

When using this Codex it is important to note the following:

❑ **Chosen Guidelines:**

- ❑ The Chosen have a number of Articles that are strictly for them. Those are **Article 0-2** through **Article 0-4**. Chosen should only read **Articles 0-5** and **0-6** when they believe they are ready to take the mantle of Loremaster.
- ❑ Respect the story your Loremaster is telling, but do not be afraid to challenge if need be; Loremasters always have final say but a good one will hear out their Chosen.
- ❑ Know who you are as you venture through the CORE; build yourself off of your strengths and weaknesses and focus on creating lasting relationships. The more you do this the greater an experience you will have.

❑ **Loremaster Guidelines:**

- ❑ The Loremaster has access to this entire codex. Make sure to understand every piece of information; if more information is needed then new codexes shall be sent out.
- ❑ Respect your Chosen, follow up with their goals and understand their motivations. Guide them places that will test their strengths and weaknesses, and hear them out when they feel something doesn't add up.
- ❑ Explore different avenues of lore, venture to different genres of storytelling and allow your Chosen to build upon your own lore. It is an experience that is shared between a Loremaster and their Chosen that makes reborn in power truly special.

❑ **Codex Guideline:**

- ❑ Everyone should learn the lore and factions of the CORE within this codex. This way both the Loremaster and Chosen will know what they are getting themselves into. There will be threats, but as long you can find the right allies and work well together, you can accomplish great things!

Phase I: Origin Story

Upon your decision of becoming apart of the CORE, you must create your origin story. Where the story begins for your journey. What you have been through. What culture/society you grew up in. What species you are. Who you plan to become in the coming story. Feel free to flesh out your own style of Chosen and embark on your journey with your allies.

Phase II: Chosen Creation

Now that you have an idea of what your Chosen will become, you can create them using the **Rebirth Sheets**. On them you can document your Chosen's stats, SFA (Skills, Feats, and Abilities), and their items & equipment. The Rebirth Sheets will be sent via transmission to your world's communication devices; allowing you a chance to use them at your own disposal.

Phase III: Preparations

Once you have finished the Chosen Creation, you have officially become reborn as your Chosen. Next, you will have to prepare for your long awaited journey. Your Loremaster will grant you insight on your first journey to the CORE as they are your guide. Be sure to obtain your very own **Rank Set: Dice**; composed of 1D12, 1D10, 1DB, 1D6, and 1D4. They will aid in your travels through the CORE. Once you are prepared you may move on to the last phase!

Phase IV: The Journey

As you have an origin story formed, a Chosen created and reborn, and prepared for your long journey; you have finally arrived at the beginning. Explore worlds untouched by civilization, create lasting alliances with factions and empires that spread across the stars, enter mystical ruins that will unlock your hidden potential, forge masterful weapons, and defeat powerful villains! You can become truly reborn in power!

Phase I

As I referenced on **Scan 3**, the *Reborn in Power* system has a complexity to it unlike other Tabletop RPGs of its kind. For you to begin Chosen Creation, it is crucial to have a character concept already planned out ahead of time or you may find yourself having a difficult time creating a Chosen.

Creating an Origin Concept:

Creating an Origin story is no easy feat; if you can come up with a Concept of your Origin, you can forge your Chosen around the concept you have created. For example, let's say you decide you want to be a warrior, one who aims at bringing honor to their family. Then you look through the **Alien Access** and determine you want to play a Yen, but Yen don't exactly have a history of being warriors. That makes for a better story! You can make a Yen warrior, who wants to bring honor to their people, and change the way other races view the Yen. That is how an Origin Concept is created. You pluck out certain aspects of the style of Chosen you want to be, then build on from there.

Choosing a Goal for Your Chosen:

It is not too difficult to create an underlying goal for your Chosen. Think about what makes you do the things you do. Do you do them for love? Do them for vengeance? Do you travel to learn more about the universe or to escape a life that left you to rot? Anything is possible with creating a goal, and this will determine your Chosen's personality.

Resolution of Your Chosen:

When your story comes to an end; this is the collection of everything that has happened to you as a Chosen. You cannot blame the Loremaster for your death (Unless your Loremaster has drawn you into a trap of a Consumed Hoard, at that point I recommend choosing a different Loremaster to guide you). Therefore, as long as you stay consistent with your Chosen's personality, the story will emerge into a satisfying ending!

Phase II

When it comes to the creation of your Chosen, there are a number of things that come into play. You must first look into your Origin story that you should have already created and see the type of person your Chosen is. Are they intelligent? Are they quick to act in a fight? Or are they strong willed able to withstand the greatest of conflicts? Once you figure this out you will need to decide on four things:

Your Chosen's Race & Subrace:

You can choose from the Alien Access list in **Segment 2-2**. Each race has a number of things that grants you benefits including: Attribute Bonuses, Knowledges, Languages, Talents, and Racial Benefits. For more information on these check the Alien Access segment on **Scan 22**.

Your Chosen's Origin Path:

You can choose from the Origin Path list in **Segment 2-3**. Each origin path will grant you a number of things including: Talent Points, a Knowledge, Gear, and a Vocation Benefit. For more information on these check the Origin Path's segment on **Scan 48**.

Your Chosen's Gear:

You can choose from the Items & Equipment list in **Segment 2-5**. Each piece of gear will grant you a number of things including: Armor Rating, Armor Hits, Armor Threshold, Damage, Functions, Bonuses, etc... For more information on these check the Gear segment on **Scan 67**.

Your Chosen's SFA:

You can choose from the SFA list in **Segment 2-6**. Each Skill, Feat, and/or Ability will grant you a number of things including: bonuses to Damage, Status, Attributes, etc... For more information on these check the SFA: Skills, Feats, Abilities segment on **Scan 106**.

Phase III

Once your Chosen has been created it is time to understand the true rules of the CORE and its systems. There is one rule that is expanded into sub-rules, however, you must know the one rule. The Rule of 12. In your planet's lore, ancient egyptians determined that the number 12 is the perfect number to be divided and multiplied into segments. Creating the 24 hour clock and dividing days into hours, into minutes, into seconds. With this, the rule of 12 not only resides on your planet, but everywhere within the CORE.

Your Primary Weapon:

When you enter into the CORE Realms you will need your *Rank Set: Dice* to survive; 1D4, 1D6, 1D8, 1D10, and 1D12. Out of all the dice, your primary weapon is the **Dodecahedron**. This weapon is the D12 out of your rank set. It is rolled for all Basic Skills, Knowledges, Forms, and even SFA.

Your Max Attribute Score:

When you obtain your starting Attribute scores you receive a bonus from your race and when promoted in Tier. The max an Attribute can be is 12 unless otherwise specified.

Your Chosen Level:

When you level up your Chosen you earn additional benefits until you reach level 12. You will be able to prestige past and continue on, but the max level of a Chosen's power is 12.



Phase IV

When you become your Chosen, you inherit their Origin story as if it were your own. You adopt their stature, their personality, and their desires. Like roleplay, you enter into your Chosen, speak their way, and know everything they know.

Your Chosen Allies:

This becomes the most important decision of your Chosen's life. Which other Chosen should you ally yourself with? Who will you be venturing with as your Loremaster guides you all through the CORE? This will mean the difference between life and death as your allies will protect you and aid you in many different scenarios.

Your Chosen Faction:

As you become your Chosen and enter into their role, you also take up their ideals. You must know what made you want to become apart of the faction you chose, the ideals behind them and what you share. If you do not share the same ideals with your faction, it could create tension in your Chosen's personality, making for an interesting experience. See **Segment 3-3 : Scan 181** for more information on factions.

Your Chosen Vocation:

Within your Chosen's Origin Path you must choose a specific Vocation that will grant you a benefit throughout the course of your progression. Although the benefit seems minor in the overall system of how Chosen operate; Vocations present you with a chance to be what you want to be. A **Mage** from the Arkist Academy, a rogue **Kinetic** that fights for the rights of the enslaved, a **Doctor** who specializes in the biological imperfections of society, or even a **Diplomat** who longs for peace in the utter chaos of war. These Vocations will allow you to dig deeper into your Chosen's origin and personality to find hidden characteristics that you could not see before.

Once you have gone through all of this you will finally be experiencing the CORE Realms for the first time!