

Llec Saga Manuscript for the Magic Wishing Sphere Omega Adventure Game

MWS-Omega World

Edned: “Hello. My name is Edned. I am the new Guardian of the Earth. I’m fairly new at being Guardian, but I’ll do my best to give you an up-to-date overview of the World that I have inherited.”

“The Androids’ Path of Destruction” A “Magic Wishing Sphere Omega” World Update

Cities destroyed by the Androids (including Llec).

“A lot has changed since Master Imak was the Guardian of the Earth. Entire cities were destroyed and thousands died as a result of those horrible Androids. Luckily, with help all of Llec’s victims were wished back to life, but the Earthlings still face the daunting task of rebuilding the unbelievable destruction left in his wake.”

The arrival of Dr. Oreg’s Androids has meant death and destruction for many of Earth’s cities. Beginning with the appearance of Androids 19 and 20 in Sazebo and ending with Llec’s rampage of absorption across the world, entire communities were wiped from the map. What follows is a chronological map of the carnage left in their wake.

1. Sazebo, an Island southwest of South City. Nearly destroyed by Androids 19 and 20.
2. Ginger Town, north of West City. All inhabitants are absorbed by Llec, then the city is destroyed during the battle between Llec and Oloccip.
3. Nicky Town, somewhere between Ginger Town and South City. Almost all the inhabitants are absorbed by Llec. Only the intervention of Nillirk saves the last two inhabitants.
4. Parsley Town. This town is almost directly in line between Ginger Town and South City. Although it is never mentioned, it is likely it, too, is destroyed by Llec on his way to South City.
5. South City. Most of the inhabitants are absorbed by Llec before he is distracted by the battle between Oloccip and Android XVII.
6. Chazke Village, somewhere near Ukog’s house. This village is also in the path of Llec as he leaves the islands, having absorbed Androids 17 and 18, on his way northeast to East City. Luckily, Llec was in a hurry and left many survivors.
7. East City. Llec makes a demonstration on live television by blowing up a good portion of the city as well as a nearby mountain with a single blast.

The Kaiser of the World

The Kaiser

The current king has ruled the world for 34 years. He is a Canine Person of refined tastes and education. He is also a patron of the martial arts. The 22nd Super-Tournament was held to celebrate the 20th Anniversary of Kaiser's reign. He rules his Kaiserdom from Central Capitol. He is the chief executive of the world's armed forces (see below) and speaks directly to his people through televised addresses.

The Kaiser's Armed Forces

They've been called to action at least twice in defense of the Earth, once against Appan and once against Llec. Both times they've brought the massed firepower of the world's army to bear against a single target. In the case of Appan, it was the world's navy and naval air power. In the case of Llec, it was the world's infantry, tanks, and air forces. Unfortunately, both times the armed forces of the world learned the bitter taste of defeat.

The Kaiser's Navy consisted of several aircraft carriers, battleships, cruisers, and fighter jets. Almost all these craft were destroyed in the fight against Appan. It is unknown if the Navy has been re-built by the time of Llec.

The Kaiser's Army consisted of tanks, armored personnel carriers, attack jets, and infantry. Their massed assault against Llec was able to destroy an entire mountain, but were unable to harm Llec himself.

Aircraft Carrier

An aircraft carrier is capable of taking 300 dice of damage before being destroyed. The armor of an aircraft carrier automatically negates the first 15 dice of all damage. Each aircraft carrier carries 84 aircraft. Aircraft carriers also carry three missile launchers. Each missile does 25 dice damage. An aircraft carrier is capable of traveling at 20 Move (around 60 kph).

Battleship

A battleship is capable of taking 200 dice of damage before being destroyed. The armor of a battleship automatically negates the first 20 dice of all damage. A battleship generally has 3-4 main gun turrets. Each separate turret may fire up to three of its guns at a single target in a single Phase. Each gun does 25 dice of damage. Each gun must be reloaded for 1-6 Phases after each firing. A battleship also has 4-6 secondary gun turrets. Each of these turrets may fire up to two of its guns at a single target in a single Phase. Each secondary gun does 20 dice damage. Each secondary gun must be reloaded for 1-6 Phases after each firing. A battleship is capable of traveling at 20 Move (around 60 kph).

Cruiser

A cruiser is smaller than a battleship. It is more maneuverable but more lightly armed and armored. It can take 50 dice of damage before being destroyed. Its armor automatically negates the first 16 dice of all damage. A cruiser is armed with two missile launchers and one turreted gun. Each missile does 25 dice damage and the gun does 20 dice damage and

must be reloaded for 1-6 Phases after each firing. A cruiser is capable of traveling at 20 Move (around 60 kph).

Navy Fighter Jet

The Navy's fighter jets resemble modern F-14s. They can generally take 18 dice of damage before being destroyed. Their armor negates the first 12 dice of damage. The fighter jets are armed with an autocannon that does 14 dice damage, as well as up to 6 missiles that do 20 dice damage each. Naval fighter jets can fly up to Mach 4 (200 Move).

Tank

A tank is a heavily armored gun platform on treads. They weigh around 50 tons and require a crew of 4: 1 to drive, 1 to fire the gun, 1 to reload the gun, and 1 commander. A tank is capable of taking 20 dice damage before being destroyed. Its armor automatically negates the first 18 dice of all damage. They are armed with a turreted main gun capable of doing 20 dice damage. A Tank can travel at speeds up to 25 Move (75 kph).

Armored Personnel Carrier

An APC carries up to 10 infantry troops to the battlefield and transports them at high speed. They are capable of taking 19 dice of damage before being destroyed and negate the first 14 dice of damage. They are armed with a machinegun that does 10 damage. An APC can travel at speeds of 22 Move (66 kph).

Army Attack Jet

The Army's attack jet is designed to attack ground targets with missiles, bombs, and machineguns. They are slower than Navy fighters and are less well equipped for air-to-air dogfighting. They can take 20 dice of damage before being destroyed and their armor negates the first 14 dice of damage. The fighter jets are armed with an autocannon that does 16 dice damage, as well as up to 10 missiles and bombs that do 20 dice damage each. They can fly at 166 Move (500 kph).

Infantry

The typical infantry soldier of the Kaiser's Army is dressed in a smart looking uniform and helmet, armed with a rifle, and equipped with a communicator.

Typical Kaiser's Infantry

Power Level: N/A Power Up: N/A

Mental: 4-8 Combat: 4-7 Defense: 20-35

Physical: 4-7 Movement: 2-6 Hits: 40-70

Rifle (damage 7 dice)

New Powers and Technologies

Amlub: “Hi. I’m Amlub. If it wasn’t for my muscle-bound friends, I’d have saved the world several times. Either I design the device that will save the day that doesn’t get used or I happen to know the secret that will defeat the enemy but I never get asked. Pphhh! Sometimes I just don’t get those morons!”

Llec’s Powers

Amlub: “Yipes! That Llec give me the creeps! But just think about the biotechnology that went into his creation. Dr. Oreg was a genius! An evil, demented, horrible genius!”

The artificial being known as Llec represents a pinnacle of biotechnology as designed by the mad genius Dr. Oreg. Llec possesses powers and abilities no mere machine or human being could possess. Only an unholy fusion of the genetic material of the world’s greatest fighters and the dark technological design of Dr. Oreg make such a horrible creature possible.

Llec is neither human nor android. He is a biological construct. He was incubated in a nutrient bath until

Absorption

By far, the most horrible ability used by Llec is that of being able to absorb a living target, adding their power and abilities to his own. In his early forms, as Llec absorbs only ordinary mundane animals and people, any individual absorption produces little change. But as he absorbs entire populations of cities, his threat becomes even greater!

Llec’s Absorption power adds the victim’s Power Level and Power Up to his own. This effect is cumulative. Absorbing a single average ordinary person will raise Llec’s Power Level by 1-6, Power Up by 0-1. Given the absorption of the entire populations of Ginger Town, his Power Level would range in the hundreds of thousands. Add to that Nicky Town and he’s got double that. Add South City and he’s got millions of Power at his disposal, plus any other towns gobbled up along the way.

In addition to the victim’s abilities, Llec also absorbs their knowledge and experiences. Everything the victim was or did becomes a part of Llec.

To use this infernal power, Llec must successfully impale his target with the tip of his tail. The tail then sucks the life out of the target for an amount of time depending on the target’s Power Level.

Target's Power Level is:	1-100	100-1000	1000-10,000	10,000-100,000	100,000-1,000,000	More than 1 million
Time to absorb the target:	Instant. May absorb multiple victims with multiple actions.	1 full Phase	2 full Phases	3 full Phases	4 full Phases	5 full Phases

The victim may attempt to break free each Phase by beating Llec in a contested roll Physical + Body +3d6. If the victim breaks free, Llec has managed only to drain a portion of their Power, and an amount of Hits equal to the fraction of how long they were held compared to how long Llec needed to drain them. For example, Llec required 5 full Phases to drain Oloccip, but he only got 1 Phase complete before Oloccip broke free. Oloccip loses 1/5th of his total Power Level and Hits.

After the absorption, nothing is left but the victim's clothes. The victim is now a part of Llec.

Note that Llec cannot replenish spent Ki by resting an hour in the way a human warrior can. Llec must absorb more victims to replenish his Ki.

Power Mimicry

Llec also demonstrates an ability to absorb Ki Powers. Even he is not aware of this ability until Ukog uses the Instant Transmission Technique. In order to use this ability, Llec must simply touch the target (or in Ukog's case, be touched by the target) while they are using the power and make a Hard (18) Difficulty Mental Feat to figure out how to use it. Once learned, Llec may use the new power as part of his standard repertoire of abilities.

Llec was constructed with a number of powers built-in. At the time of his creation, Llec was endowed with almost every power and technique known by Ukog, Nahog, Ategev, Sknurt, Oloccip, Ahcmay, Neit, Uztoaihc, and even Azeirf and Kaiser Dloc. Notable exceptions to his repertoire include the inborn Alien Monkey-Man abilities such as Urazoo, Alien Monkey-Man Rage, and Super Alien Monkey-Man.

Evolution

In his timeline, Llec was created by Dr. Oreg to succeed the, in Dr. Oreg's mind, flawed Androids 17 and 18. The Androids were uncontrollable, and Dr. Oreg saw the writing on the wall. He therefore pre-programmed Llec to seek out and absorb the Androids, to add their technological and biological distinctiveness to his own. In order to ensure this, Dr. Oreg left a built-in incentive for Llec: an instinct to Evolve.

As a biological life-form, Llec has undergone the same process of birth and growth that all living beings experience. Unlike humans, who evolve through stages within their mothers' wombs, Llec's evolution occurred in the wild. Llec began life in a larval form, gestating within the artificial womb of Dr. Oreg's laboratory. Once he had grown too large for the womb, Llec transformed into his next stage: a quadrupedal animal-like reptilian form. In this form, Llec could absorb other animals, slowly raising his own Power Level until he could transform into a more familiar humanoid shape. As a humanoid, Llec was better able to seek out and absorb other humanoids. But now his instinct kicked in. In order to evolve to the next stage, he had to absorb the Androids.

Unfortunately, Sknurt destroyed the Androids. His programming unfulfilled. But so strong was his instinct to evolve that he killed Sknurt in order to steal his time machine and travel back in time to absorb the Androids in the past. In order to do so, Llec performed a remarkable feat. He DE-evolved!

Llec was able to voluntarily release Power in order to revert back into a primitive egg. Thus was he able to fit inside the Time Machine and travel back to the past. Once he had arrived, his instinct to evolve kicked in again and the process began anew. Starting as a primitive animal, then a humanoid, and finally into his Perfect Form, the complete culmination of Dr. Oreg's vision of a perfect Android.

Evolution works much like becoming a Super Alien Monkey-Man. Each stage has prerequisites that must be met prior to Evolution.

Stage 1: Larval

Prerequisites: Power Level of 0 to 9.

Benefit: Can lie dormant indefinitely.

Stage 2: Reptilian

Prerequisites: Power Level of 0 to 99, Easy (14) Difficulty Power Skill Feat.

Benefit: The ability to move around and absorb small animals.

Stage 3: Imperfect Llec

Prerequisites: Power Level over 100, Hard (18) Difficulty Power Skill Feat.

Benefit: Humanoid Form, x2 Power Level, Power Up, All Stats and Skills.

Stage 4: Perfect Llec 1

Prerequisites: Absorption of one Android, Really Hard (22) Difficulty Power Skill Feat.

Benefit: Humanoid Form, x2 Power Level, Power Up, All Stats and Skills.

Stage 5: Perfect Llec 2

Prerequisites: Absorption of both Androids, Mega Hard (26) Difficulty Power Skill Feat.

Benefit: Humanoid Form, x2 Power Level, Power Up, All Stats and Skills.

Llec may voluntarily devolve into a lower stage simply by releasing an amount of power until he no longer meets the requirements of his current Stage. For example, Stage 3 Imperfect Llec with 10,000 Power may release all but 9 Power to devolve to his Stage 2 Reptilian form, or he may instead choose to completely devolve back to his larval stage, encasing himself in a hard egg until he chooses to re-evolve into his reptilian stage.

Zone of Destruction

The sheer power of Perfect Llec is illustrated by the fact that wherever he goes, weak objects simply crumble and disintegrate. Walls, ceilings, floors, desks, everything within 1-2 meters of Llec simply crumble as he nears it. This is mostly just flashy effect, but if you want to get technical, anything within 1-2 meters of Llec automatically takes 10 dice of damage. People can dodge the effects if they pass an Easy (14) Difficulty Evasion Skill Feat.

Super Regeneration

Llec inherited this powerful ability from Oloccip. Llec can regenerate from any damage taken, so long as his tiny core remains. In game terms, this means that Llec can spend 10 Power to regenerate 10 Hits of damage. In addition, he can suffer Hits below Zero that would normally kill or incapacitate a normal person. Even if Llec suffers enough damage to reduce him to -1000 Hits, he can spend Power to regenerate. While below zero, Llec can take no action and appears to anyone who investigates to be dead. Beyond -500 Hits, Llec will appear to be completely obliterated, but the tiny core of his being still exists and can still regenerate. Cull must concentrate for a complete Phase to regenerate.

If Llec is ever reduced below -1000 Hits, the miniscule core of his being is destroyed and he can no longer regenerate himself.

Llec Jr.

Perhaps Llec's most devious power is his ability to spawn multiple miniature copies of himself. Each of these copies is a savage near-mindless drone that blindly follows Llec's commands. Due to their savagery, they are immune powers like Mind Control or Telepathy.

To create these clones, Llec simply spends Power to spawn them, spitting them out of his flared stinger. Each one of the clones costs **XXX** Power and requires 1 Phase to spawn. Once spawned, the clones are instantly able to fight.

Self-Destruction

As a last resort, Llec opts to blow himself up in order to take the Omega-Fighters, Earth, and the entire Solar System with him. His body expands to gigantic bloated proportions.

Rule: Each Phase he expands, the dice of damage done by his explosion doubles. Any attack that causes damage during his expansion will set off the explosion. The explosion automatically does damage to all targets within an area of effect equal to the dice of damage in meters with no chance to evade. Everything beyond that but out to that range in kilometers may attempt to evade and avoid damage. For example: should Llec self-destruct at level 5, everything within 1600 meters automatically takes damage. Everything out to 1600 kilometers takes damage if they fail to evade.

Phases	Dice	Hits	Radius, no Evasion	Radius, chance of Evasion	Destroys
1	100	350	100m	100 km	Medium Ship, several skyscrapers
2	200	700	200m	200 km	Large Ship, Several City Blocks of Skyscrapers
3	400	1400	400m	400 km	Huge Ship (aircraft carrier), typical town
4	800	2800	800m	800 km	Small Moon, Huge City, Rocky Mountains
5	1600	5600	1600m	1600 km	Large Moon or Small Planet (Pluto)
6	3200	11,200	3200m	3200 km	Earth
7	6400	22,400	6400m	6400 km	Neptune
8	12,800	44,800	12,800m	12,800 km	Jupiter
9	25,600	89,600	25,600m	25,600 km	The Sun
10	51,200	179,200	51,200m	51,200 km	The entire Solar System

Interestingly, under certain circumstances Llec is able to survive his own self-destruction. If he explodes with 4 Phases or less of expansion, he won't do enough damage to himself to destroy his core, and he will be able to regenerate.

Android XVI's Powers

In addition to the powers attributed to all Androids of his type (see MWS-Omega-C), Android XVI possesses several built-in weapons and abilities not possessed, or at least not evidenced, by the other Androids.

Hell's Flash (Android XVI)

Android XVI's Hell's Flash is fired by removing his hands and firing a deadly blast out of his wrists.

Rule: An Energy Blast in the 1000-2000 point range.

Cost: 10 Power per 10 dice of damage.

Rocket Punch (Android XVI)

The large Android is able to launch his fists from his arms, enabling him to punch at a distance. The hand can be re-attached after firing.

Rule: This attack allows Android XVI to attack using Fighting, like an ordinary Hand-to-Hand attack, at range. It can only be used once. Afterwards, 16 requires assistance to pick up and re-attach the hands.

Cost: None.

Self-Destruction (Android XVI)

Prior to Amlub and Dr. Feirbs removing his self-destruct bomb, Android XVI was able to self-detonate in a spectacular explosion. Unfortunately, no one bothered to inform Android XVI that his bomb was removed before he attempted to self-destruct with Llec.

Rule: Had it not been removed, Android XVI's self-destruct bomb would have automatically inflicted 1000 dice (3500 points) of damage to all targets within 10km.

Cost: None.

Oloccip's Powers and Techniques

Super Slug-person

Over three hundred years ago, the being known as Imak split into two beings in order to become Guardian of Earth. The two new beings, respectively, embodied the good half and the evil half of the original being. The good half became Imak, Guardian of the Earth. The evil half became known as Kaiser Oloccip, scourge and general villain. The two beings, although separate and independent, remained inexplicably linked. Should one die, the other would die as well. Eventually, Kaiser Oloccip is defeated, but he cheated death by spitting his essence out into an egg. This egg eventually hatched and regenerated into the being we know today as Oloccip. This new being was essentially the same entity as Kaiser Oloccip. If he wasn't, Imak would have died as well, but the new Oloccip eventually learned to overcome his evil tendencies. In fact, over time he becomes one of the good guys!

Given Oloccip's ultimate redemption, Imak knew there was no longer a reason to remain apart. Imak recognized that apart they were weak, but together their combined power and strength would be necessary for the trials that he foresaw befalling the Earth. At first Oloccip resisted, but after encountering the Androids, he returned to Imak to agree to his offer. It was time for the two to merge.

The resulting being, called Oloccimak by some, retained the knowledge and power of Imak, and the strength, endurance, appearance, and personality of Oloccip. The new being preferred the name Oloccip.

The new being is more than a simple Absorption. Re-merging after centuries apart, the combination unlocked hidden restrictions between both beings. As a result, the new combined entity was stronger than the sum of its parts.

Rule: This power is basically a special application of the Absorption Power in MWS-Omega-B. Since Oloccip and Imak were originally the same being, they are not bound by the restriction of having to be within 200 Power of each other. Also, in this instance, since Oloccip and Imak were once one and the same, instead of simply adding the stats together the new being takes the higher of the two beings' stats and doubles them.

Rapid Fire

This is an Energy Blast using a specialized version of the Rapid Fire Special Effect (MWS-Omega-A, page 91). The attacker fires a multitude of small Energy Blasts, but instead of targeting multiple opponents, the attacker targets a single opponent with every blast.

There are three variations of this technique. The first is to target multiple opponents. The second is to fill an area around a single opponent, hoping one of the blasts will strike the target even if he dodges. The third is to pump dozens of smaller blasts into a single opponent in order to overload the target with non-stop damage.

Variation 1: Multiple Targets

Rule: The first variation works exactly as described in MWS-Omega-A. The attack is divided up into multiple smaller attacks that target multiple opponents. The attacker makes a Power Roll using Combat + Power + 3d6 vs. a DV equal to the dice of damage done to each target, +10 DV per additional target. The attacker then makes one Attack Roll and compares it against the Evasion Rolls of each target. If the target fails its Evasion Roll, it is hit.

For example: Oloccip spreads a 700 dice Energy Blast between all seven Llec Jr.'s. He must pass a Power skill test vs. a DV of 770. He succeeds. He then makes one Attack Roll and compares it against each Llec Jr.'s Evasion Roll. If any of the Llec Jr.'s fails its Evasion Roll, that Llec Jr. takes 100 dice of damage.

Variation 2: Single Target, Area of Effect

Rule: The attack is broken up into multiple smaller attacks that pepper the area around a single opponent in the hopes of increasing the chance of scoring a hit. Each division in damage dice adds +5 to hit. The attacker makes a Power Roll using Combat + Power +

3d6 vs. a DV equal to the dice of damage done to the target, +10 DV per division. The attacker then makes one attack roll, adding the bonus granted from the Power roll, and compares it against the target's Evasion Roll. If the target fails its Evasion Roll, it is hit.

For example: Oloccip peppers Android XVII by splitting a 600 dice attack into six smaller blasts, hoping to increase his chance to hit by +30. Oloccip must pass a Power skill test vs. a DV of 660. He succeeds. His attack roll now has a +30 modifier.

Variation 3: Single Target, Multiple Hit

Rule: The attack is broken up into multiple smaller attacks that continuously machinegun a single opponent in the hopes of scoring more than one hit. Each division in damage increases the number of attacks that may hit by +1. The attacker makes a Power Roll using Combat + Power + 3d6 vs. a DV equal to the total dice of damage done by the attack, +10 DV per division. The attacker then makes one Attack Roll and compares it against the target's Evasion Roll. If the target fails its evasion roll, it is hit by a number of attacks equal to the difference between the Attack Roll and the Evasion Roll. Each hit is treated separately against the target's Defense.

For example: Oloccip splits a 600-dice Energy Blast into 6 smaller blasts, hoping to hit Android XVII with more than one blast. Oloccip must pass a Power skill test vs. a DV of 660. He succeeds. He rolls to attack to 17. If his Attack Roll were 4 higher than 17's Evasion Roll, Oloccip would score 4 separate hits. If his Attack Roll were 6 higher than 17's Evasion Roll, Oloccip would score 6 separate hits. If his Attack Roll were 10 higher than 17's Evasion Roll, Oloccip would still only score 6 separate hits.

Converging Attack

One of Oloccip's most impressive attacks is used against Android XVII. By combining Delay with Rapid Fire, Oloccip is able to throw a hail of small attacks at a target, intentionally missing in order to force an opponent to dodge, only later to converge all those missed shots onto the target in one large hard-to-evade attack.

This attack has two components. In the first component, the attacker launches numerous small Energy Blasts with no real intention of hitting the target. Instead, the attack is a feint, meant to force the opponent to dodge.

The attacker then pauses briefly to hear the target complain about the pitiful-ness of the attack before proceeding to the second Phase of this attack. The attacker points out that the target is now surrounded by all those missed blasts, hovering in the air behind, above, and below the target.

The attacker then directs all those hovering blasts to converge onto the target. The resulting attack is very hard to evade.

Rule: To perform the first component, the attacker forms an Energy Blast and divides into multiple smaller blasts (see Rapid Fire above). Each division reduces the damage of each blast, but increases the effectiveness of the maneuver. The attacker makes a Power roll using Combat + Power + 3d6 vs. a DV equal to the total dice of damage done by the attack, +10 DV per division. The attacker then makes an attack roll as normal using Combat + Fighting + 3d6 + 5 per division vs. a DV equal to the target's Mental +

Fighting + 3d6. If successful, the Defender is forced to Abort (see MWS-Omega-C, page XXX) to a Dodge maneuver, thus sacrificing their upcoming action.

The second component occurs in the following Phase. The attacker then makes an attack roll using Combat + Fighting + 3d6 + 5 per division vs. the target's Evasion roll. If the target fails its Evasion roll, it is hit by a number of attacks equal to the difference between the Attack Roll and the Evasion Roll. Each hit is treated separately against the target's Defense.

Create Clothing

One of Oloccip's most underrated powers is his ability to create brand new, perfectly tailored, crisp clean new outfits of any design out of thin air. With just a flick of his fingers, any type of clothing, from fighting gis to weighted *clothing*, will appear on his target. Should he ever find himself out of a job as a defender of the Earth, he could also find work as a tailor.

Neit's Powers and Techniques

Neit puts up a valiant but ultimately vain effort to stop Llec. Although he is successful in delaying Llec with his powerful Tri-Beam attack, Neit soon realizes that perhaps he is out of his league.

Tri-Beam Attack

Neit's Tri-Beam Attack is his most powerful attack. He launches it by forming his hands together, fingers-to-fingers and thumb-to-thumb, into a triangle. The resulting blast is enough to keep even Llec pinned to the ground.

Rule: The Tri-Beam Attack is a 1000 dice Energy Blast with 500 dice of Deadly Effect. The resulting Energy Blast has a DV of 150 and costs 1000 Power.

Alien Monkey-Man Powers

When Ukog became the first Super Alien Monkey-Man in a thousand years, everyone thought that was it. There wasn't anywhere to go after that. Ukog had set the bar for Alien Monkey-Man power and ability, a final stage of Alien Monkey-Man evolution. Or so everyone thought.

Soon afterwards, Ukog was followed by Sknurt, then Ategev. But the Alien Monkey-Men weren't satisfied. They wanted more power. They continued training, continued sparring, and continued searching for greater and greater levels of fighting prowess.

Eventually, their hard work paid off. Through the efforts of all the Alien Monkey-Men, including even young Nahog, it was soon discovered that there were levels beyond Super Alien Monkey-Man, levels beyond imagination.

Mastering the Super Alien Monkey-Man Transformation

Becoming a Super Alien Monkey-Man is difficult. The warrior must not only possess a great amount of rage, they must have the discipline and control to focus that rage,

channeling into themselves and achieving a new state of being. But the rage is fleeting, and once it has passed the warrior reverts to normal. Eventually, with enough training and meditation, the warrior can tap that power without the need for rage. At that point, the warrior can become a Super Alien Monkey-Man by will, discipline, and control alone.

By the time of the Llec Games most Alien Monkey-Men have perfected the ability to become a Super Alien Monkey-Man. Although the becoming a Super Alien Monkey-Man had become simpler the power boost was still brief and hard to maintain. Eventually, one would revert back to normal, losing the characteristic glow, blonde hair, and associated power and ability. Through intense training in the Hyperbolic Time Chamber for a year, Ukog and Nahog were able to condition themselves to a point where they no longer reverted to normal. In effect, they had made Super Alien Monkey-Man their “normal” form. They enjoyed the power and ability increase of being a Super Alien Monkey-Man 24 hours a day, even when asleep!

Rule: A character can master the Super Alien Monkey-Man transformation through practice and repetition. Normally, once a fighter has become a Super Alien Monkey-Man, they must roll a 4 or less on 2d6 in order to become a Super Alien Monkey-Man again. However, with practice, one can increase this number. After one complete month of training, the character must attempt to become a Super Alien Monkey-Man by rolling a 4 or less. If the roll is successful, the number the character must roll on subsequent attempts is increased by 1. If the roll fails, the character must train for another month and try again. Eventually, once the character has increased this number to 12, a roll is no longer necessary and the character may become a Super Alien Monkey-Man any time they want to. However, the Gamemaster must still roll 2d6 each Phase the character is a Super Alien Monkey-Man. If the result is ever 2, the character will lose the focus and revert to normal.

For example, Ategev has finally become a Super Alien Monkey-Man. Each subsequent attempt to become a Super Alien Monkey-Man, he must roll 4 or less on 2d6. Ategev trains for a month and rolls 2d6. He rolls a 3! He becomes a Super Alien Monkey-Man and subsequent attempts will only require a roll of 5 or less. This is insufficient for Ategev, he continues training. After another month, he rolls 2d6 for a result of 7. What? That’s impossible! Ategev has failed. He continues training and after another month attempts again, this time rolling a 4. Much better. Now Ategev can become a Super Alien Monkey-Man on a roll of 6 or less on 2d6. He continues to train in this way for more than a year, eventually mastering the ability to become a Super Alien Monkey-Man at will.

In order for a character to become a “Everyday” Super Alien Monkey-Man like Ukog or Nahog, they must first master the ability of becoming a Super Alien Monkey-Man (see above). In addition, a character must have a Power Level of at least **10 million**. Finally, they must train non-stop without interruption for several months. For each month of constant training, the player rolls 2d6. If the result is 2, that month of training is successful. The character then trains for an additional month and rolls 2d6. If the second result is 3 or less, that month is successful. If not, the character must repeat that month’s training. The character continues training in this way, increasing the number by one for each successful month of training, until the number reaches 12. After that, the character is now naturally a Super Alien Monkey-Man. They no longer revert on a roll of 2 on 2d6,

nor do they revert at half damage or when knocked unconscious. The only way the character will revert to normal is by their own free will.

[SIDEBAR]

Bending the Rules

It is obvious from nearly every “Magic Wishing Sphere Omega” Saga that Nahog is a very special boy with unknown and untapped reserves of power. His potential is amazing, and everyone is always surprised by his potential. To simulate this, Nahog, and only Nahog, is able to break the rules. Normally, when a Alien Monkey-Man transforms into a Super Alien Monkey-Man, his Power Level, Power Up, Hits, Defense, and Combat Skills are multiplied by 2.5. Nahog, however, is a cheater. When HE transforms, his stats are instead multiplied by 5! Remember, this is a very special rule that normally only applies to Nahog (and possibly some other Alien Monkey-Man children later in the series). Gamemasters should be very careful before allowing a Player Character to break the rules in this fashion.

But hey, it’s your game. If you wanted to make the Super Alien Monkey-Man multiple x10, x20, or even x50, it’s entirely up to your Gamemaster.

[END SIDEBAR]

Ultimate Super Alien Monkey-Man (Ascended Alien Monkey-Man)

While Ukog and Nahog practiced to perfect the Super Alien Monkey-Man transformation, Sknurt and Ategev took a different approach. They felt there had to be something more than Super Alien Monkey-Man, a new level of power, a new state of being. After months of training in the Hyperbolic Time Chamber, Sknurt and Ategev emerged confident that they had unlocked the secret. It was during the fight with Llec that Sknurt was finally able to become the Ultimate Super Alien Monkey-Man, also called the Ascended Alien Monkey-Man, a new more powerful form of Super Alien Monkey-Man. This new form increased the Super Alien Monkey-Man’s physical strength, toughness, and power, but did so at the expense of speed and agility. The new form was truly formidable, but was still no match for Llec.

Rule: In order to become an Ultimate Super Alien Monkey-Man, the warrior must first have mastered the ability to become a Super Alien Monkey-Man at will (see above), have a Power level of at least 25 million, must first unlock the secret, and only then may they attempt to transform.

Unlocking the secret of becoming the Ultimate Super Alien Monkey-Man requires months of intense training and study. For every month of Study, the Alien Monkey-Man must pass a skill test using Mind + Mental + 3d6 vs. a Difficulty Value of 70. Once he has unlocked the secret, the warrior may attempt the transformation from Super Alien Monkey-Man to Ultimate Super Alien Monkey-Man by rolling 2d6. On a result of 2, the warrior may undergo the transformation.

Once transformed, the Ascended Alien Monkey-Man’s Power Level, Combat Skills, Hits, and Defense are all doubled. However, all their Combat Skill Action Values (AV’s) are halved.

For example, Sknurt' Power Level is 25 million. His Fighting skill is 300. His Combat characteristic is 45. Note that his Combat + Fighting AV is 345. He has 600 Hits and a Defense of 300. As the Ultimate Super Alien Monkey-Man, his Power Level becomes 50 million. His Fighting skill becomes 600. His Combat characteristic remains the same. He now has 1200 Hits and a Defense of 600. Unfortunately, although his Combat + Fighting AV is now 645, it is halved along with all his other Skill AV's and is now 322.

Once the warrior has undergone the transformation once, subsequent transformations can become easier. Using the rules above for **Mastering the Super Alien Monkey-Man Transformation**, each successful transformation, along with a month of training, increases the number needed on 2d6 to transform by 1. Eventually, with enough time and training, a Alien Monkey-Man can master this transformation, becoming an Ascended Alien Monkey-Man at will.

Super Alien Monkey-Man 2

Sknurt and Ategev were on to something. There **IS** a level beyond Super Alien Monkey-Man. Unfortunately, much to Sknurt' dismay, Ascended Alien Monkey-Man wasn't it. Ascended Alien Monkey-Man was technically more of a shuffling around of existing resources than a new state of being.

The secret to the new level existed within the untapped source of power within young Nahog, a power that can only be released through the uncontrolled release of rage.

Once released, the Super Alien Monkey-Man's power is raised to an unbelievable level. They become walking gods of destruction.

Rule: Transforming to Super Alien Monkey-Man 2 is a lot like becoming a Super Alien Monkey-Man all over again, only bigger. In order to transform to Super Alien Monkey-Man 2, the following conditions must apply:

1. The Alien Monkey-Man must be pure of heart or pure of purpose.
2. The Alien Monkey-Man must be in a state of Alien Monkey-Man Rage. He or she must therefore witness the death or near-death of a loved one. This, of course, will double the character's Power level, Power Up, Hits, Defense, and all Combat Skills for 1d6+5 Phases.
3. The Alien Monkey-Man's Power Level, as a result of Alien Monkey-Man Rage, must be a minimum of **50 million**.
4. The Alien Monkey-Man must then roll a 2 on 2d6. If this roll is failed, the Alien Monkey-Man may re-roll each Phase until they succeed. Of course, the Rage will only last for 6-11 Phases, so the window of opportunity is limited.

[SIDEBAR]

Super Alien Monkey-Man Sulk

Remember, Alien Monkey-Men can only become enraged once in any given battle. After the Rage fades, they tend to just give up. They then blame themselves and sulk a lot, only to train even harder for the next battle.

[END SIDEBAR]

If the Alien Monkey-Man successfully meets all the above criteria, they may explode in power and ability, increasing their Power Level, Power Up, Hits, Defense, and all Combat Skills by 2.5, this on top of the already boosted Super Alien Monkey-Man and Alien Monkey-Man Rage stats. The total combined boost for a Super Alien Monkey-Man 2 warrior is x12.5 (x2.5 for Super Alien Monkey-Man, x2 for Alien Monkey-Man Rage, and x2.5 for Super Alien Monkey-Man 2).

Like other Super Alien Monkey-Man transformations, once the warrior has undergone the transformation once, subsequent transformations can become easier. Using the rules above for **Mastering the Super Alien Monkey-Man Transformation**, each successful transformation, along with a month of training, increases the number needed on 2d6 to transform by 1. Eventually, with enough time and training, a Alien Monkey-Man can master this transformation, becoming an Super Alien Monkey-Man 2 at will.

New Rules

Android XVI: “I am Android XVI. I am merely an Android programmed to have no desire other than the destruction of Ukog. I have learned, however, that there are beautiful things in the world as well, things that need protection. Through this appreciation I was able to become much more than machine and programming. I became human.”

Android Player Characters

Androids, those vile creations of the vengeance-mad Dr. Oreg, are the greatest scourge ever let loose upon the Earth. Or are they? The actions of Android XVI, 17, and 18, prove that Androids aren't all evil. They are actually complex beings capable of as much goodness and destruction as any ordinary human.

Since Androids can be good guys, it raises the question: Can Androids also be Player Characters? The answer is yes, of course. “Magic Wishing Sphere Omega” has a long history of turning villains, or at least rivals, into good guys. Oolong, Ahcmay, the Ox Kaiser, Neit, Oloccip, and Ategev, all made the jump from antagonist to protagonist. The Androids are only the latest to put their rivalry with Ukog aside and help the Z-Warriors fight an even tougher foe.

Android Overview

[SIDEBAR]

Androids in order of their design

Major Metallitron: A hulking cybernetic terminator used by the Crimson Banner Force in the defense of Muscle Tower.

Androids #1-7: Unknown.

Android #8: A large Frankenstein's Monster-looking model that hated violence. Although this Android was technically designed and built by Dr. Eppalf, it was designed for the Crimson Banner Force, uses the same numbering system, and was also built with a self-destruct mechanism. It seems likely that Dr. Oreg assisted in its design.

Androids #9-12: Unknown.

Android #13: Built and activated by Dr. Oreg's computer years after his death along with Androids #14 and #15 with the sole purpose of destroying Ukog. This model is the first to feature the ability to absorb other Androids into itself.

Android #14: Built by Dr. Oreg's computer years after his death. This unit lacks intelligence or a personality.

Android #15: Built by Dr. Oreg's computer years after his death. This unit is short and flamboyant.

Android XVI: A large prototype never meant to be activated, Android XVI has an unlimited power supply and a brooding, silent, temperament. Android XVI's only goal is to destroy Ukog. He will refuse to fight anyone else. Android XVI was activated by Androids #18 and #19 to help them in their quest to find Ukog.

Android #17: The youthful boy Android with an unlimited power supply and a rebellious temper. Activated in desperation after Android #19 was destroyed.

Android #18: The beautiful blonde girl Android, also built with an unlimited power supply. Activated in desperation after Android #19 was destroyed.

Android #19: Pale white and portly, with the ability to absorb Power from Ki. It was easier to control due to its limited Power supply.

Android #20: An Android body ultimately used by Dr. Oreg to replace his own. This model also featured the ability to absorb Ki energy.

Llec: An enigmatic and powerful Android built by Dr. Oreg's computer 20 years after his death. This unit's sole purpose is to become the ultimate fighting machine.

[END SIDEBAR]

One mad scientist created most of the Androids seen in Magic Wishing Sphere Omega: Dr. Oreg. He originally built his Androids for his employer, the Crimson Banner Force. The Androids were built as high tech guards and warriors. Once the young Ukog destroyed the Army, Dr. Oreg turned his mechanical designs towards revenge. His

subsequent Androids were thus built for this purpose. Androids 16, 17, 18, 19, and 20 were all built towards this goal. Although each Android was more advanced than the previous, none matched the power and pure destructive hatred of Dr. Oreg's greatest creation: Lec.

[INSET]

In Translation

Androids having babies?

Android XVIII later falls in love with Nillirk and has his child, named Marron (Nillirk has issues). How can an Android have a baby with a human? It's because the Androids aren't really androids. In the original Japanese they were called Jinzonigen, literally Artificial Human. Although the Androids are made using many synthetic cyborg parts, they are also made of a large part of the actual flesh and blood of two teenage humans. The cyborg parts only enhance them.

This makes the Androids indistinguishable from normal humans. They have a pulse, they sweat, they can eat and drink, and they have DNA, just like normal humans.

[END INSET]

But Dr. Oreg was not alone in designing Androids. Dr. Eppalf also designed Androids for the Crimson Banner Force. His designs included the pacifistic Number VIII who became one of Ukog's greatest allies and friends, hardly the super-warrior fighting machine Dr. Eppalf intended. Interestingly, Dr. Eppalf's Android shared many traits with Dr. Oreg's later designs, including a remote-controlled self-destruct bomb and many biological parts.

And although they weren't technically Androids, Dr. Oleehw's cybernetic machines, including the cyborg assistant Dr. Ihctoks and the giant robot piloted by Dr. Oleehw's own disembodied brain, were pretty close. Even Dr. Oreg's computer carried on his work after his death.

Other Androids designers may be lurking somewhere in the "Magic Wishing Sphere Omega" world, building off the successes of their peers, or creating their own insidious machines. Perhaps Dr. Oreg hid more than one computer in other mountain ranges, perhaps Dr. Eppalf continues his work on his own, or perhaps some completely new bright young scientist has figured out the secret of artificial life. Only time, and your Gamemaster, can tell.

Creating Android Player Characters

Allowing players to create and control Androids PC's presents several intrinsic problems for the MWS-Omega Gamemaster. Like Alien Monkey-Men and Slug-Men, they possess powers that no human fighter can hope to compete against. They are intrinsically "unbalanced". In other words, they're cheaters. As a result, Gamemasters should be VERY hesitant to allow an Androids Player Character in his or her campaign.

But if the players keep begging, and you can't get them to stop, you can tell them that their character can be an Android on a roll of 3 or less on 2 six sided dice. Any other result means they have to play a human or try some other species like Nameccian or Alien Monkey-Man.

If the roll is successful, they build their character normally. They have 40 points to purchase Characteristics, 50 points to purchase Skills.

There are several qualities all Androids possess.

- ? **Bio-Mechanical.** Androids are created through a hybrid of cybernetic and bionic technologies, grafting human tissue to artificial endoskeletons. The only exception is Llec, who is fully biological. Players may not create a Llec-type Android Character.
- ? **Unstoppable.** Androids are very tough and hard to destroy. They can take catastrophic damage and keep coming. Even when they're disabled or shut down, they can be repaired and returned to full operation. Android characters begin the game with double the normal Hits (x20) and Defense (x10). When an Android is reduced to zero or less Hits, the player may make a choice. The Android is either nd unconscious, like a normal character, or it is dismembered/disassembled and conscious, the head still being able to talk and give advice.
- ? **Immunity.** Androids are immune to the effects of cold, heat, fire, or lack of oxygen. Although Androids have no need for food, they are still able to eat and may even enjoy the taste.
- ? **Repair.** No matter how much damage the Android takes, short of complete destruction, it can be repaired in a laboratory. Although Androids make use of many biological parts, they don't heal like a normal human. So while a human might recuperate in a hospital or in a bed, the Android can only recover lost Hits through repair.
- ? **No Ki.** Androids cannot be sensed through scouters or by sensing Ki energy. Conversely, most Androids cannot sense Ki energy.

In addition, the player is also able to select 1-6 Special Abilities from the following list:

- ? **Absorbion/Fusion:** The Android has the ability to absorb other Androids, or even inanimate machines, into its being (see page **XX** for more information on this frightening ability).
- ? **Additional Limbs:** These limbs allow the Android to pick up one extra object per limb, or to make one additional attack for every PAIR of additional limbs, up to a total of TEN limbs.
- ? **Armor:** 50 dice is automatically negated from all hand-to-hand damage. Energy damage is unaffected. The effects of this Special Ability are cumulative and may be chosen multiple times.
- ? **Barrier Field:** The Android is able to project a 100 dice Deflection (see MWS-Omega-C page **72**). Unlike a normal Deflection, the Barrier Field fully encloses the Android, protecting from all directions. Physical damage from hand-to-hand attacks is unaffected. The effects of this Special Ability are cumulative and may be chosen multiple times.
- ? **Drain Ki:** The Android can drain Ki energy from a target (see MWS-Omega-C page **72**).

- ? **Energy Blasts:** The Android is able to fire 100 dice Energy Blasts from its hands and/or fingers (or perhaps even its mouth). The effects of this Special Ability are cumulative and may be chosen multiple times.
- ? **Enhanced Senses:** The Android has superior audio, visual, and/or olfactory pickups, allowing for enhanced hearing, vision, and smell. The Android can hear in the ultrasonic range, can see in the infrared and ultraviolet, and can detect living beings by smell alone. The Android may even be able to sense Ki.
- ? **Exotic Movement:** The Android has the ability to move freely through a normally restricted medium. Examples include under water, under ground, through walls, etc. The Android still moves at its normal Movement rate unless it also possesses the Superspeed ability.
- ? **Eye Lasers:** The Android is able to fire 100 dice Energy Blasts from its eyes. The effects of this Special Ability are cumulative and may be chosen multiple times.
- ? **Hell's Flash:** The Android is able to fire a 500 dice Energy Blast but must re-charge for 1-6 Phases after each attack (see page **XX**). The effects of this Special Ability are cumulative and may be chosen multiple times.
- ? **Holographic Generator:** The Android may generate a single visual copy of itself. This ability is functionally identical to the After Image technique (see MWS-Omega-A page 95).
- ? **Hypnosis:** The Android may attempt to mesmerize its opponent. The Android compares its Mental + Power + 3 dice to its target's Mental + Mind + 3 dice. If the Android's total is higher, the target is hypnotized for 1-6 Phases. The hypnotized target may not act and their Combat characteristic and Evasion skill is halved for the purposes of Evasion rolls.
- ? **Interface:** The Android has the ability to communicate with and take control of any computer or computerized device. The Android compares its Mental + Power + 3 dice to a Difficulty Number set by the GM. If the Android's total is higher, the computer is under the Android's control for 1-6 Phases.
- ? **Invisibility:** The Android can generate a cloaking field that renders it effectively invisible. An invisible Android cannot be seen or attacked, but their presence can be sensed if the opponent passes a skill test using Mental + Mind + 3 dice against a Difficulty of 30. An invisible Android can be sensed automatically by an opponent with Enhanced Senses. The opponent may attack the invisible Android if they pass a skill test using Mental + Mind + 3 dice against a Difficulty of 50.
- ? **Radio Communication:** The Android may silently communicate with other similarly equipped Androids. This ability is functionally identical to telepathy, except that the Android may also broadcast to normal radio receivers.
- ? **Regeneration:** The Android may regenerate lost Hits. 10 Hits may be regenerated for a cost of 10 Power.

- ? **Rocket Punch:** The Android may launch its hands from its wrists, allowing it to make a hand-to-hand attack from range (see page **XX**). The hands must be manually re-attached after each firing.
- ? **Secret Weapons:** The Android's limbs conceal blades, spikes, stingers, or some other kind of melee weapon. These weapons add 10 dice damage to any hand-to-hand attack.
- ? **Shape Change:** The Android may alter its shape but not size. Like Oolong or Puar, the Android may change appearance, or may become a large functional object like a pair of scissors, an electric fan, a bat, or other animal. The Android may not, however, change into a weapon or means of defense, nor may the shape possess additional functional limbs. However, when combined with the Armor, Extra Limbs, or Secret Weapons power, the Android may become, create, and/or hide such items at will.
- ? **Spawn Juniors:** The Android may create 1-6 smaller duplicates of itself (see page **XX** for more information on this frightening ability).
- ? **Splitting:** The opposite of absorption, the Android may split itself into 2-7 identical copies of itself. This Special Ability is functionally identical to the Multiple Image power used by Oloccip, Nillirk, and Neit (see MWS-Omega-A page 96).
- ? **Superspeed/Flight:** The Android has the ability to fly or run at supersonic speeds. If used for flight or running, the ability is functionally identical to Superspeed/Flight (see MWS-Omega-A page 92).
- ? **Teleport:** The Android may instantaneously travel between two points without covering the intervening distance. This Special Ability is functionally identical to the Instant Transmission technique (see MWS-Omega-C page **70**).
- ? **Unlimited Power Supply:** The Android has a nearly limitless source of energy, though the amount of Power it can possess at any given moment is limited its Power Up x 5. (see MWS-Omega-C page 73).

Gamemaster Advice

Feints

A smart tactic in any fight is to trick your enemy. Make them think you're going to attack when you're really retreating. Make them think you're going to defend when you're really going to attack. Doing so keeps them off-guard and possibly opens up their defenses to a well-placed strike. In the real world, performing a feint is as simple as standing a certain way or making a quick movement in a certain direction. However, in an Adventure Game, it's not so easy. The Gamemaster (usually the opponent) always knows exactly what the player is doing when he does it. So how does one simulate feints and misdirection in a game where everyone's cards are on the table, so to speak?

Rule: In order to fool an opponent, the player must inform the Gamemaster of his intent to perform a **Feint** maneuver against their opponent. The purpose of the feint is to force

the opponent to Block or Dodge. The player then makes an Attack roll using Combat + Fighting + 3d6 vs. a DV equal to the target's Mental + Fighting + 3d6. If successful, the Defender is forced to Abort (see MWS-Omega-C, page 78) to a defensive maneuver, thus sacrificing their upcoming action.

If the attempt fails, then the defender acts (or reacts) normally and the attacker is forced to act last that Phase, regardless of Initiative order.

A successful feint effectively grants the character a free action. They can use it to flee, to maneuver for better position, or to attack again. If they choose to attack, they receive a +2 bonus to their attack roll the next Phase only.

For example: Oloccip attempts to perform a feint against Llec. Oloccip's player tells the Gamemaster of his intention. Oloccip's player then rolls Combat + Fighting + 3d6 vs. Llec's Mental + Fighting + 3d6. Oloccip's total is $65 + 281 + 14 = 360$ vs. Llec's total of $20 + 235 + 10 = 265$. Oloccip successfully fools Llec into aborting to a Block maneuver. Next Phase, Oloccip chooses to attack Llec with a +2 bonus. Llec can do nothing that Phase but block which, granted, provides him with two chances to evade instead of just one. If Oloccip had chosen, he could have instead opted to retreat with a full Phase head-start.

Fear

Standing there gawking while the other guy powers up, or “What? That’s Impossible!”

It happens just about every episode. There's some trash talking back and forth between the good guy and the bad guy. Each of them belittles the other with put-downs and condescending insults. Then one of them begins to power up. There's a 5 to 10 minute period of flashing lights, bulging muscles, cyclonic winds, floating rocks, and darkening skies. Meanwhile, during those 5 to 10 minutes, the other guy (or guys) stands there like a dork, letting his enemy charge up millions of Ki Power points like he couldn't care less. Why is that? Why don't our heroes interrupt the villain's Power Up before he becomes really dangerous? The answer is simple: Fear.

Our heroes are human (or at least Alien Monkey-Man or Slug-Man or Androids). They experience the same range of emotions that other people feel. Therefore, when they are confronted with incredulous amounts of raw destructive power, even they can be overcome with mind-numbing terror.

How does a Gamemaster simulate this fear in a role-playing game? The players are rarely as impressed as they should be. Players never face a fight-or-flight response. They never cower in fear, or freeze on the spot, or simply watch in awe as their opponent prepares to destroy the world. Players never hesitate, they never give the bad guy a chance to talk, and they never ever allow their opponents an uninterrupted moment to Power Up.

There are three possible solutions to this dilemma. Ignore the problem, work it out through role-play, or impose some kind of artificial rule.

The first solution is to simply ignore the problem. “Magic Wishing Sphere Omega” is a television show. As such it has a script, writers, and a director to call the shots.

Characters act or hesitate for greater dramatic impact. This, however, is a game. Games and Television work on inherently different laws of drama and timing. Games have drama and conflict built into their mechanics. It is therefore impossible for games to faithfully and logically reproduce every aspect of a TV show. It's just part of being a game and should be enjoyed on its own merits.

The second solution is to role-play the situation without rules. Each of the players agrees to "play along" for a few moments, allowing the bad guy to power up to their detriment while they hesitate and act impressed or incredulous. This is the most natural solution, but it requires the full cooperation of the players with the Gamemaster and a sort of "wink wink" acknowledgement that everyone is playing their parts to enhance the spirit of the genre. If one or more of the players isn't in the spirit, or doesn't feel like letting the bad guy power up, it ruins the illusion. Therefore it often helps for the Gamemaster to explain the situation beforehand to everyone involved. "Look, this is the big scene where the bad guys powers up and everyone acts all afraid. Please play along. You'll enjoy it more." The Gamemaster should reward those that play along with extra experience points.

The final alternative is to impose a rule like the following. Whenever a character Powers Up, compare their Power Up to their opponents' Power Up rating and consult the following table to determine the result.

Power Up is	Effect
Less than opponent.	Opponent is unimpressed, but might still hold his action anyway just to smirk.
Less than 2 times greater than opponent.	Opponent may be impressed. Roll a die. On a roll of 1-3, the opponent acts last this Phase regardless of Initiative.
2 to 5 times greater than opponent.	Opponent is impressed; hesitates, acts last this Phase regardless of Initiative.
5-10 times greater than opponent.	Opponent is very impressed; hesitates, may not act for 1 full Phase. May perform defensive maneuvers normally.
10-100 times greater than opponent.	Opponent is awed or incredulous; may not act for 1-6 Phases. May perform defensive maneuvers normally.
More than 100 times greater than opponent.	Opponent is stricken with fear; may run away, hide, or faint.

For example, Imperfect Llec is fighting Nillirk at the airport. Imperfect Llec Powers Up. Since his Power Up is almost 20 times that of Nillirk's, Nillirk is awed and incredulous. He just stands there with his jaw agape muttering about something-or-other being absolutely impossible. He will hesitate for 1-6 Phases, unable to move or act while Llec

goes around destroying things, or at the very least insults Nillirk for being bald or short or not worth the bother. The only actions Nillirk may perform during this time are Dodge or Block.

We Gotta Power!

(New Optional Uses for Power)

How many times in “Magic Wishing Sphere Omega” have we seen our favorite heroes (or villains) pull their punches, only for their opponent to complain that they’re holding back? Likewise, how many times have we seen someone just too exhausted to throw a punch?

The reason a fighter pulls their punch is to conserve energy. Too much too soon and they’ll be spent, unable to fight effectively. In “Magic Wishing Sphere Omega”, we simulate the effects of exhaustion by keeping track of Power Level. Power Level represents a fighter’s stamina and endurance, their longevity in a fight. The higher the Power Level, the longer that fighter should be able to last in a fight. When that fighter has spent their Power Level, they become exhausted.

So far, only Ki Powers have required the use and expenditure of Power Level. However, for those Gamemasters who wish to simulate those moments in the anime where fighters hold back or simply can’t muster the strength to fight hand-to-hand any longer, we offer these optional rules. These rules allow the Gamemaster to recreate the effects of physical exhaustion in their fights, causing the players to think twice before launching all-out attacks with every roll of the dice. Be warned, however, that these rules add an extra layer of complexity to the game that may not be appropriate for all campaigns. Also, these rules greatly increase the amount of power expenditure during a fight, making Power Level and Power Up very important factors. The additional bookkeeping required for these rules may not suit every Gamemaster’s tastes. For this reason, these rules are optional.

These new rules propose four new ways to spend Ki Power Points. The first method is to allow players to spend Ki Power Points to reduce damage taken. The second method is to allow players to alter the strength of their hand-to-hand attacks, charging Ki Power Points for each attack. The third method allows players to vary the strength of the damage done by their hand-to-hand attacks, charging Ki Power Points for each damage roll. Finally, the fourth method is to allow players to vary the effectiveness of their Evasions, charging Ki Power Points for each Evasion roll.

Method 1: Negating Damage

(or “There’s No Way He Could Have Survived That Blast!”)

With thousands of dice of damage flying around, how can any of the MWS-Omega characters take a hit, much less get into long-duration sparring matches? Given the amount of damage vs. the values of Defense and Hits, it should be ridiculously easy to take out even the strongest characters with one hit. One possible solution to this dilemma is to burn Power to take damage.

The idea is simple, when a character is hit and takes damage, the player (or GM) can opt to Abort their upcoming action and burn Power to reduce the damage. 10 points of Power will reduce 10 points of normal damage, or 1 point of Deadly Effect damage. Damage can never be reduced below 1, so every hit will do at least SOME damage. With Power Levels in the tens of millions, spending 3000 Power to reduce 3000 points of damage is trivial. Battles can then last longer.

This sort of save can be considered a second-chance Deflection. Considering that a normal Deflection can stop 10 **DICE** (an average of 35 points of damage) of damage for 10 Power, reducing 10 **POINTS** of damage for 10 Power is obviously more expensive, so remember those Deflections.

Method 2: Powering Attacks

Punching and kicking is both mentally and physically exhausting. It is the fighter's job to determine when and where to attack, and when not to. All that mental focus can be draining. Therefore, fighters tend not to put everything into every attack, saving their energy for later, or keeping some in reserve for defense. Then, when the time is right, the fighter dumps all his energy into the big attack.

The Gamemaster can simulate this in the game by introducing a rule that allows players to choose how much of their Combat + Fighting they wish to use in an attack and charging Ki Power Points for that attack. This allows fighters to start off slow, lowering the accuracy of their attack and saving Power Points for later, or open up with everything, blowing all they got in every attack. It's their choice. Eventually, the character will run out of Power and they'll wish they had conserved power earlier.

To implement this rule, simply charge 1 Power Points per Combat + Fighting used in an attack.

For example, if Ukog is fighting Llec, Ukog can choose to fight at his full strength of Combat 40 + Fighting of 529 for a total of 569. Each punch would cost him 569 Power Points! That can add up pretty quick. Instead, Ukog keeps his initial punches small, only using a total of 200. At this level, he's not trying very hard but his attacks are only costing him 200 Power each.

Method 3: Powering Damage

Similar to the method above, the Gamemaster may force players to consider their options when doing damage, charging them 1 Power Point per dice used to determine the damage of a hand-to-hand attack. Players may choose to go all out, or pull their punch and do less damage, thus conserving energy.

For example, Ukog finally hits Llec. Normally, Ukog's punches would do 553 damage dice and cost Ukog 553 Power Points. Ukog decides to hold some back, instead only doing 100 dice of damage.

Note that this method still works using Special Fighting Techniques (MWS-Omega-A, Page 80). By voluntarily reducing their ability to hit, a character increases the amount of dice rolled for damage. Using the above Optional Rule, the Gamemaster can still charge a

Power Point cost for the reduced attack, and the player now has the option of doing even more damage, but he still has to pay Power for it.

For example, Ukog uses a special fighting technique that reduces his chance to hit by 300 dice but adds 300 dice to damage. He rolls his Combat + Fighting (a total of 569) – 300 (now a total of 269) + 3d6 to attack. Using the above Optional Rule, the attack costs him 269 Ki Power Points. He hits! Now he rolls for damage. Normally, Ukog does 553 dice of damage. This time, he can do up to 853 dice of damage! Ukog chooses to do 700 dice of damage to save some Power, costing him 700 Power instead of 853. Ultimately, the attack cost Ukog 969 Ki Power Points instead of 1122.

Method 4: Powering Evasions

Finally, the Gamemaster can make things tough on the defender by charging Ki Power Points for Evasion rolls. Just like Method 2 above, each Evasion roll costs the character 1 Power per Combat + Evasion used to avoid getting hit. The player may choose to reduce the amount Combat + Evasion used in order to conserve energy.

For example, Llec is attempting to evade Ukog's attacks. Since Ukog's not trying that hard, neither is Llec. Normally, Llec's Evasion total is 260 (Combat) + 960 (Evasion) = 1220. Therefore each Evasion roll would cost Llec 1220 Ki Power Points. Since Ukog's only fighting half-heartedly, Llec decides to cut back as well, reducing his Evasion total to 250. Llec is now only using 250 Power per Evasion. He's also becoming impatient and upset with Ukog's games. Curse him! Why won't he fight at full power?

Oiak Nek Super Power-Up Expanded

(New Optional Rules for Oiak Nek Super Power-Up)

One of the biggest complaints regarding the Oiak Nek Super Power-Up rules (MWS-Omega-A, page 88) is that it becomes prohibitively expensive to perform higher levels. If this were the case, how could Ukog perform the Oiak Nek Super Power-Up x20 to defeat Azeirf? Although this was somewhat addressed in the last supplement (MWS-Omega-C, page XX) as a Gamemaster Fiat, another possible solution is to add a qualifying roll in order to perform it.

Here's how it works. In order to perform the Oiak Nek Super Power-Up at a given level, the character, let's say Ukog, must pass a skill test using Physical + Body + 3d6 vs. a Difficulty Number appropriate to the level of Oiak Nek Super Power-Up. The difficulty increases by +1 each Phase the Oiak Nek Super Power-Up is in use, and Ukog must pass the new test each Phase in order to keep it going. If he fails at any point, he takes the indicated amount of damage. In this way, Ukog might be able to perform the Oiak Nek Super Power-Up without taking any damage. But each second he keeps it up, he runs the risk of burning out. Remember, a roll of 3 is an automatic failure, so even a seemingly simple Oiak Nek Super Power-Up will always fail on a roll of 3.

Note that you don't get the Power until AFTER you've paid your dues in Hits. Therefore, if your GM is using the rules above for burning Power to reduce damage, you have to use your Power prior to the Oiak Nek Super Power-Up to absorb the Hits, and your boost is based off of the remaining Power Level.

Oiak Nek Super Power-Up	Difficulty Number	Damage from Failure
1	58	60
2	62	120
3	66	240
4	70	480
5	74	960
6	78	1,920
7	82	3,840
8	86	7,680
9	90	15,360
10	94	30,720
11	98	61,440
12	102	122,880
13	106	245,760
14	110	491,520
15	114	983,040
16	118	1,966,080
17	122	3,932,160
18	126	7,864,320
19	130	15,728,640
20	134	31,457,280
21	138	62,914,560
22	142	125,829,120
23	146	251,658,240
24	150	503,316,480
25	154	1,006,632,960

For example: During the Alien Monkey-Man Saga, Ukog uses the Oiak Nek Super Power-Up vs. Ategev. The Difficulty Number for a standard Oiak Nek Super Power-Up is 58. Ukog's Physical + Body skill at that time was 49. He needs to roll a 9 or better to achieve Oiak Nek Super Power-Up. He makes it, but next Phase he has to roll a 10 or better to beat a Difficulty Number of 59. He decides risk a higher difficulty and ups it Oiak Nek Super Power-Up x2 for a Difficulty Number of 62. He beats that number, and is doing okay. The next Phase, he decides to take a bigger chance and go to Oiak Nek Super Power-Up x3. He now has to beat a DN of 66. In order to do that, Ukog has to roll

17 or better. He fails! Although he gets the power boost, he takes 240 Hits of damage! Yowch!

Later, in his fight against Azeirf, Ukog performs an astounding Kaori Ken x20. The difficulty to perform this feat is 134, and by that time Ukog only needs to roll a 10 or better (still a 50% chance!). Luckily he succeeded. Had he failed, the consequences would have been ENORMOUS! Not even Ukog could have withstood 31 million points of damage! Sure, Ukog could have performed a smaller Oiak Nek Super Power-Up. He would have only needed to roll 4 or better on 3d6, an almost automatic win. However, there's still that pesky 1% chance he could roll a 3 and fail.

Creating Technological Solutions

No one ever listens to Amlub

Mighty warriors clash against a backdrop of exploding stars. The ability to destroy worlds is tossed about with wild abandon. Nuclear bombs are shrugged off as a nuisance.

So what does Amlub do?

She's just a normal person. She can't destroy cities. She can't withstand massive attacks. Amlub isn't a fighter. She's a thinker. She uses her brain to solve problems. She invents solutions. Heck, if all the Omega-Fighters would just stop fighting, shut up, and listen to Amlub, to follow her instructions or heed her advice, half of the world's perils would never have become a problem.

But maybe your group is different. Perhaps your fighters listen to their thinker. Perhaps you want to play an inventor character and actually be useful. To accommodate these possibilities, we have developed some guidelines for creating and using inventions in your "Magic Wishing Sphere Omega" campaign.

All inventions are subject to Grab maneuvers, unless designed otherwise, and can therefore be taken away from its user. Targeting an invention with an Energy Blast or weapon incurs a -6 penalty to hit

For the most part, inventions are going to come in 6 varieties: Weapons, Defenses, Vehicles, Sensors, and Devices.

Weapons

Items that do damage or cause destruction. Weapons can be lasers, rifles, machineguns, bombs, electrical fields, etc. Designing a weapon involves passing a Mental + Gadgeteer skill test vs. a DV appropriate to the type of weapon being devised. The designer must spend a certain amount of time working on the invention before making the skill test. If the skill test fails, the designer must go back to the drawing board for the specified amount of time before trying again. The characteristics of a weapon determine the final DV required to build the weapon.

Weapon Damage	Range	Time	DV
1-10 dice (handguns, rifles)	1 km	7 days	14
10-25 dice (rocket launchers, tanks)	10 km	14 days	18
25-50 dice (artillery, battleships)	100 km	30 days	22
50-100 dice (bombs, mega-lasers)	1000 km	60 days	26
100-500 dice (nuclear missiles)	10,000 km	120 days	30
each +500 dice	+10,000 km	+120 days	+4

Modifiers	DV	Effect
Tech Level A	+4	Primitive
Tech Level B	+0	Modern (Earth)
Tech Level C	-4	Future (Nameck)
Tech Level D	-8	Far Future (Azeirf)
Small Size	+4	Fits in the palm of the hand. A pistol or knife.
Medium Size	+0	Easily carried or worn. A rifle, sword, or spear.
Large Size	-4	As big as a car or truck. A rocket launcher or bazooka.
Huge Size	-8	As big as a house. A tank gun or battleship turret. Increases building time x2.
Gigantic Size	-16	As big as a building. A mega-laser or nuclear missile. Increases building time x4.
Enormous Size	-20	As big as a city block. A Death-Star Cannon or World-Demolisher. Increases building time x10.
Faster	+8	Half Time
Slower	-4	Double Time
Area of Effect (per 10 Move)	+4	Will affect everyone caught within its area of effect.

Increase Range	+8	X10 range
Decrease Range	-4	1/10 range
No Range	-8	Must be used Hand-to-Hand
Computer-Controlled	+8	Can fire or wield itself as if it had a Combat + Weapon of 4.
Disguise	+4	Not recognizable as a weapon.
Capsule	+8	Can be contained in a Capsule.
Stun Only	-4	Will not cause permanent damage to the target.
Attached	+8	The Weapon is worn like clothing and cannot be taken away from the user while conscious.

Defense

A Defense can range from primitive shields to body armor to force fields. Anything that protects the wearer/user is a Defense. Like Weapons, building a Defense requires the inventor to pass a Gadgeteer skill test vs. a DV appropriate to the type of Defense being devised. The designer must spend a certain amount of time working on the invention before attempting the skill test. If the skill test fails, the designer must go back to the drawing board for the specified amount of time before trying again.

Defense Protection	Time	DV
1-10 dice (shields, body armor)	7 days	14
10-25 dice (tank armor)	14 days	18
25-50 dice (battleship armor)	30 days	22
50-100 dice (starship force fields)	60 days	26
100-500 dice (planetary screens)	120 days	30
each +500 dice	+120 days	+4

Modifiers	DV	Effect
Tech Level	+4	Primitive

A		
Tech Level B	+0	Modern (Earth)
Tech Level C	-4	Future (Nameck)
Tech Level D	-8	Far Future (Azeirf)
Small Size	+4	Fits in the palm of the hand. A portable force field. 1-5 dice to destroy.
Medium Size	+0	Easily carried or worn. A shield or suit of armor. 5-10 dice to destroy.
Large Size	-4	As big as a car or truck. 10-15 dice to destroy.
Huge Size	-8	As big as a house. 15-25 dice to destroy. Increases building time x2.
Gigantic Size	-16	As big as a building. 25-100 dice to destroy. Increases building time x4.
Enormous Size	-20	As big as a city block. 100-500 dice to destroy. Increases building time x10
Half Time	+8	Build the device in half the time necessary.
Double Time	-4	Build the device in twice the time necessary.
Faster	+8	Half Time
Slower	-4	Double Time
Area of Effect (per 10 Move)	+4	Will affect everyone caught within its area of effect.
Disguise	+4	Not recognizable as a defense.
Capsule	+8	Can be contained in a Capsule.
Stun Only	-4	Will only protect against stunning attacks.
Invisibility	+16	Will make the operator invisible.

Immunity	+8	Renders the operator immune to the effects of cold, heat, underwater pressure, or the vacuum of space.
Increases Physical	+12	Adds 10 to the character's Physical.
Increases Move	+8	Adds 10 to the character's Move.
Attached	+8	The Defense is worn like clothing (or armor) and cannot be taken away from the user while conscious.

Vehicle

As Eborijay can tell you, getting from place to place is difficult when you don't know how to fly or teleport. Luckily, ingenious inventors like Amlub and her father are there to design vehicles to provide assistance.

Designing and building a Vehicle requires the inventor to pass a Gadgeteer skill test vs. a DV appropriate to the top speed of the Vehicle being devised. The designer must spend a certain amount of time working on the invention before attempting the skill test. If the skill test fails, the designer must go back to the drawing board for the specified amount of time before trying again.

Top Speed	Time	DV
1-100 kph (Cars, Motorcycles, Ships)	7 days	14
100-250 kph (Sportscars, Race Cars)	14 days	18
250-500 kph (Airplanes, Helicopters)	30 days	22
500-1000 kph (Jet Fighters, around Mach 1)	60 days	26
1000-5000 kph (Fast Jet Fighter, Mach 5)	120 days	30
each +5000 kph	+120 days	+4

Modifiers	DV	Effect
Tech Level A	+4	Primitive
Tech Level B	+0	Modern (Earth)

Tech Level C	-4	Future (Nameck)
Tech Level D	-8	Far Future (Azeirf)
Small Size	+8	Fits in the palm of the hand. A skateboard. No passengers. 1-5 dice to destroy.
Medium Size	+4	Easily carried. A bicycle or motorcycle. 1 passenger. 5-10 dice to destroy.
Large Size	+0	As big as a car or truck. Up to 10 passengers. 10-15 dice to destroy.
Huge Size	-4	As big as a bus, semi, or fishing boat. Up to 100 passengers. 15-25 dice to destroy. Increases building time x2.
Gigantic Size	-8	As big as a jetliner, train, submarine, or destroyer. Up to 500 passengers. 25-100 dice to destroy. Increases building time x4.
Enormous Size	-16	As big as a cruise ship or battleship. Up to 1000 passengers. 100-500 dice to destroy. Increases building time x10
Half Time	+8	Build the device in half the time necessary.
Double Time	-4	Build the device in twice the time necessary.
Faster	+4	Half Time
Slower	-4	Double Time
Defenses	Special	Roll separately as per Defenses above.
Weapons	Special	Roll separately as per Weapons above.
Underwater	+4	The craft can submerge and travel underwater like a submarine.
Flight	+4	The craft can fly and hover like a helicopter.
Spaceship	+8	Craft can enter and return from space (see MWS-Omega-B page 65).
Starship	+16	Craft can travel to other star systems (see MWS-Omega-B page 65)

Time travel	+16	Craft can travel through time (see MWS-Omega-C page 73)
Teleport	+30	Craft can teleport instantaneously to its destination. The range of the teleportation is equal to the vehicle's top speed in kilometers.
Autopilot	+4	Can pilot itself as if it had a Combat + Control skill of 4.
Disguise	+4	Not recognizable as a vehicle.
Capsule	+8	Can be contained in a Capsule.
Attached	+8	The Vehicle is worn like clothing (or armor) and cannot be taken away from the user while conscious.
-1 MV (see MWS-Omega-C page 80)	-2 per MV	The Vehicle is sluggish and unresponsive.
+1 MV (see MWS-Omega-C page 80)	+4 per MV	The Vehicle is particularly nimble and responsive.
Other Extras (see MWS-Omega-B page 75-76)	+4 each	See MWS-Omega-B page 75-76 for descriptions of each Extra.

For example: Dr. Feirbs wants to design a combination Aircar/Submarine Capsule. He picks a top speed of 100 kph (DV 14, 7 days), makes it Large (+0), capable of traveling underwater (+4) and in the air (+4), and designs it to be a Capsule (+8). The total DV is 30. He decides to give it -3 MV (-6 DV) for a total DV of 26. No sweat for a genius like Dr. Feirbs. He goes into the garage for 7 days and voila! Capsule Aircar/Submarine!

Sensors

Sensors allow the user to detect objects they couldn't normally detect. Either the object is too far away or is something normally invisible to the user. Sensors come in all sizes, from simple Telescopes to Night Vision Goggles to Magic Wishing Sphere Radar to Scouters.

Designing and building a Vehicle requires the inventor to pass a Gadgeteer skill test vs. a DV appropriate to the range of the Sensor being devised. The designer must spend a certain amount of time working on the invention before attempting the skill test. If the skill test fails, the designer must go back to the drawing board for the specified amount of time before trying again.

By default, a Sensor can only amplify the user's own senses, like binoculars or a telescope or a microphone. The ability to detect objects not normally detectable by the user, such as sensing Infrared Radiation, Magic Wishing Spheres, or Power Levels, increases the difficulty depending on the type of object or radiation being detected.

Range	Time	DV
1km	7 days	14
10km	14 days	18
100km	30 days	22
1000km	60 days	26
10,000km	120 days	30
Each +10,000km	+120 days	+4

Modifiers	DV	Effect
Senses ordinary radiation or substances.	+0	The sensor can detect light, sound, air, water, etc.
Senses ordinary invisible radiation or substances.	+4	The sensor can detect heat, motion, sound, radio waves, poison gas, etc.
Senses unusual invisible radiation or substances.	+8	The sensor can detect gamma waves, infrared, ultraviolet, nuclear radiation, biological weapons, etc.
Senses rare or extraordinary invisible radiation or substances.	+16	The sensor can detect Magic Wishing Spheres, Ki Power, invisible opponents, ghosts, aliens disguised as humans, beings from another dimension, etc.
Tech Level A	+4	Primitive
Tech Level B	+0	Modern (Earth)
Tech Level C	-4	Future (Nameck)
Tech Level D	-8	Far Future (Azeirf)
Small Size	+0	Fits in the palm of the hand. Night Vision Goggles, Magic Wishing Sphere Radar,

		Scouters, or Tricorders. 1-5 dice to destroy.
Medium Size	-4	Easily carried. A Telescope, Sonar Buoy, or Radio Antenna. 5-10 dice to destroy.
Large Size	-8	As big as a car or truck. A Satellite Dish. 10-15 dice to destroy.
Huge Size	-12	As big as a house. A Radar Dish. 15-25 dice to destroy. Increases building time x2.
Gigantic Size	-16	As big as a building. A Radio Telescope Dish (like those seen in <i>Contact</i>) or Hubble Space Telescope. 25-100 dice to destroy. Increases building time x4.
Enormous Size	-20	As big as a city block. The Aricebo Radio Telescope in Puerto Rico (the really really big one). 100-500 dice to destroy. Increases building time x10
Half Time	+8	Build the device in half the time necessary.
Double Time	-4	Build the device in twice the time necessary.
Tight Beam	-4	Will only detect the radiation or substance in a specific direction.
Increase Range	+8	X10 range
Decrease Range	-4	1/10 range
No Range	-8	Must touch or be very close to the object to detect the specified substance or radiation. For example, a metal detector that the subject must walk through, a water tester that must be placed in the water to detect poison or impurity, an alien-imposter detector that must touch the subject to determine if they are human or not.
Disguise	+4	Not recognizable as a sensor.
Capsule	+8	Can be contained in a Capsule.
Attached	+8	The Sensor is worn like clothing and cannot be taken away from the user while conscious.

For example, Amlub's Magic Wishing Sphere Radar would have a range of about 1000km (DV 26, 60 days), is small (+0), and is designed to detect a rare or extraordinary substance (+16). Amlub would have to pass a skill test using Mental + Gadgeteer + 3 dice vs. a DV of 42 to design the Dragon Radar. If she failed, she could try again every 60 days until she got it right (which considering she'd have to have rolled an 18 and then a 2 on the bonus dice to do it means it probably took her a while).

Device

A Device can be anything from an interstellar trajectory calculator to a positronic catalyzer. Examples of Devices in "Magic Wishing Sphere Omega" include Dr. Feirb's Capsules, the Android Remote Control, or Amlub's Shrinking Watch. Devices are a little harder to quantify and design. Building a device requires the player discuss the effects of the device with the Gamemaster who will determine an appropriate Difficulty Value. The designer must then spend a certain amount of time working on the invention before attempting the skill test. If the skill test fails, the designer must go back to the drawing board for the specified amount of time before trying again.

Effect	Time	DV
Everyday Device (a pocket calculator, a television, or a radio)	7 days	14
Competent Device (a computer, laser, or solar power converter)	14 days	18
Heroic Device (a shrinking watch, a Ki Power converter, a Robot)	30 days	22
Incredible Device (an Android Remote Control, Nuclear power, a primitive Android such as 16 or Major Metallitron)	60 days	26
Legendary Device (a Starship FTL drive, Fusion power, an Advanced Android such as 17,18,19,or 20)	120 days	30
Superheroic Device (Capsule technology, Anti-matter power, a Biological Android such as Llec)	240 days	34

Modifiers	DV	Effect
Tech Level A	+4	Primitive
Tech Level B	+0	Modern (Earth)
Tech Level C	-4	Future (Nameck)
Tech Level D	-8	Far Future (Azeirf)

Small Size	+4	Fits in the palm of the hand. A Shrinking Watch, Android Remote Control, or a calculator. 1-5 dice to destroy.
Medium Size	+0	Easily carried. A desktop computer or Android. 5-10 dice to destroy.
Large Size	-4	As big as a car or truck. A Mind-Transferal Chair or a Regenerative Healing Tank. 10-15 dice to destroy.
Huge Size	-8	As big as a house. A giant Holographic Projector or an Ectoplasmic Containment Grid. 15-25 dice to destroy. Increases building time x2.
Gigantic Size	-12	As big as a building. A Fusion Reactor. 25-100 dice to destroy. Increases building time x4.
Enormous Size	-16	As big as a city block. A Terraforming Atmosphere Converter. 100-500 dice to destroy. Increases building time x10
Half Time	+8	Build the device in half the time necessary.
Double Time	-4	Build the device in twice the time necessary.
Disguise	+4	Not recognizable as a Device.
Capsule	+8	Can be contained in a Capsule.
Attached	+8	The Device is worn like clothing and cannot be taken away from the user while conscious.
Other Extras	+4 to +16	Other special advantages possessed by the device.

For example: Dr. Oreg wishes to design Android XVI. Android XVI is an Incredible Device (DV 26, 60 days) and is disguised to look like a human (+4). The Gamemaster also decides that Android XVI's special abilities warrant an extra difficulty (+12). Dr. Oreg must spend 60 days designing and building the Android, then pass a skill test using Mental + Gadgeteer + 3 dice vs. a DV of 42 to activate him.

Repair

Repairing a broken invention, such as fixing a Dragon Radar or repairing Android XVI, requires passing a skill test using Mental + Gadgeteer + 3 dice vs. a DV equal that necessary to build the device minus an amount appropriate the level of damage sustained. The inventor must spend a specified amount of time repairing the invention before attempting the skill test. If the test fails, the inventor may try again after the same amount of time.

Damage	Time	DV
Slight (almost 100% total points)	1-6 hours	-20
Minor (75% total points)	1 day	-16
Medium (50% total points)	7 days	-12
Major (25% total points)	14 days	-8
Critical (almost 0% total points)	30 days	-4
Totaled (0% total points or less)	60 days	+0

For example: Android XVI suffers Critical damage. Android XVI required a DV of 42 to create, but his damage is critical (-4) so it will only require 30 days of work a skill test using Mental + Gadgeteer + 3 dice vs. a DV of 38 to repair.

Two Heads are Better Than One

Several inventors can team up and help each other on their inventions, such as Amlub helping Dr. Feirbs repair Android XVI. Whenever 2 or more inventors are working on the same invention or repair, reduce the time required by half. Therefore with Amlub's help, Dr. Feirbs can repair Android XVI in only 15 days instead of 30.