

Meta Hero Project - Skill Rolling project scope

Series 1 Meta Hero Project Kits are limited to a maximum of 25,000. Each Meta Hero Project Kit comes as a Non-Fungible Token (NFT) that gives a user access to their Account allowing them to manage their Meta Hero Project avatar, skills, powers, and add-ons. There are 6 different Meta Hero Project Kits available, with each having an Avatar that can be customized and personalized, Skills and Powers. The more Skills and Powers you have at the outset enables your Meta Hero to do more and be more!

The following documentation outlines the process and procedures to ensure a fair and equitable distribution of skills and powers.

The distribution of skills and powers will be determined by random number generation or “dice roll” indefinitely recorded using blockchain technologies.

TL, DR: The system will first Roll a 6-sided Die specific to the Class to determine the Skills then a 12-sided Die to determine the corresponding Power. The number of Rolls is determined by the Meta Player project level. The Results will of all the above rolls will be displayed simultaneously on the screen and written to the blockchain.

The process in which a player will determine the attributes of their character will be as follows:

- A. Player will provide NFT proof of ownership by submitting their WAX Wallet ID and the ID# of the NFT and the Level of the Project Kit they own.
- B. Player will choose and announce their Class From the available seven Classes

- 1. Close Combat Specialist
- 2. Mentalist
- 3. Spellcaster
- 4. Elemental
- 5. Range Combat Specialist
- 6. Mage
- 7. Assassin

- C. Meta Hero Blind Box – For Players that purchased a Blind Box, an additional Roll will reveal the Meta Hero Project Kit level contained within the Blind Box and the system will display this result along with the resulting Skills and Powers assigned. The probabilities of Rolling the levels are as follows:

Roll	Power awarded	Probability of Roll
1	Basic Meta Hero Project Kit	75%
2	Enhanced Meta Hero Project Kit	17%
3	Rare Meta Hero Project Kit	5.5
4	Epic Meta Hero Project Kit	2%
5	Legendary Meta Hero Project Kit	0.50%

- D. There are 12 different skills

- 1. Physical
- 2. Travel
- 3. Energy
- 4. Illusion
- 5. Life Control
- 6. Mental
- 7. Defense
- 8. Matter
- 9. Magic
- 10. Sensory
- 11. Fighting
- 12. Control

E. Each of the 7 classes has 6 available skills they can roll for

CLASS	1. Physical	2. Travel	3. Energy	4. Illusion	5. Life Control	6. Mental	7. Defense	8. Matter	9. Magic	10. Sensory	11. Fighting	12. Control
Close Combat Specialist	X	X					X	X		X	X	
Mentalist		X	X		X	X				X		X
Spellcaster			X	X	X	X			X			X
Elementalist			X	X	X			X		X		X
Range Combat Specialist	X	X					X	X	X		X	
Mage			X	X	X				X	X		X
Assassin	X	X		X			X			X	X	

Or more simply a Class may roll any of the following numbers:

CLASS	Skills					
	1	2	7	8	10	11
Close Combat Specialist	1	2	7	8	10	11
Mentalist	2	3	5	6	10	12
Spellcaster	3	4	5	6	9	12
Elementalist	3	4	5	8	10	12
Range Combat Specialist	1	2	7	8	9	11
Mage	3	4	5	9	10	12
Assassin	1	2	4	7	10	11

F. The number of Rolls the system will make resulting in Skills awarded is determined by the Players Project Level

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|--|---|
| 1. Basic Meta Hero Project Kit – 2 Rolls for 2 Skills | 4. Epic Meta Hero Project Kit – 5 Rolls for 5 Skills |
| 2. Enhanced Meta Hero Project Kit – 3 Rolls for 3 Skills | 5. Legendary Meta Hero Project Kit – No Roll required Player receives all 6 Skills available to their class |
| 3. Rare Meta Hero Project Kit – 4 Rolls for 4 Skills | |

- G. As the System Rolls the dice for each Skill, the Skill rewarded by the previous Roll will be removed from the generator thereby removing the possibility of rolling the same Skill twice. i.e. A Basic Meta Hero – Mage Rolls a 3 and receives the 3. Energy Skill. They have one roll remaining where #3 is removed and only numbers 4,5,9,10 and 12 remain on the dice.
- H. When the System has their Skills determined by the initial Rolls the next step is to determine what Powers are granted within those Skills. Each Skill has 12 Powers that are associated with it. Therefore a 12 sided “Die” is used. The system Rolls once per Skill and the resulting number determines the Power associated with the Skill they are Rolling for.
- I. Upon completion of the Class, Skill and Power determination as outlined above the Player will later be provided instructions to return their NFT to Aftermath islands where it will be Burnt. The player will receive a replacement updated NFT with the following attributes.
1. Class
 2. Skill 1- Skill 6 as applicable
 3. Power 1 -Power 6 as applicable
 4. Face and Body Revisions Remaining
 5. NFT Image will be a representative image of the Class, bordered by a colour representing the 5 Levels of Rarity
 - a. Red Border signifying this Meta Hero is Basic and has 2 Skills with 2 corresponding Powers
 - b. Bronze Border signifying this Meta Hero is Enhanced and has 3 Skills with 3 corresponding Powers
 - c. Silver Border signifying this Meta Hero is Rare and has 4 Skills with 4 corresponding Powers
 - d. Gold Border signifying this Meta Hero is Epic and has 5 Skills with 5 corresponding Powers
 - e. Purple Border signifying this Meta Hero is Legendary and has 6 Skills with 6 corresponding Powers
- J. When a Player provides the necessary information to create their Avatar the Creator Meta labs team will create and deliver the Players avatar in exchange for the NFT created in Step I. This NFT will be exchanged for a new NFT as outlined above with the Avatars likeness replacing the “representative image” and the 4. *Face and Body Revisions Remaining* attribute updated.

Roll chart for Powers

Powers for Skill: 1. Physical

Roll	Power awarded
1	Nano Armor
2	Laser Vision
3	Detonation
4	Super Strength
5	Super Speed
6	Immortality
7	Immunity
8	Ultra Fighting
9	Stealth
10	Size
11	Shapeshift
12	Stretch

Powers for Skill: 2. Travel

Roll	Power awarded
1	Dimension Travel
2	Escape
3	Super Flight
4	Teleport
5	Hurricane
6	Time Travel
7	Gravity
8	Ice path
9	Carrier Wave
10	Energy Path
11	Portal
12	Projectile

Powers for Skill: 3. Energy

Roll	Power awarded
1	Doppelganger
2	Fire Generation
3	Light Generation
4	Energy Bolt
5	Magnetism
6	Time Control
7	Ice Generation
8	Richtor
9	Space Manipulation
10	Gravity Manipulation
11	Energy Vampirism
12	Forcefield

Powers for Skill: 4. Illusion

Roll	Power awarded
1	Animate Image
2	Illusion Casting
3	Cloaking
4	Illusory Duplication
5	Image Generation
6	Solid Images
7	Symbol
8	Illusion Mist
9	Illusion Fire
10	Illusion Whirlwind
11	Illusion Beast
12	Illusion Dragon

Powers for Skill: 5. Life Control

Roll	Power awarded
1	Animal Transformation
2	Nature's Armor
3	Death
4	Slumber
5	Call Undead
6	Nature's Command
7	Reincarnation
8	Animal Control
9	Summoning
10	Nature's Healing AoE
11	Absorb Life
12	Petrify

Powers for Skill: 6. Mental

Roll	Power awarded
1	Iron Will
2	Hallucinations
3	Feign Death
4	Mimic Super Strength
5	Fear
6	Psionic Weaponry
7	Bio-Manipulation
8	Telekinesis
9	Pyrokinesis
10	Mental Shield
11	Psionic Blast
12	Death Field Generation

Powers for Skill: 7. Defence

Roll	Power awarded
1	Bio Armor
2	Force Field AoE
3	Death AoE
4	Dampen AoE
5	Mechanical Counter Measures
6	Counterpunch
7	Reflection
8	Resistance
9	Electronic Counter Measures
10	Psyonic Block
11	Illusion Counter Measures
12	Block

Powers for Skill: 8. Matter

Roll	Power awarded
1	Lightning
2	Transmutation
3	Silicon Lifeform
4	Mechanical Creation
5	Torn Space
6	Zombie Animation
7	Artifact Creation
8	Detonation
9	Elemental Creation
10	Elemental Conversion
11	Combustion
12	Disintegration

Powers for Skill: 9. Magic

Roll	Power awarded
1	Abjuration AoE
2	Alchemy
3	Alteration
4	Conjuration
5	Demonic
6	Evocation
7	Faerie
8	Familiar
9	Protect Life
10	Absorb Magic
11	Dragon Call
12	Magical Heal AoE

Powers for Skill: 10. Sensory

Roll	Power awarded
1	Sensory Link
2	Sonar
3	Cosmic Direction
4	Death Sense AoE
5	Magic Detection
6	Psionic Detection
7	Energy Detection
8	Illusion Detection
9	Counter Move
10	Dodge
11	Tingle
12	Eye of the Storm

Powers for Skill: 11. Fighting

Roll	Power awarded
1	Bio Darts
2	Trap
3	Weapon Creation
4	Berserker
5	Chi
6	Triage
7	Pile Driver
8	Multiple Attacks
9	Charge
10	Martial Arts
11	Fangs
12	Slash

Powers for Skill: 12. Control

Roll	Power awarded
1	Cosmic Link
2	Dance
3	Multi-Tasking
4	Omniversal
5	Beacon
6	Extra Life
7	Channel
8	Power Vampirism
9	Scream
10	Imbuing
11	Avatar
12	Assimilation

