Front
4 4 2 4 4 3 .

Player	
Character	
Race	

Race	
Class	
Association	
Personality	
Ship P	

R+C	RC	Bns
+		
+		
+		
+		
+		
+		
R+C	RC	Bns
+		
+		
+		

Die	Core	Gnrl
	Strength	
	Speed Burst	
	Dexterity	
	Awareness	
	Charisma	
	Lore	
Die	Sciences	Gnrl
	Tech	
	Bio Tech	
	Cybernetics	

	Vertical	SB roll+	=/10 feet
	Broad	SB roll+	=/10 sq
	Dive	SB roll+	=/10 sq
	Long	SB roll+	= feet

	Meta		[/] = have	[X] = used	Normalize: [.]=min []=max
1	[.]	[.]	[.]		
2	[.]	[.]	[]		
4	[.]	[]			
8	[]	[]			
16	[]				

	R+C	RC	Bns	
Gnrl	+			
	+			
	+			
	+			

Die	Resistance
	Fortitude
	Will Power
	Arcane
	Energy

Hours	AP Unused	Notes		
$\mathbf{AP} = \frac{1}{\text{hour}}$ $\mathbf{Lvl} = \frac{Hr}{10}$	Level]	Rank	

d20	1	2	3-9	10-14	15-17	18-19	20
=Doubling Die	©	t	1	2	4	8	16

R+C	Skill	*	RC	Dna	Atk	Waanana	Dma	Atk 1+	Atk 5+	Atk 10+	Atk 15+	Atk 20+ Individual Masteries						
	RC		KC	DIIS		Weapons	Dmg	Dmg	Dmg	Dmg	Dmg	Dmg	Range	Draw	Cr	Maint	ETax.	Enc
+																		
+																	=	
+																		
+																	=	
+																		
+																	=	
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+																	=	
R+C	Skill	*	RC	Bns	Def	Armor	AR	Def 1+	Def 5+	Def 10+	Def 15+	Def 20+				lotes		
-10.0	RC		110	1220		7 11 11 10 1		AR	AR	AR	AR	AR	Speed	Don	Cr	Maint	ETax	Enc

Luck Boxes	R+C	RC	Bns
[][][][][][][][][][]	+		
	+		
8 + Doubling Rank	+		

Die	Combat	Nish
	Vitality	
	Nish	
	Luck	

T Enc							MR
MR							
Max	Current	Fresh	d4OI	d d2	Critic	al 1	
Vitality							MR*Speed

AP Bonus: +1 for 1st death check only

1) Death Check: FR vs negative Vit (a)

1) Death Check: FR vs negative Vit (at -10 on)
2) Stop Bleeding: FR vs 5*negative Vit
3) Unconscious: WP vs 5*negative Vit

		Player		Total Maint	Age		Eyes						
	3ack	Player Character			Max Age		Hair						
-				Credits	Sex		Diet						
				Orcuito	Height		Sleep						
EI	$A \times AP = Max E$	Tax ETax Spent	_		Other		Vision						
	& =				Weight		2nd Vision						
Mult	ETax Category	Racial Weapons (+2)	_										
1/2	Equipment directly supporting KNOWN		Meta		Equipmen	nt		(Cr	Maint		#	Enc
1/2	feats. KNOWN Armor or Weapons.		_								=		
	Archaic Items		_								=		
	BioTech Items		-								=		
	Cyber Items		-								=		
	Tech Items		_								=		
	Psionic Items		_								=		
	Psychosomatic Items Sorce items		-								=		
GM	All other items		_								=		
		-									=		
											=		
Н	andicaps AP	Racial Armor (+2)	_								=		
											=		
											=		
											=		
											=		
	Ability Bns	Source									=		
	7 tollity Dilo	000100	-								=		
											=		
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											=		
											=		
			Meta		Artifacts	S		(Cr	Maint	ETax	#	Enc
			1110111										

Feats

Player	
Character	

Mastery Meta Allowed by RC: 1-4=Red, 5-9=Orange, 10-14=Yellow, 15-19=Green, 20+= Blue

MERO.

Feat

/IER	R+C	RC	Die	Meta	Feat-Description Act / Dur / Rng	١.	5	
	+						5 10	
	+						15	
	+						20	
	+							
	+						Feat	MER
	+						1	
	+						5	
	+						10	
	+						15	
	+						20	
	+						,	
	+						Feat	MER
	+						1	
	+						5	
	+						10 15	
	+						15	
	+						20	
	+					_		
	+						Feat	MER
	+					_	1	
	+					_	5	
	+						10	
	+						15	
	+						20	
	+							
	+						Feat	MERC
	+						1	
	+						5	
	+						10	
	+						15	
	+						20	
	+							
	+						Feat	MER
	+						1	
	+						5	
	+						10	
	+						15	
	+						20	
	+							
	+						Feat	MER
	+						1	
	+						5	
	+						10	
	+						15	
/IER	R+C	RC	Die	Meta	Feat—Description Act / Dur / Rng		20	
			2.0	AVIOLA	Act Description Act Dut / Tring			

Feats

Player	
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Feat

/IER	R+C	RC	Die	Meta	Feat-Description Act / Dur / Rng	١.	5	
	+						5 10	
	+						15	
	+						20	
	+							
	+						Feat	MER
	+						1	
	+						5	
	+						10	
	+						15	
	+						20	
	+						,	
	+						Feat	MER
	+						1	
	+						5	
	+						10 15	
	+						15	
	+						20	
	+					_		
	+						Feat	MER
	+					_	1	
	+					_	5	
	+						10	
	+						15	
	+						20	
	+							
	+						Feat	MERC
	+						1	
	+						5	
	+						10	
	+						15	
	+						20	
	+							
	+						Feat	MER
	+						1	
	+						5	
	+						10	
	+						15	
	+						20	
	+							
	+						Feat	MER
	+						1	
	+						5	
	+						10	
	+						15	
/IER	R+C	RC	Die	Meta	Feat—Description Act / Dur / Rng		20	
			2.0	AVIOLA	Act Description Act Dut / Tring			



Player	
Character	

- Free Advancement Rolls on select Area
- General Skill Adjustments (if any)
- MER Adjustments (if any)
- ETax increases

MER

- Calculate +buff and dbuff
- Can change Advancement Area Order
- Change Advancement Die
- Bonus Handicap AP gained

Doubling Ranks (1, 2, 4, 8, 16...)

- Gain 1 Meta Box and 1 Luck Box

R+C

+

+

+

+

- MR, Enc, Jumps improved by ten's digit (minimum of 1)

RC

Die



Ancient	MOTC	
Color	Points	

MOTC Main

Meta

Multi Class

- Must be GM approved, some combinations are too powerful or too contrary
- Can have 2.3.4 or 5 classes.
- Each multiclass permanently binds a meta color of player choice.
- -Otherwise, all benefits of all classes taken are realized and the most favorable RC's are used for any NEW feats or abilities. Existing feats/abilities R+C may be changed for 2AP each.

Meta Channeling: Buy instant regain roll, in or out of Nish. You can buy a Meta die roll by spending all Meta of one Color (you must have some). Channeled Meta must be immediately used, or lost.

Meta T & C: Tremendous means gain 1 of every color. Critical means roll again and loose all Meta of that color.

- Bonuses stack, other than equipment based bonuses. Only one equipment/item bonus may be applied per ability. If multiple item bonuses exist, the largest is used.
- The Bonus is added to Advancement Die rolls when rolling on the RC to Die table

MOTC Feats

Buffs are written as: +20(18) or d20(18). The number in the parenthesis is the RC so you know when/how much to advance the buff.

R+C, and RC Generation

-For every ability their will be a racial die "R" and a class die "C". Simply add the results of these two die rolls to generate an RC.

Act / Dur / Rng

Adventure Points (AP)

Starting AP

30AP, at 0 level, 0 rank

Feat, Weapons, Armor

- Feat at or below Rank = 2

Otherwise (taking feat before rank) AP cost is two times the Rank so ...

- Rank 2 = 4
- Rank 3 = 6- Rank 4 = 8

- First mastery element = 5
- Each Additional mastery element = 1

- Luck an Advancement roll = 1
- Luck the R+C roll = 1
- Buy an ETax Point = 1

Special AP

Multi Class

Rank, AP

2, 20 4, 40

8, 80

Etc.

Ship Position

Rank AP

0, 5 2, 30

4, 60

Omega Power

Rank, AP

0, 10

1,15 2.20

3,30 4,40

Etc.

Team Speak

Major Steps of Character Creation

- 1) Name, Rank, Level, Hours, copy RC to Buff table
- 2) Pick Race & Class
- 3) Record Class information (up to ETax) (some refer to Race)
- 4) Record Racial Information (no feats)
- 5) Pick an Association and roll artifacts
- Select a ship position if desired
- Select an Omega Power if desired
- Select any desired Handicaps
- Use Class info to pick weapons and armor
- 10) Now start selecting feats (Key Kits MUST be completed first) Feats are found in: Race, Class, Association, Ship, Open
- 11) Generate Die
- 12) Master at any feats/weapons/armor desired
- 13) Select equipment
- 14) Optionally—determine MOTC stats
- 15) Add up Enc, Maintenance, ETax, Credits
- 16) Luck Boxes, Nish, Vit, MR, AP
- 17) Character Name, Personality, Meta, Select Adv Areas

MOTC Ability	Bns



Player	
Character	

Advancement Die	3d6 + 3*Rank
Current	

Advancement Area#

- 1) Core/Science
- 2) Resistances
- 3) Weapon/Armor 4) Nish/Vit/Luck

Area #]	Free	e Ac	lv. 1	Roll	s at	Le	vel.	
	1	5	10	15	20	25	30	35	40	45
	1	6	11	16	21	26	31	36	41	46
	2	7	12	17	22	27	32	37	42	47
	3	8	13	18	23	28	33	38	43	48
	4	9	14	19	24	29	34	39	44	49

		RC	To I	Die																											
D	d, B	+,#	RC	1	2	3	4	6	8	10	12	10,4	16	10,8	20	10,12	20,4	20,6	20,8	30	20,12	30,4	30,6	30,8	30,10	30,12	30,16	30,20	30,30	8V	10\
	d		1	1	40	60	80	120	160	200	240	280	320	360	400	440	480	520	560	600	640	680	720	760	800	840	920	1000	1200	1600	200
	d		2	1	20	30	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400	420	460	500	600	800	100
	d		3	1	13	20	27	40	53	67	80	93	107	120	133	147	160	173	187	200	213	227	240	253	267	280	307	333	400	533	66
	d		4	1	10	15	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	230	250	300	400	50
	d		5	1	8	12	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160	168	184	200	240	320	40
	d		6	1	7	10	13	20	27	33	40	47	53	60	67	73	80	87	93	100	107	113	120	127	133	140	153	167	200	267	33
	d		7	1	6	9	11	17	23	29	34	40	46	51	57	63	69	74	80	86	91	97	103	109	114	120	131	143	171	229	28
	d		8	1	5	8	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100	105	115	125	150	200	25
	d		9	1	4	7	9	13	18	22	27	31	36	40	44	49	53	58	62	67	71	76	80	84	89	93	102	111	133	178	22
	d		10	1	4	6	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	92	100	120	160	20
	d		11	1	4	5	7	11	15	18	22	25	29	33	36	40	44	47	51	55	58	62	65	69	73	76	84	91	109	145	18
	d		12	1	3	5	7	10	13	17	20	23	27	30	33	37	40	43	47	50	53	57	60	63	67	70	77	83	100	133	16
	d		13	1	3	5	6	9	12	15	18	22	25	28	31	34	37	40	43	46	49	52	55	58	62	65	71	77	92	123	15
	d		14	1	3	4	6	9	11	14	17	20	23	26	29	31	34	37	40	43	46	49	51	54	57	60	66	71	86	114	14
	d		15	1	3	4	5	8	11	13	16	19	21	24	27	29	32	35	37	40	43	45	48	51	53	56	61	67	80	107	13
	d		16	1	3	4	5	8	10	13	15	18	20	23	25	28	30	33	35	38	40	43	45	48	50	53	58	63	75	100	12
1	d		17	1	2	4	5	7	9	12	14	16	19	21	24	26	28	31	33	35	38	40	42	45	47	49	54	59	71	94	11
	d		18	1	2	3	4	7	9	11	13	16	18	20	22	24	27	29	31	33	36	38	40	42	44	47	51	56	67	89	11
	d		19	1	2	3	4	6	8	11	13	15	17	19	21	23	25	27	29	32	34	36	38	40	42	44	48	53	63	84	10
	d		20	1	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	46	50	60	80	10
	d		21	1	2	3	4	6	8	10	11	13	15	17	19	21	23	25	27	29	30	32	34	36	38	40	44	48	57	76	9
	d		22	1	2	3	4	5	7	9	11	13	15	16	18	20	22	24	25	27	29	31	33	35	36	38	42	45	55	73	9
	d		23	1	2	3	3	5	7	9	10	12	14	16	17	19	21	23	24	26	28	30	31	33	35	37	40	43	52	70	8
	d		24	1	2	3	3	5	7	8	10	12	13	15	17	18	20	22	23	25	27	28	30	32	33	35	38	42	50	67	8
	d		25	1	2	2	3	5	6	8	10	11	13	14	16	18	19	21	22	24	26	27	29	30	32	34	37	40	48	64	8
	d		26	1	2	2	3	5	6	8	9	11	12	14	15	17	18	20	22	23	25	26	28	29	31	32	35	38	46	62	7
	d		27	1	1	2	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30	31	34	37	44	59	7
	d		28	1	1	2	3	4	6	7	9	10	11	13	14	16	17	19	20	21	23	24	26	27	29	30	33	36	43	57	7
	d		29	1	1	2	3	4	6	7	8	10	11	12	14	15	17	18	19	21	22	23	25	26	28	29	32	34	41	55	6
	d		30	1	1	2	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25	27	28	31	33	40	53	6
			RC	1	2	3	4	6	8	10	12	10,4	16	10,8	20	10,12	20,4	20,6	20,8	30	20,12	30,4	30,6	30,8	30,10	30,12	30,16	30,20	30,30	8V	10

ME	R: Met	a Enha	anced	Roll																								
Die	1	2	3	4	6	8	10	12	10,4	16	10,8	20	10,12	20,4	20,6	20,8	30	20,12	30,4	30,6	30,8	30,10	30,12	30,16	30,20	30,30	8V	10V
R	1	2	4	6	8	10	12	10,4	10,8	20	10,12	20,4	20,6	30	20,12	30,4	30,6	30,8	30,12	30,16	30,16	30,20	30,20	30,30	30,30	8V	8V	12V
0	1	3	4	6	8	12	10,4	10,8	20	10,12	20,6	20,8	20,12	30,4	30,6	30,10	30,12	30,16	30,20	30,20	30,30	30,30	30,30	8V	8V	10V	12V	(10.4)V
Υ	2	3	6	6	10	10,4	16	20	10,12	20,6	30	20,12	30,6	30.8	30,12	30,16	30,20	30,30	30,30	30,30	30,30	8V	8V	8V	8V	10V	12V	16V
G	2	4	6	8	12	10,4	10,8	10,12	20,6	30	20,12	30,6	30,10	30,16	30,20	30,20	30,30	30,30	8V	8V	8V	8V	8V	10V	10V	12V	(10,4)V	(10,8)V
В	2	4	6	8	12	16	20	20,4	20,8	20,12	30,6	30,10	30,16	30,20	30,30	30,30	30,30	8V	8V	8V	8V	8V	10V	10V	10V	12V	16V	20V