







O.C.T.A.V.I.A. Character Creation

ORIGINS: Race, Gender, Appearance, Name, Starting Experience Tier / XP Total

CHARACTERIZATION: Guiding Element Of Harmony, Background, Perspective, Direction

TRAITS: Attributes Start At 1, Choose 1 Talent, Fortitude (Body + Heart) x 5, Willpower (Mind + Heart) x 5

ADVANTAGES: Apply Natural Abilities, Special Abilities (Spend 2 Ability Points), Choose 1 Edge

VIRTUE: Characters Start Each Episode With 1 Virtue Point

INTERESTS: Spend 4 Skill Points

ADVANCEMENT: Gain Advancements / Extra Edges / Extra Talents Based On Starting Experience Tier

Magic Aspects & Spell Level

Target		Effect		Subject	
Individual	Level +1	Animate	Level +1	Air	Level +1
Group	Level +2	Combine	Level +1	Animal	Level +1
Area	Level +4	Deceive	Level +1	Body	Level +1
Mass	Level +4, [x2]*	Diminish	Level +1	Construct	Level +1
		Forge	Level +1	Earth	Level +1
Range		Modify	Level +1	Energy	Level +1
Contact	Level +1	Reveal	Level +1	Force	Level +1
Seen	Level +2	Separate	Level +1	Heat	Level +1
Known	Level +4	<p>* Magical Aspects with [x2] in their Spell Level modifier multiply the total Spell Level (after all addition) by 2.</p> <p>Each Magical Aspect with [x2] involved in a given Spell doubles the Spell Level individually; for example, a Spell with three [x2] Magical Aspects would have its Spell Level doubled three times in sequence--not simply multiplied once by 6.</p> <p>For instance, an after-addition Spell Level of 16 with three [x2] Magical Aspects would be doubled three times; first to 32, then again to 64, then once more to 128--its final Spell Level.)</p>		Light	Level +1
Unknown	Level +4, [x2]*			Magic	Level +1
Duration				Mind	Level +1
Immediate	Level +1			Plant	Level +1
Sustained	Level +2			Shadow	Level +1
Temporary	Level +4			Sound	Level +1
Persistent	Level +4, [x2]*			Space	Level +1
Function				Time	Level +1
Standard	Level +1			Water	Level +1
Chain	Level +2			Weather	Level +1
Genesis	Level +4				
Wonder	Level +4, [x2]*				

MIND SKILLS

Ascetic Category

Discipline
Meditation
Memorization

Detective Category

Cryptography
Investigation
Observation

Doctor Category

Diagnosis
Surgery
Treatment

Engineer Category

Blacksmithing
Construction
Electronics
Machinery
Software

Magician Category

Spellcasting

Navigator Category

Cartography
Direction Sense

Professional Category

Administration
Economics
Marketing

Scholar Category

History
Law
Literature
Magic & Occult
Philosophy
Politics

Scientist Category

Archaics
Biology
Chemistry
Ecology
Geology
Mathematics
Physics

Difficulty Targets

Difficulty Target	Context & Example
10 - Basic	<i>Cutie Mark Crusader</i>
15 - Average	<i>Ponyville Citizen</i>
20 - Challenging	<i>Small-Town Champ</i>
25 - Advanced	<i>Best In The Big City</i>
30 - Daunting	<i>Top Ten In Equestria</i>
35 - Heroic	<i>A True Master</i>
40 - Legendary	<i>Princesses / Discord</i>

Damage

Damage Level
1d6 - Light
3d6 - Average
6d6 - Heavy
10d6 - Severe
15d6 - Extreme

Skills

MIND SKILLS
Ascetic Category Discipline Meditation Memorization
Detective Category Cryptography Investigation Observation
Doctor Category Diagnosis Surgery Treatment
Engineer Category Blacksmithing Construction Electronics Machinery Software
Magician Category Spellcasting
Navigator Category Cartography Direction Sense
Professional Category Administration Economics Marketing
Scholar Category History Law Literature Magic & Occult Philosophy Politics
Scientist Category Archaics Biology Chemistry Ecology Geology Mathematics Physics

BODY SKILLS
Acrobat Category Balance Flexibility Tumbling
Athlete Category Climbing Flying Leaping Running Swimming Weightlifting
Cowpony Category Camping Foraging Gardening Rope Tricks Tracking
Fighter Category Finesse Weapons Heavy Weapons Lashes & Chains Marital Arts Shields & Armor
Marksmann Category Archery Artillery Shooting Throwing
Pilot Category Aerospace Nautical Terrestrial
Scoundrel Category Forgery Lockpicking Pickpocketing Sleight Of Hoof
Stalker Category Concealment Incognito Silent Movement

HEART SKILLS
Actor Category Deception Disguise
Artist Category Aesthetics Body Art Fashion Gourmet Illustration Photography Sculpting Theatre Writing
Beastmaster Category Behavior Command Riding Training
Counselor Category Analysis Therapy
Leader Category Banter Intimidation Rapport Swagger
Performer Category Comedy Dancing Juggling Musician Oratory Singing
Socialite Category Celebrity Etiquette Persuasion
Translator Category Comprehension Linguistics Non-Verbal

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XP Tiers, Milestones, & Advancement Rewards

XP Milestone	Advancement Rewards		
0 XP - Youth	Character Creation: 1 Talent, 1 Edge, 2 Ability Points, 4 Skill Points		
5 XP	Advancement		
10 XP	Advancement	Edge	
15 XP	Advancement		
20 XP	Advancement	Edge	
30 XP - Adult	Advancement		Talent
40 XP	Advancement	Edge	
50 XP	Advancement		
60 XP	Advancement	Edge	
75 XP - Veteran	Advancement		Talent
90 XP	Advancement	Edge	
105 XP	Advancement		
120 XP	Advancement	Edge	
140 XP - Heroic	Advancement		Talent
160 XP	Advancement	Edge	
180 XP	Advancement		
200 XP	Advancement	Edge	
225 XP - Champion	Advancement		Talent
250 XP	Advancement	Edge	
275 XP	Advancement		
300 XP	Advancement	Edge	
325 XP - Sovereign	Advancement		Talent
350 XP	Advancement	Edge	
375 XP	Advancement		
400 XP	Advancement	Edge	
425 XP - Celestial	Advancement		Talent
450 XP	Advancement	Edge	
475 XP	Advancement		
500 XP	Advancement	Edge	