occurs as soon as the use of the skill is declared. There is no Check required.

-- Attribute/Difficulty, or Combat Stat/Difficulty

Perform a Judge using the listed Attribute or Combat Stat, compared against the listed Difficulty. If no Difficulty is listed, then a Judge is still rolled, but failure only happens on a Fumble.

-- Hit Check

The skill is processed as though it was some kind of attack. The details regarding the Hit Check will be described in the Effect area of the skill. If the Hit Check is a success, then the effect of the skill takes place.

-- Dodge Check

Like above, the skill is treated like a Dodge Check. If the Dodge Check is a success, the effects of the skill take place.

Target

The target field describes which character(s) receives the effect of the skill. If the field is marked with a *, that means that no other skill, item, or anything else may change the skill's target. (So if you use a skill with [Target: Single*], and some effect would change it to [Target: Area (P)], then it remains [Target: Single*] and the effect is nullified.)

-- Self

The user of the skill receives the effect of the skill.

-- Single

A single character specified by the user of the skill receives the effect of the skill. The user may target themselves.

-- n#

This will typically look like '2#' or '4#'. At most, 'n' number of targets will receive the effects of this skill. The user determines who.

-- Area

All characters (friend or foe!) within one Engage selected by the user of the skill receives the effect of the skill. However, if written like [Target: Area (P, n)] then up to 'n' number of targets in the Engage chosen by the user receive the effect of the spell. If 'n' ([Target: Area (P)] for example) is not specified, then any number of targets in the Engage receive the effect of the skill.

-- Scene

All characters appearing in the Scene receive the effect of the skill. Like with Area, [Target: Scene (P)] may be specified.

-- Refer

The target will be specified in the skill's effect.

Range

This field specifies the range at which the effects of the skill will reach.

-- Close

This skill can only target a character in the same Engage as the skill's user.

-- Short

This skill can target a character in the Scene that is NOT in the same Engage as the skill's user. Also, a character can only be targeted if the user can see that character. Whether or not a character can be seen is determined by the GM.

-- Weapon

This skill's range is determined by the weapon the user of the skill is using.

-- Scene

This skill targets all characters that have appeared in a Scene, excepting those at Extreme Range.

Cost

This field will specify what cost must be paid when the skill is used, something like HP, MP, or receiving a Bad Status. If the Cost cannot be paid, then the skill may not be used. Unless it specifically says "the cost can be reduced", Costs cannot be reduced by items or effects.

-- HP

The Cost is paid with the specified amount of HP. If this would bring you below 1 HP, you cannot use the skill.

-- MP

The Cost is paid with the specified amount of MP. If this would bring you below 0 MP, you cannot use the skill.

-- Prana

The Cost is paid for by the specified amount of Prana. Although there is no limit to how much Prana can be spent, you cannot go below 0 Prana.

-- Bad Status

If a Bad Status is written as the Cost of a skill, then after resolving the effects of that skill, you receive the Bad Status. If you would receive a Bad Status you already have, then it isn't necessary to receive it again.

Restrict

This field describes certain limitations that must be met in order to use a skill. If the conditions described are not met, then the skill cannot be used, and it also can't even be declared. If multiple limitations are described, then conditions must be met in order to use the skill.

-- ~~ Use

This condition specifies that a weapon must be used with (in order to attack with) the skill. Examples would be "Broom Use" or "Blade Use", wherein the Class/Category of the weapon must match the condition specified.

-- ~~ Equip

This specifies that you must have some kind of item, weapon, or armor equipped in order to use the skill. Examples would be "Magic Sword Equipped". There may also be things like "(Slot: One Hand) Equip" meaning that you must have something equipped to one of your hands.

-- ~~ Unequip

Essentially, the same as ~~ Equip, but you must NOT have the specified item, weapon, or armor equipped.

-- ~ Carry

The specified weapon or item must be possessed (not necessarily equipped) in order to use the skill.

-- ~ Condition

You must be under the specified condition in order to use the skill. For example, Flying, Hidden, Downed, or a Bad Status are all possible.

-- Limit n/Round

The skill may only be used n number of times per Round. When not in combat, the skill may be used n number of times per Scene instead.

-- Limit n/Scene

The number of times the skill may used in a Scene.

-- Limit n/Episode

The number of time the skill may used in an Episode.

-- «Skill Name» n

The specified skill must be acquired by the character, at the specified SL or higher, in order to acquire the skill. Once the conditions for acquiring it are met, the character may freely use the skill, assuming any other conditions on the skill are met.

PDF Compiler Note: Skills may go here one day.