

ZORIA RPG

AN ADVANCED GAMING SYSTEM



v0.3.5

Zoria RPG

An Advanced Gaming System

By Xious Sonenberg

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In Loving Memory of Edward & Tess

For Bradley, who touched so many hearts.

His spirit and charm will live on in the memories of his friends forever.

To Tara, my dear, whom I will always remember with love; I miss you dearly.

For my mate, Harvey, who's as nutty as myself.

For Philip, and the days when we commingled storylines.

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And in remembrance for all the souls lost in the German concentration camps during WWII.

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Qevas (Roads, Home, Travel, Exploration)**

N'Tra (Undead, Pain, Hate, Spiders, Disease, Spite)**

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Chapter 1

Ability Scores and Other Statistics

Section 1.0 “Abilities”

Ability Scores

Abilities are the basis for a character. Each person differs slightly in what they can or cannot do, and what is easier to do for them than other people. This is reflected in the game via numeric statistics for each ability score, and a modifier for each statistic that is applied to checks, saves, and attacks.

Zoria uses the same six base ability scores as most d20 games, but also adds two more: Fea and Movement. These form the base eight ability scores; the first four (Strength, Dexterity, Constitution and Movement) are the *Physical Abilities* and the latter four (Intelligence, Constitution, Charisma and Influence) are the *Intrinsic Abilities*.

Each ability score in Zoria has two sub-scores, which define skills, abilities and powers and help greatly in defining the strengths and weaknesses of a particular character. These sub-abilities are not separately generated, but rather are devised through an average of the eight primary stats.

Here’s how it works:

For each primary sub-statistic, you may deviate up to two points in either direction for the associated sub-statistics, subtracting up to two points from one to add the same amount to the other. Not only does this allow you to fine-tune a character’s statistics, making them more proficient in some areas and less in others, but it also allows you to split odd numbered prime stats into even sub stats, gaining a slightly higher over-all statistic bonus at 1st level.

To understand how this works, let’s put you through two examples of how this works, explaining the pros and cons.

In this example of splitting a statistic, we show the benefit of splitting an odd numbered statistic:

Mira, a 1st level Sorceress rolls a 15 Charisma. Not too shabby, but as in the Zoria system, Charisma is not the driving forcer of her spells, but rather it is *Influence*, one sub-stat of Charisma, that makes them more potent. Thus, Mira’s player decides to take the 15, and split one point of it out into the sub-stats, making Influence a 16, and Physical Beauty a 14. So, Mira is still highly attractive, but is much more influential.

Now, if you have an even statistic already, there can still be a compelling reason to split it, especially in the advent of rolling an 18 using a 3d6 rolling method, as this is the only way to gain a 20 in any sub-stat.

Moradin, a 1st level Ranger rolls a 16 for his Strength. An excellent score! Now, he has the opportunity to define whether he wants to be as strong as he is enduring. This meaning, does he want his sub-stats of Muscle and Stamina to be 16 across the board, or does he desire to excel more in one than the other?

As a ranger, if he's going to use melee weapons in hand-to-hand combat, he may want a higher Muscle score, as this changes not only his ability to make a good strike, but also increases the damage he does with each hit. In this case, he can elect to bump his Muscle up to an 18, and drop Stamina to a 14.

If he's going to go for archery, muscle may not be so important, and perhaps he'd rather have the ability to keep active longer, increasing his range of travel on foot, or have the ability to stay awake longer, and keep a better (and more alert) watch, thus bumping Stamina up to an 18 and lowering Muscle.

Of course, if he wants to play it safe, keeping both at 16 is still an option.

Any way you look at it, what is inadvisable is to split a statistic so that both sub-stats are odd numbers, thus losing one point in a single sub-stat that would generate a higher ability bonus, to gain no ability bonus increase in the other. In other words, if you have a 16 Dexterity, don't split it to make your *Aim* 17, and your *Balance* 15. A 17 doesn't increase your Aim modifier, and a 15 actually reduces your Balance modifier.

Lastly, never make splits with the idea in mind that your abilities will be going up in four levels. If you play your character well, you shouldn't have to worry about getting ability increases, but should make the most of what you have, Remember that your skills will be (mostly) based on your sub-abilities, or combined of two sub-abilities. Primary abilities modify very few skills, though there are a couple based on the combination of **one primary stat and one sub-stat**, thus merging three sub-stats. The assignments provided in this book for skill ability are for general reference, based on the author's ideas of how a skill relates to a character's abilities. Feel free to alter them if you need to, either for one given situation or permanently as they fit into your world, and your game's laws of physics.

Thus, the ability scores used are as follows:

Strength

 Muscle

 Stamina

Dexterity

 Agility

 Balance

Mobility

 Speed

Movement
Constitution
Health
Fitness
Intelligence
Knowledge
Reasoning
Wisdom
Perception (Intuition)
Willpower
Charisma
Influence
Physical Beauty
Fea
Soul
Luck

Abilities Defined:

Strength is the culmination of exercise and expresses your ability to perform physical tasks. Its split abilities are:

Muscle, which defines your ability to lift, push, and damage opponents in melee combat, and;

Stamina, which defines your ability to keep going under strenuous conditions, such as how long you can make a march before you need rest, or how long you can force yourself to stay awake.

Dexterity is your limberness and deftness. Its sub-abilities are:

Agility (previously Aim), which determines your physical agility, deftness, the ability to avoid attacks, ranged combat skill, and;

Balance, which determines your ability to walk or move along tricky surfaces, and your Reflex Save.

Constitution is your physical health, and determines how lively you are. Its split abilities are:

Health, which determines your Hit Point modifier and your ability to perform harmful tasks and;

Fitness, which determines your relative ability to shrug off disease or sickness. It is used for your Fortitude save.

Intelligence is your IQ: The culmination of trained mental effort, and your ability to learn, further split between:

Knowledge, your accumulated knowledge of the world and all things.

Reasoning, which is your ability to learn and perform tasks. Reasoning determines the number of bonus skill points you get at each level. It is the basis of logic...

Wisdom is your ability to perceive the world around you and understand how to better perform a task. Its sub-abilities are:

Perception determines your ability to know what is going on around you. It is your level of insight and intuition, as well as contributing to your *initiative phase* modifier and a Monk's AC modifier.

Sidebar for Calculating the Real-World I.Q. of your Character

To calculate and determine what your character's I.Q. would be in real-world terms, multiply his Reasoning score by 11, then add half his Intuition score to the result. This, a character with a Reasoning score of 12 and an Intuition (which is the same as *Perception*) score of 15 would have an I.Q. of 139.

Here's the formula: $(\text{Rea} * 11) + (\text{Inu} \div 2)$
 $(12 * 11 = 132) + (15 \div 2 = 7.5) = 139.5$

Willpower represents your ability to put mind over matter, to make things happen the according to your own design and to subvert the will of others, or the laws of the Universe. Willpower is the basis of most *channeling* (e.g. divine) magic, as well as many forms of mystic control and all Willpower saving throws..

Charisma is your gusto, your ability to charm and make friends. It represents both how influential and how much presence you have as well as your physical appearance. Its sub-abilities are:

Influence, which is your ability to directly meddle in others affairs, and persuade others to listen to you and the key fundamental ability that Sorcerers use to put force on the MEF. Influence is the key Spellcasting ability for Sorcerer and Wild Mages.

Physical Beauty is how good you look to others. Some races have a bonus or penalty to Appearance, which plays a big part in the art of *seduction*. It also grants either a bonus or penalty to socializing rolls. Your Physical Beauty (P.B.) determines how attractive you are, improves your chance for finding a suitable mate, and is used for certain skill checks.

Fëa is your inner self that is intangible, all of you, and defies the physical; your spirit. Its sub abilities are:

Soul, is the ability that determines the relative strength and age of your character's soul, a.k.a his Essence, Ka or (in Zoreac) his *bval* (☞). Especially powerful for Soulcasters, and the key ability for your Soul Save. The higher the number, the older and stronger your soul: This is often reflected by saying that someone with a high Soul statistic has an "old soul" while someone with a rather low Soul stat has a 'fresh' or 'young' soul. You may use your Soul statistic for the activation of some items, types of Spellcasting, and for saves of very special nature. Magic, Psionics and Technology are all incapable of increasing your Soul statistic. It does not increase as you gain levels. Whatever you have at the start of the game is all you're going to have. ~~*Nothing short of an artifact, or the intervention of a greater or super-deity can grant an increase to the power of your soul.*~~ This statistic is also used in determining **morale (Spirit)** and **Horror** checks and saves.

Luck determines how lucky you (e.g in games of chance) are and is useful as a modifier of gambling skills, as well as determining how many luck rolls you gain with the *luck class ability* (but **not** with items that grant luck x-many times per day, such as a *Luck Blade*). Characters that have an item that gives them "Luck rolls" work off your Luck score. Luck is also useful for avoiding combat, finding a particularly rare commodity or piece of news, locating the correct path, or blindly taking any action (e.g. a leap of faith).

Game Mechanics Note to Storytellers: *It is of paramount importance to keep in mind whether or not a character is lucky or unlucky!* You should note the Luck scores of characters who have a Luck statistic of 12 or greater or 8 or lower and use this to aid you

in determining their success at locating things, dealing with others, rolling encounters and pretty much anything else.

A lucky character will find it easier to locate a piece of knowledge in a library, or win at games of chance, or locate a person in a marketplace. He will be able to evade pursuit easier and may be ignored by city guards when carrying a weapon or when breaking the law. An **unlucky** character will have the opposite effects, finding it harder to achieve their goals or be caught easier and draw more undesired attention to themselves.

The luckier or unluckier a character is, the more likely of either type of result set, but Luck is not an 'always-on' ability. Even the luckiest person can have bad breaks in life and the unluckiest Joe can pull off a miracle. A character's Luck score is just their pure ability to be lucky, it doesn't mean that they will have a deity helping them every day in battle or find themselves in the worst of it all of the time.

Mobility determines your ability to move around and avoid blows in combat.

Movement determines how many squares or hexes of movement you can make in one combat action as follows: You can move up to your movement score (multiplied by your size modifier) in feet as a half action. (Size mod; small = 2x, medium = 3x, large = 4x, etc) An average human with a movement of 12 has a movement of 36 (rounded down to 35) and therefore can move 35 feet as a half action. A human with a movement of 20 can move 60 feet as a half action, but a halfling with a movement of 20 can only move 40 as a half action.

Score	Movement in Feet Per Action		
	Small	Medium	Large
8	16	24	32
9	18	27	36
10	20	30	40
11	22	33	44
12	24	36	48
13	26	39	52
14	28	41	56
15	30	45	60
16	32	48	64

Speed is your ability to dodge blows, make attacks using "Weapon Finesse" and is a factor of your *Initiative Phase* rolls.

Mystic & Psychic Aptitude (*Previously. Mystic & Psionic Affinities*):

Each character has two *Aptitudes*, determined during character creation by rolling 1d100 for each, then you place the statistic in as a raw percentage. Roll P.A. first, then M.A. and place them accordingly. The first, *Psychic Aptitude* determines how open your mind is to psychic and Psionic energies. If your G.M. permits it, at character creation, you may reduce one of these scores by half (rounded down) to switch their placement. (i.e.. A 1d100 roll of 36 and a second 1d100 roll of 72 gives the character a P.A. of 36% and an M.A. of 72%; you can cut the 36% to 18% to put the 72% score in P.A. and place the halved 18% score in M.A.).

You must roll against your P.A. to learn new psychic/psionic powers, and the D.M. may call upon a P.A. roll if you are in areas of Psychic turbulence. To succeed, you must roll under your P.A. score, meaning that if you have a P.A. of 63, you must roll a 01-63 on a d100 to succeed. Your D.M. may apply a bonus or penalty as appropriate to such rolls. A 01-05 is always a success, with varying degrees of critical success, 01 being the best. Likewise, a 96-100 is always a failure, with a 100 being the worst possible failure. Usually a D.M. will make these rolls (secretly) for you, meaning that if you critically fail, you may not know it until some inopportune moment.

Willpower Checks

At certain times, a character may need to make a *willpower check*. This represents the active force of their will at that time. To do this, the character rolls 1d20, adding their Willpower modifier, and their total class levels and their total Hit Dice and sums the result, then deducting or adding the *Taint* score applicable to the check, re-summing the result. This is not the same as a will saving throw, but is a representation of the will of the character over another object or entity.

When deciding which type of Taint to deduct, use the one most applicable to the object in question: An object that is *corrupting* would operate using the Corruption Taint score, whereas a Pure Relic would operate using Purity Taint. The idea here is that a pure character would have more trouble overcoming the will of pure object, and a corrupt character would have to exert more willpower to overcome the lure of a corrupting power.

Direct Influence Checks

Likewise, a character may need to make a *direct influence check*. This represents the active ability for that character to exert his influence on another entity or person. To do this, the character rolls 1d20, adding their Influence modifier, any *Direct Influence* modifier, and their total class levels and their total Hit Dice and sums the result.

Direct Influence is different from Bureaucracy, Diplomacy, Intimidate or other skill checks, as it is something that is active at all times. When you try to enforce your mind over others, you may need to roll both your skill check, and your Direct Influence check in order to succeed.

In these cases, Direct Influence is usually opposed by a Will saving throw. It is often used when invoking an *innate power* that can affect other people, but is mostly used when dealing with abstract entities, including deities and ascended beings, to determine how influencing you can be with such a being, or with large crowds or armies. In these cases, the GM may either make a saving throw for the entire group, or may set a DC for the Direct Influence check in order to Establish the difficulty to sway the actions of such an entity, crowd or army to your point of view,

Direct Influence is also useful against A.I. (Artificial Intelligent), L.A.I. (Limited Artificial Intelligent), and S.A.I. (Sentient Artificial Intelligent) computer systems and androids, who, while they can be swayed with logic, will often respond to your emanation of authority as well.

Sanity

Sanity determines how sane your character is. This statistic is similar to hit points, as it can be damaged a regular basis, and Sanity Damage does not heal without outside influence (such as psychiatric counsel). Sanity scores are determined by rolling the total of 10d10 (min 10/max 100). Only Magic, technology, Psionics or medical treatment can increase your sanity score; you cannot increase your sanity at every 4th level as you can with normal statistics. Medical treatment cannot increase your sanity score beyond your starting sanity score. Note: You can intentionally lower your sanity **by up to 50%** before you start the game. The lower your sanity, the more mental afflictions you gain as determined in the section 'Going Insane'.

Madness determines how insane your character is. Each character starts with a *madness* of zero. If your sanity score is ever reduced to zero, any sanity damage you take from that point on is added to your madness score. For each +1 modifier of your madness score you gain another mental illness or condition from the insanity chart (Ch X). Some classes use madness for other things such as skill checks or spell/power DCs, etc. *If you have a sanity score of 1 or more, your madness is always at zero.*

Ability Scores Below '3'

If at any point a character's ability score drops below three, it causes a debilitation as follows:

Strength & Sub-Stats 1-2: Cannot lift any object above 1Lbs; can barely stand, requires support to walk.

Strength & Sub-Stats 0: Total Paralysis

Dexterity & Sub-Stats 1-2: Cannot hold objects in hands; loss of motor control; muscle tics, twinges and other issues prevent ability to properly manipulate body.

Dexterity & Sub-Stats 0: Total Paralysis.

Constitution & Fitness 2: Extreme fatigue, dropping into unconsciousness.

Constitution & Fitness 1: Unconscious, near death;

Health 2: Your total HP is equal to your racial HP base (5 for a humanoid) plus one per level/HD.

Health 1: Your total HP is equal to your racial HP base (5 for a humanoid) plus one per two levels/HD.

Constitution & Sub-Stats 0: You are **Dead**; if this is due to constitution loss caused by resurrection, then you cannot be revived or raised from the dead, save by High Ancient Magic, or the intervention of a Guardian or a Supreme Deity. If your constitution score was reduced to zero due to damage or drain, it may be possible to raise you, assuming a spell or power is used that simultaneously restores your constitution loss.

Per 'Death', Fitness and health should not be 'dead' at zero, but be close to it... Add additional details for fitness 0 and health 0.

Mobility 1-2: You cannot stand or produce any controlled gestures. You could possibly control a very simple electronic chair or other similar transportation device, although

without at least some degree of AI augmentation or mental control, the device will be difficult to operate.

Mobility 0: You are flat on your back, unable to move; you cannot even use an electronic mobility chair, unless it is mentally controlled.

Speed 2: You can toss a paper ball about one foot from your body; your reactions are so slow that you are essentially non-functional.

Speed 1: You can sluggishly move your limbs and digits enough to pick up a pen after a few minutes of concerted effort.

Speed 0: Paralysis; you cannot move in any coordinated fashion, though you can produce uncontrolled, simple, erratic gestures with your digits and eyes.

Movement 2: You can crawl, but walking more than one foot per segment causes fatigue. You can still breathe and swallow.

Movement 1: You can slither and roll around on the ground, but nothing more; breathing is very difficult and swallowing is dangerous and may cause you to choke.

Movement 0: You cannot so much as stand, or even move your limbs. Breathing is so difficult that you begin to suffocate; swallowing is impossible and you will begin to drown in your own fluids, starting to die from starvation or of dehydration very soon.

Intelligence & Sub-Stats 1-2: Animal Intellect; no logic

Reasoning 1-2: Wizards and Mystic Engineers cannot cast spells, even from a spell matrix or use a mystic device, including mystic artificer devices or staves, etc.; Psychics cannot manifest powers; Alchemists cannot create or activate arrays; Mentally controlled devices of any kind cannot be operated.

Intelligence and Sub-Stats 0: Comatose, often brain-dead.

Wisdom & Intuition 1-2: Unconscious

Wisdom & Intuition 0: Comatose

Willpower 1-2: Obeys all given commands, providing they can be understood, although self-sacrifice may be subverted (2% chance per level)... Channelers cannot channel spells.

Willpower 0: Sits and does nothing; vegetable. If any Reasoning remains, you will obey all commands given to you, even if asked to kill yourself.

Charisma & Influence 1-2: What you say makes little sense. People **hate** you by default, and treat you as hostile. You will likely be considered insane or at the best, extremely unlikable by all around you, including animals.

Influence 1-2: Sorcerers and Wild Mages cannot cast spells, even from spell stones (or similar devices).

Charisma & influence 0: You babble uncontrollably; animals growl at you and will attack without warning. You cannot form coherent sentences or even utter real words.

Physical Beauty 1-2: People avoid or shun you; you may be stoned by villagers, or attacked on sight as a 'monster'. Your appearance is about as attractive as a rotting corpse, although the latter maybe prettier.

Physical Beauty 0: Your appearance is so hideous that all flee in panic, or attempt to slay you on sight. This does not include those who are already blind, and thus not able to physically see you.

Fëa 1-2: You have no spiritual awareness; your will to live is low, and your aura is essentially non-existent. It is impossible for you to use any mystic or psychic powers. .

Fëa 0: You cease to exist; you cannot be revived, resurrected or reincarnated, save by high-ancient magic or the direct intervention of either Guardians or Supreme Gods.

Soul [Spirit] 1-2: You are on the verge of ceasing to exist; you cannot use any channeling powers, and your chance of using any essence magic is 2% per level. Your morale is always treated as *panicked*.

Soul [Spirit] 0: You cease to exist; you cannot be revived, resurrected or reincarnated, save by high-ancient magic or the direct intervention of either Guardians or Supreme Gods.

Luck 2: Misfortune is around every corner; all things tend to go awry. When rolling for encounters, treat 5s and 6s as 'bad' rolls.

Luck 1: Misfortune is around every corner; all things tend to go awry. When rolling for encounters, treat 4s, 5s and 6s as 'bad' rolls.

Luck 0: The world is out to get you; nothing you do can stop all the horrible things that happen to you on a routine basis. Everything and everyone is against you and you simply can't win... You fail at all tasks at random. When rolling for encounters, treat 3s, 4s, 5s and 6s as 'bad' rolls; treat the first roll of 1 as 'neutral' rather than 'good'.

Touched By The Darkness

When adventuring, often characters do things that not only affect them physically, but change them in a spiritual sense. When they lead good lifestyles and aid others, these spiritual changes are of a positive nature. If they tread down dark paths, in an attempt to gain power, or they fall under an evil influence, the changes can be devastatingly negative. These influences to a character are measured by *taint*, which is divided into *corruption* and *depravity*.

Corruption Taint represents the level of contact a character has had with the dark powers. This need not be intentional! Even treading on desecrated soil leaves behind a faint amount of evil energy. Most of this taint washes clean over time, but a character that persists in its accumulation will find it a difficult thing of which to rid himself. If a character willfully initiates contact with the dark powers or associates with evil priests or beings, he quickly accumulates massive amounts of taint.

Many relics and artefacts also confer corruption either by using or merely owning them. This isn't to say they are evil, but they are corrupting to use or own. Obviously evil artifacts and relics can confer both corruption and depravity, but most simply build the character's level of corruption. This is often reflected by extreme possessiveness of the object, building megalomaniacal tendencies, greed, and other side-effects. Often, this is due to one of two factors: The origin of the object is from a source of great power and that power used the object in a way that it has itself become corrupted.

The corruption wears-off on the possessor through use or ownership. The item may also be completely innocent, but because the character possessing it was never

intended (by the maker) to own or use it, the item will try to change the character's persona to match what it deems ideal. Sometimes, the sheer feeling of power or awe that the user of items of ancient origins gives the character is enough to give them taint, and the corruption gained from such an item may lead to them committing horrible acts... Those acts could be so terrible that the character gains... Depravity.

Unlike depravity taint, *corruption* rarely leaves behind visible traits, although it may alter the personality of the corrupted individual. It's difficult to say if these changes in his persona are a derivation of the corruption, or if the corruption followed the changes, but no matter the underlying cause, it is there to the perceptive to notice. Corrupted characters are often overly proud, arrogant or demanding; most are cruel, bad hearted and mean, or even spiteful people. Long term corruption stemming from a single source often leads to obsession and it is important for the player to role-play that obsession in a reasonable fashion.

Corruption has no visible effects: All of the alterations to the character are mental, moral or ethical. The character will slowly begin turning into someone else: The process may be slow, or may (if enough corruption is accumulated quickly) happen seemingly overnight. Corruption derived from an item will determine the nature of the effects.

The effects of corruption are cumulative. For every point of corruption, the character should start developing signs of one of the major [corruption traits](#). For each point of corruption, the [trait](#) becomes stronger, and every time the character accumulates ten-points of corruption, this [trait](#) becomes dominant. That is, a dominant part of his personality. Thus, if megalomania is the corruption trait that a character develops, he will become increasingly megalomaniacal until he reaches ten-points of corruption, at which point, this megalomania becomes more predominant than his previous personae.

Really, corruption is a benchmark to determine how corrupt a character should be role-played than it is a status-ailment, so adding new aspects is done in-character. The GM can decide to add additional [traits](#) when the character gains enough corruption, rather than advancing a previous trait, and the traits involved should match the source of the corrupting influence. The GM should keep track of how far advanced any one [trait](#) develops, track the advancement of each [trait](#) separately and maintain the total count of the character's corruption point pool.

Remember also that characters who undergo this process are changing mentally, so this isn't like an external force making them act against their will. They are, once these [traits](#) take-hold, willingly acting this way. If they act in a way that violates a code of ethics or morals that would be prohibited by their class, such as willingly killing an innocent or breaking a vow that would otherwise terminate their class progression or cause them to lose the ability to command their powers, then this happens due to a *willing act*. The character won't even **desire** to atone for these actions, unless he reaches some breaking-point (due to a story-element) where his personal desires might shift again, such as his actions causing the death of a loved-one or his megalomania causing the fall of his Empire. It is only after some tragedy that he may come to realize he has gone down the wrong path, and may try to reconcile this.

Usually, by this stage however, the corruption is so severe that there is no turning back, and the character just takes out his aggression on others.

Depravity Taint: Depravity is similar to corruption, but it has different origins. Whereas Corruption comes mostly from external sources, *depravity* stems from the internal: A character develops depravity from either his actions, such as slaughtering innocent people in his pursuit of personal power, or from using evil objects or artifacts. When a man steals for no reason other than to satisfy his greed, or kills or harms another for personal gratification (e.g. the love of doling out pain and suffering) he gains depravity, and unlike corruption taint, *depravity* is far more difficult to cleanse away.

Very different to corruption, depravity is not merely a superficial effect, but it does leave obvious alterations on the character. Over time, a tainted man may develop obvious signs such as enlarged eyes, a skin pallor, unusual marks or signs and other even nastier side-effects. For every five-points of depravity, the character gains a *Depravity Malady*: A sort of supernatural disease. This may start as a cracked voice, or shifty-eyes, or a slight tinge to skin colour, but could develop into something far more drastic (and possibly debilitating).

Every time the character gains an additional five-points of depravity, the GM can decide to do one of the following:

- ❖ Give the character a new *Minor Depravity Malady*
- ❖ Upgrade the severity of a *Minor Depravity Malady* to a *Major Depravity Malady*
- ❖ Upgrade the severity of a *Major Depravity Malady* to a *Greater Depravity Malady*

The **nature** of the *malady* should in some way reflect the cause of the depravity, when and if possible, though often there is no way to determine the cause. Some *maladies* may act as supernatural or magical diseases, even so-far as things like *lycanthropy* and *vampirism*. The main difference here is that unlike a magical disease, where powerful spells can remove it (e.g. Break Enchantment), a *malady cannot be cured until the depravity is first cleaned away*. Even after cleansing the depravity, the malady must still be treated separately.

It is the job of the corrupted character to properly portray the aspects of his corruption, and the task of the D.M. to ensure that he doesn't fail at the task.

Anti-Taint

Normally, evil characters accrue taint and corruption normally. In fact, it's their daily routine. Some Gamemasters however will want to use a form of anti-taint: A form of ***purity*** stemming from sources off great good or holiness, or relics and artifacts wielded or made by heroes or prevailers of justice and mercy. The type of thing that would make the bad-hearted villainous character sick deep-down-inside, where his heart used to be. In a game in which the party is predominantly-evil, you may wish to track both taint as normal, and also track ***purity*** and ***righteousness*** as its reverse-forms.

For the truly-evil-character, these will have the same kind of persona-changing and physically-debilitating effects as corruption and depravity, altering them or warping them away from their goals and trying to make them nice people
You may also desire to track purity and righteousness for non-evil characters just as you do taint.

Paradox

A character that meddles in chronomancy, or one who is inadvertently subjected to chronomantic energies (such as when a Chronomancer alters the destiny of another individual) slowly accumulates *paradox*, which is a form of temporal taint. There are three types of Paradox energy as described below:

Background Paradoxical Energy (BPE) is an *inherent* temporal substance that encompasses all living things that form a mesh within the temporal field of the multiverse. Each universe has a direct BPE signature, and thus creatures or objects that cross into another universe reverberate at a different (detectable) BPE wavelength. All living creatures have a BPE score of 10.

Very minor infractions of the laws of time may increase the amount of BPE in a creature. Usually spells or abilities of limited (such as *bend reality* or *limited wish*) power or uses of certain abilities increase the amount of BPE in a creature.

Paradoxical Residual Energy (PRE) is a higher level of temporal disturbance that a creature or an object may accumulate, representing lesser infractions to reality. Though the simple passage of time may be sufficient enough to reduce the strain of this offense, a character may undergo certain actions or intentionally acquire one or more *quirks* in order to dampen the (cumulative) debilitating effects of an ever increasing pool of PRE, thus reducing the PRE into the far less devastating BPE.

When one distills PRE into BPE, any negative effects of the PRE dissipate and any physical damage or injury due to the character's PRE score may now heal naturally. It is possible to remove PRE using certain rituals or by undertaking various redeeming actions. Such *quests* are at the discretion of the Game Master, and you must undertake this action voluntarily.

Entropic Paradoxical Energy (EPE) is, by far, the most debilitating *permanent* form of paradoxical energy, which represents a major offense to reality, or a perversion of time, either perpetrated by the character or radiating from an item carried by them.

No mortal act can properly undo this perversion of space-time, and normal creatures can never rid themselves of EPE. Only chronomancy, or creatures or objects with chronomancy-based powers generate EPE. A Chronomancer, however, may elect to take a *quirk*, which reduced his EPE score by one point.

Effects of Paradox

As you gain BPE, PRE and EPE, each will affect your physical form in different (and sometimes debilitating) ways.

Paradox Score

Each point of BPE, PRE and EPE has its own pool as noted on your character record sheet. Additionally, you have a Total Paradox Energy (TPE) pool, which is the sum of all three pools of paradoxical energy. You determine your Paradox Score using this (TPE) pool as if it were a base ability score and thus apply a modifier to it using the standard rules for ability scores. Therefore, a TPE score of 14 would have a modifier of +2, and a TPE score of 23 would have a modifier of +6.

If you ever have a **TPE modifier** that exceeds a rating of $10 + \frac{1}{2}$ HD, you are considered to have exceeded your *Paradoxical Threshold* and must make a **soul saving throw** with a DC of **15+TPE** modifier, or be banished to the Void.

If you succeed, nothing happens, but you must make an additional saving throw—with the same result if you fail—each time you gain an additional point of any kind of paradox. You may cease making this save when your TPE drops below your Paradoxical Threshold or when your Paradoxical Threshold increases (via increased Hit Dice) to the point that your TPE score is below tolerance.

As always, you may take measures to reduce your TPE score in order to avoid this (uncomfortable) scenario.

Example: Kala has four points of PRE and three points of EPE. This, plus his BPE (10) equals a TPE of 17, or a +3 paradox modifier. Assuming Kala is 1st level, he can accumulate another 14 points of paradox (any type) before *exceeding* his paradox threshold. At 2nd level, he gains 8 points of PRE and 6 points of EPE, giving him a total paradox score of 30 (+10 modifier) but his paradox threshold has increased to 11. He's still safe, but one more point of paradox will spell ruin until he gains another two levels, at which point he will still have a two-point buffer.

The short of it is that characters start with the ability to gain around 30 total points of paradox (including BPE), but the threshold increases by 1 for every two levels/hit dice, so it grows very slowly. Accumulating paradox is an ongoing process that can stem from many events, including involuntary acts; thus it is also imperative to reduce EPE to PRE, and to mitigate PRE over time whenever possible.

Void Energy

Void Residual Energy (VRE) is an alien form of temporal (but not paradoxical) energy accumulated by creatures that enter or cross through the void between universes. Small amounts of VRE have no effect upon a character, but larger amounts cause certain undesirable effects, or may grant strange otherworldly powers. Short of greater deities, no one truly understands the properties of this unusual energy that, under normal circumstances, no person should possess.

Your VPE score (if any) is not part of your TPE score and does not have any effect on your Paradoxical Threshold, as it is a completely different energy type.

Artron Energy

Artron Energy is a form of mental energy that you gain every time you travel through the space-time vortex, the layers of space-time or severe dimensional layers. As you gain Artron energy, you can use it in combination with other psychic powers to create mental constructs, aid in mental battle, shield your mind, and other similar effects. You can also use Artrox energy to reduce your Paradox Score.

Artron Energy Reserve: Whenever you gain Artron energy, you add it to your Artron Energy Reserve as a points system. This energy can be used in combination with PPE to augment psychic abilities, or for other matters of its own. You cannot substitute PPE for Artron Energy Reserve points (AER), but you can use AEP in place of PPE. Unlike PPE and MEA, AER does not replenish on its own: The only way to gain more is to again travel in vortex or through time in some manner.

Artron Energy Threshold: You can have a maximum AER of your reasoning modifier multiplied by your level. Anything beyond this will cause severe migraine headaches and other problems. For every AER point beyond your threshold, you suffer a -1 penalty on all actions.

Determining Statistics

Each statistic is determined by rolling d6 dice with one of the following dice methods (The DM will decide which is appropriate.):

Rolling Statistics

Basic (Normal) Statistic Rolling Method

This is the method that the author uses for his games, and is best for experienced players that can play a diverse range of classes and personae.

For each statistic, going down the list roll 3d6. Do not re-roll ones, and plug in each roll to the stats in order. Do not select where the stat roll will go.

If you need to modify stats to make a certain class playable, you may subtract two points from any one statistic to add one point to another. Remember that with the sub-abilities you may not need to modify any primary stat, or at least not in a dramatic fashion, to make a playable character. If the sum of all of your ability *modifiers* is zero or less, you may re-roll all of your statistics. Otherwise, you take what you get and then choose a class that is playable with them.

If the Dungeon Master allows, you may also choose one of the following alternative methods for rolling stats:

4d6 Stat Method

This is the Power *Zoria* statistic roll method, reflecting higher statistics than normal for a d20 game.

Power 4d6 Method A:

For each statistic other than sanity and madness, roll 4d6. Keep all rolls (including 1s and 2s) for all eight statistics and place them where applicable. You can alter these statistics as normal by subtracting two points from any one statistic and adding one point to another. This method allows for rather high statistics compared to most game settings (min 4/max 24 vs. min 3/max 18) but it is also easier to roll statistics that are fairly low as well.

Power 4d6 Method B:

This is a slightly more powerful version of the 4d6 method. You roll statistics as normal, but re-roll any natural die roll of a 1. This raises the minimum statistic to 8, meaning every character rolled will have very few weak points.

Power 4d6 Method C:

This is an even more powerful version of the 4d6 method. You roll statistics as normal, but re-roll any natural die roll of a 1 or a 2. This raises the minimum statistic to 12, meaning that no character will have a true weak point. This should

only be used in games where PCs encounter rather powerful creatures on a constant basis.

3d6 Statistic Flexible Method:

This is a statistic rolling method, which some DMs may prefer to allow compatibility with other d20 game settings.

3d6 Method A:

For each statistic other than sanity and madness, roll 3d6, re-rolling any natural die roll of 1 or 2. The average statistic may be slightly lower, but it is impossible to achieve statistics less than 9; meaning for a more balanced game.

3d6 Method B:

In this variant, you roll 4d6, and keep the best three. Re-roll natural ones, but not twos. With this method, your stats can never be lower than 6, and will average 11 with a fair chance of striking a couple stats of 16 or better.

3d6 Method C:

In this variant, you roll 5d6, and keep the best three. You do not re-roll natural die rolls of 1 or 2. This variant makes the minimum statistic 3, but allows for a higher chance of rolling a high statistic, thus making the ability scores more random and variable.

3d4+ Statistic Method:

This is a new statistic generation method, which would allow for slightly higher than average scores by rolling 3d4 plus a specified bonus in each statistic and prevents scores below a specific number from being possible, while retaining the variability of rolling dice to determine statistics.

3d4+ Method A:

For each statistic other than sanity and madness, roll 3d4+8, placing each statistic straight down the list. Then you may make normal modifications, including racial or class augments. This averages 13.5 rather than 10.5 per statistic and produces results between 11 and 20.

3d4+ Method B:

For each statistic other than sanity and madness, roll 3d4+8, placing each statistic as you desire. Then you may make normal modifications, including racial or class augments. This averages 13.5 rather than 10.5 per statistic and produces results between 11 and 20.

3d4+ Method C:

For each statistic other than sanity and madness, roll 3d4+6, placing each statistic straight down the list. Then you may make normal modifications, including racial or class augments. This averages 11.5 rather than 10.5 per statistic and produces results between 9 and 18.

3d4+ Method D:

For each statistic other than sanity and madness, roll 3d4+6, placing each statistic as you desire. Then you may make normal modifications, including racial or class augments. This averages 11.5 rather than 10.5 per statistic and produces results between 9 and 18.

Point System Method:

This statistic determination method involved the assignment of points from a *point pool* of 140 points.

For each statistic other than sanity and madness, you can assign a minimum of 4 to a maximum of 24 points from the point pool. You assign the statistics you desire based on an average roll for each statistic, making the creation of characters more balanced and less random. Using this method all creatures and characters will have an ability score point total of 140.

Point pool method A: This variant uses 105 points instead of 140 simulating the 3d6 system but otherwise works in the same manner as the 140 point pool method.

Ability Score Modifiers

For each ability score, there is a score modifier that applies to skill checks, saving throws, attacks and ability checks (all of which are d20 rolls). To determine the ability score modifier, take the whole ability score divided by two, and subtract five (rounded down).

For example, an ability score of 11 has a modifier of +0 ($11 / 2 = 5.5 - 5 = 0.5$, rounded down to 0). An ability score of 22 has a modifier of +6 ($22 / 2 = 11 - 5 = 6$). An ability score of 8 has a negative modifier ($8 / 2 = 4 - 5 = -1$). Low ability scores with negative modifiers apply a penalty to checks, saves and attacks in the same way positive modifiers improve these checks. See the Skills section for more details on how this works.

Adjudicating New Ability Scores for Crossovers (PB, Soul, Sanity, Movement)

Physical beauty: In other game settings, your Charisma score determines how physically attractive you are. This is *not* so in the *Zoria* game setting. In the *Zoria* game setting, how attractive you are is determined by your *Physical Beauty* score. Physical Beauty improves your chance for finding a suitable mate, and is used for certain skill checks.

Special Adjustments for Ability Scores from other settings; e.g. monster ability score increases)

The average ability score for most creatures in the d20 system is 10.5, based on the average roll of 3d6. This is not true if you use either the 4d6 or 140-point pool methods. To compensate for this, adjust the average scores of creatures presented in compendiums of creatures by +2 each statistic; and add the PB, Soul, Luck and Movement statistics with a score of 12 in each.

You can adjust these statistic scores further as you desire. For example, a creature that is fairly ugly would have a very low PB stat, while an outsider would have a lower Soul stat, and a creature that moves faster than most may have a higher movement stat.

Remember that a creature should have an average statistic total of no less than an average human unless they are typically underpowered or weak.

Adjudicating Ability Score Values

During character creation, no-matter what method you use, you may modify your ability scores after-the-fact, before character completion (i.e. before you begin play). If your statistics are too flat, you may make them more variable by deducting two points from one statistic to add one point to another. You can do this in multiples if you desire, or deduct two points from two statistics each (four total points deducted) to add two points to another. You may not deduct one point each from two statistics (two total deducted) to add one to another. All deductions must be in multiples of two from each statistic.

Ability Score Alterations and Optional Changes

When compared to most of the d20 system, the statistics in this system seem fairly complicated. The new stats greatly increase the depth of game play, Because of this; some classes from other d20 system games will play strangely unless altered.

Any class or feat that grants an increase to the movement of a creature instead increases its movement score as follows:

For each 5-foot increase, add 2 to the movement score.

For each 10 feet increase, add 4 to the movement score.

Anything that determines its power based on beauty is no longer charisma based; use Physical Beauty instead.

Classes that use wisdom to determine statistics for insane characters (such as clerics with the *Madness* domain) now use their Madness score instead.

Memory, Remembering Details and Memory Checks

A character has a memory score equal to his Knowledge stat multiplied by four; thus a Knowledge of 14 equals a memory score of 56%, and a 22 equals a memory score of 88% and 25 is a memory check of 100%. When making a memory check, you must roll 1d100 and roll under your memory score to be successful, minus/plus any mitigating factors.

Mitigating factors: These factors apply to any individual memory check; factors from more than one category always stack, whereas factors within a category may stack. If a factor includes that of another, then it does not stack (e.g. one year and three years: choose the greater span), however if the two factors are similar, but cover different aspects (e.g. event was observed in passing only [+20%], but later recorded [-15%], then they combine to become a total of [+5%]).

The GM will make any judgment calls on whether a memory factor stacks. Determine all relevant factors, then apply them to your memory roll. Thus, if your factors total [+15%], you roll 1d100 and add 15 to your roll; if you had rolled 37, then your actual memory roll is 52%. Obviously, any Factor that adds to your memory roll is bad, and anything that subtracts from your memory roll is good, as you want to roll both as low as possible, and under the value of your memory score.

All factors add to, or subtract from your memory check die rolls: They do not add to your memory score statistic.

~~A memory score check (roll) of 01% to 05% (after adjustment) is always a success, with varying degrees of success. A natural roll of 01% is an automatic critical success, and a natural roll of 02% -05% that remains under 5% after adjustments is a lesser critical success (01% is the best, absolute success). On the other hand, a natural roll of 96% to 100% is always a failure.~~

A memory score check (natural roll) of 01%-to-05% is always a success, with varying degrees of success. A natural roll of 01% is an automatic critical success, and a natural roll of 02%-05% that remains under 5% after adjustments is a lesser-critical success (01% is the best, absolute success). On the other hand, a natural roll of 96%-to-100% is always a failure, even with the *perfect memory* feat, or when adjustments would reduce it to the range of a success; and a natural roll of 96%-to-99% that is, after all factors are included, 96% or above, is a lesser critical failure, whereas a natural roll of 100% is an automatic critical failure.

Time Factors

Event happened within last day; -30 to roll (e.g. a roll of 70 on a 55% memory score would be equal to a roll of 40, or equal to having a memory score of 85%.)

Event happened within last week: -20 to roll

Event happened within last two weeks -15%

Event happened within last six months: -10%

Event happened within last nine to twelve months -5%

Event happened between one and two years ago: +5%

Event happened between two and three years ago: +10%

Event happened between three and five years ago: +15%
Event happened between five and seven years ago: +20%
Event happened between seven and nine years ago: +25%
Event happened between ten and fifteen years ago: +30%
Event happened between fifteen and twenty years ago: +35%
Event happened between twenty and twenty-five years ago: +40%
Event happened between thirty and thirty-five years ago: +45%
Event happened between forty and forty-five years ago: +50%
Event happened between forty-five and fifty years ago: +60%
Event happened between fifty-five and sixty years ago: +70%
Event happened between sixty-five and seventy years ago: +80%
Event happened between seventy-five and eighty years ago: +90%
Event happened between eighty-five and ninety years ago: +100%
Event happened between ninety-five and one-hundred years ago: +115%
Every 10 years after one hundred years ago: +15% cumulative

Racial Factors:

Eldrian, or other long lived race: increments multiply by three (e.g. seventy years ago becomes two-hundred-ten)
Elven, or other immortal race: increments multiply by ten (e.g. seventy years ago becomes seven-hundred)
Short-lived race life-span 50 years or less): -15% on all checks under one year, +10% all checks between one and ten years, +25% on checks for events from more than ten years ago.

Perceptual Factors:

Event was considered of little consequence at the time and ignored or dismissed: +15%
Event was observed in passing only: +20%
Event was considered important or interesting by character; -15%
Event was actively done by character (except something said or heard): +20%
Event was afterward recorded (e.g. in writing) by character: -15%
Event was purposely memorized via hypnosis: -25%
Character has 'photographic memory' trait and the event was visual: -20%
Used *autohypnosis* skill to memorize: -30% (DC20) ; -40% (DC25); -10%/+DC5+
The base DC for this is an *autohypnosis* check of 20. This grants a -30% factor to your memory score check. For each +5 of your DC, you gain an additional -10% on your memory check to recall. Thus, an *autohypnosis* check, DC45 grants -80% to your memory score check and an *autohypnosis* check DC55 gives you a -100% factorial adjustment. All other factors, including the time factors still apply normally.

Detail Factors:

Includes small details, such as design elements: +10%
Has very simple or no graphical elements, such as remembering a license-plate number: -10%
Involves a rarely used, or never used name: +20%
Involves the name of someone you know well: -20%
Very complex words, names, or alien language involved, & absolute accuracy is a must: +25%

Involves words in a language you cannot pronounce or write because of racial limitations: +30%
Involves detailed symbols, diagrams, glyphs or pictographs: +15%
Involves very complex, detailed symbols, diagrams, glyphs or pictographs: +25%
Involves symbology that you do not normally use: +15%
Involves a skill that you do not have ranks in (such as A.S.: Chemistry) +25%
Involves words in a language you do not know: +20%

Directional Factors:

Route to be taken is extremely complex: +30% (plus Reasoning check, DC 20+)
Route to be taken has never been actually traveled: +25%
Route to be taken has only be traveled once +15%
Route to be taken has been used a few times, but not recently: -10%
You have been on this route but never personally driven/flown/walked there without a guide/driver/pilot: +10%
The route is absurdly simple (e.g. '*Go straight until you see the red peak'd mountain.*') -30%
Route to be taken you have traveled recently, but not frequently: (at least twice): +0%
You regularly travel on this route: -30%
You have traveled the route several times in the last few days: -20%
You have traveled the route several times in the last day: -50%

Operational Factors:

You have used this device before, at some point in the past: -5%
You have used this device before in the last few weeks: -15%
You have used this device before in the last few days: -25%
You use this device regularly: -35%
You use this device constantly, every day: -45%
**Device* may also be something device-related, such as a programming language.

Saving Throws, Ability Scores and Game Differences

In many systems, saving throws are keyed to class and level. In Zoria, rather than each saving throw being keyed to one ability score and increasing at a specified rate due to class, each saving throw is keyed to two ability scores and you increase them manually using a point-buy system, as detailed below.

Reflex (Balance + Speed): Speed determines for fast you can react, and balance ensures that you react in a way that ensures your safety. [I prefer Agility here, but balance needs to be used to for something productive; it needs a more common game usage...I also consider using Balance+Luck, as speed is used in offensive and defensive actions on a regular basis.]

Fortitude (Fitness + Stamina): Fitness determines for well your body can handle the physical abuse, and stamina determines how much you can handle.

Will (Willpower + Reasoning): Willpower helps you overcome mental domination or to struggle on, whereas reasoning permits you to use logic to escape mental dominance or to force yourself to take the most logical path, even of it is self-destructive.

Spirit (Soul + Influence): Soul determines if your soul is strong enough to overcome the obstacle, and influence if you have the inner-strength to persevere.

Horror (Willpower+Soul): This is a saving throw against *horror*, separate from maintaining will to fight. This isn't the same as fear, which can be caused by many factors, although horrifying creatures may cause a character to make saving throws on both Horror and Spirit, the *Horror Save* is a saving throw to determine if the very sight of the abomination your character is seeing, feeling or is invading your body or mind is driving you *insane!*

Obviously, if a statistic is a negative number, it subtracts from a saving throw rather than adding to it. Thus, if someone has a strong Willpower, but a

Sidebar on Horror

Essentially, failure on this save adds to your sanity damage or madness score. All creatures have a Horror rating designated as:

HF / MD / SP & RE -1/X for *Horror Factor*, *Mental Damage* and *Strength to Persevere*.

The latter part, RE=-1/X equals any lowering of the *horror factor* for each X-times you encounter and overcome this creature type. Naturally (or unnaturally) the more you encounter an extra-dimensional horror and live to tell the tale, the stronger an immunity you build toward that, and only that creature or species.

A normal example would be
HF:18 & Re -1/5 — MD:1d3+1(Hh) — SP 15

This means that when gazing at the creature, if you don't immediately look away you must make a save versus horror, DC18. If you fail, you gain 1d3+1 points of sanity damage (or of insanity, if you already are *insane*; on a successful save vs. horror, you take half of 1d3+1. For every five times you encounter this creature in the future, the saving throw vs., horror DC decreases by 1, to a minimum of 0, as you become accustomed to its appearance or *vibe*. Making a critical success (a natural-20) on a horror saving throw roll permits you to spend action dice to activate it for a permanent effect: For each action die you spend to activate the critical, the horror factor for this creature decreases by one, unless you spend six dice, in which case the horror-factor is reduced by ten.

A GM may all for a general will save to face the creature at all, followed by a **Horror** save to determine how much mental damage merely gazing at it inflicts (which may be Horror Negates or Horror Half, designated **Hn** and **Hh**) and then during combat, if you are losing or others begin to flee the scene, have you make a **Spirit** save validating your will to fight on, unless you run away by choice.

weak Reasoning, then they will have a bonus to their Will save from Willpower and a penalty from Reasoning calculated into it.

Additionally, rather than increasing precisely by class, in Zoria, the player chooses which to raise. At character creation (1st level of experience) a character gains 40 *Saving Throw Points (STPs)*, with which he can buy increases to one or more saving throws. At 2nd level of experience, and for each level of experience thereafter, the character gains an additional 25 STPs to spend on his saving throws.

Note: The 40-point STP pool is only awarded at character creation, much like the x4 multiplier to skill points awarded at character creation (See ‘*Skill Points Per Level of Experience*’ in Chapter 3.0), and thereafter the character gains 25 points at every additional level or hit die). A character that multiclasses **does not receive** 40 STPs for every class in which he has gained ‘1st Level’; that is, a Wizard-1/Sorcerer-1/Swordmaster-1 **does not** have 120 STPs!

You only gain the 40-STPs for 1st level at character creation, not for 1st level each time you multiclass, so the above Wizard-1/Sorcerer-1/Swordmaster-1 has *40 points for his true first level* (Wizard-1) and 25-STPs each for his levels in Sorcerer and Swordmaster, totaling 90 STPs altogether.

At first level, the player must allocate the STPs. Every 10 STPs grant a +1 base bonus to a single saving throw, and he need not spend the points in blocks of 10, but the **most** he can spend **on any single saving throw** at each level of experience out of his pool of STPs is **15 points!** You cannot spend all 40 points at character creation on one saving throw, or all 25 at additional levels on one saving throw: You must split them up, but you can spend as little as zero or one SPT on any saving throw if you desire. You must also allocate all STPs when awarded, and may not amass a large pool of them.

Generally, a GM will instruct which saving throws you have used most, or you will spend time training for some over others, which will reflect which saving throws you should, or will be allowed (by your GM) to increase and by how much.

It is important that a player does not place points into a saving throw that he has not used much in the past. A GM should adjudicate the maximum number of STPs that a player should have in any saving throw, based on past experience.

This is *especially* true when a new player has joins, or a current player creates a new or additional character partway through a campaign: The character may be close in level to rest of the party, but may not have shared in the *experiences* that gave the rest of the party high Horror or Reflex saving throws: His should be *balanced*, and some, such as Horror, may be low, as he may not have encountered much in the way of the abominations that cause a character to develop some mental armour against the unnatural.

For example, let's say Komadorak, a 1st level human swordmaster is allocating his 40 STPs; he has the following starting saving throws before applying his points:

Fortitude: +0
 Reflex: +0
 Will: +0
 Spirit: +1 (+0 Base and +1 *Racial Bonus*)
 Horror +0

He now is able to spend his STPs, for example, like this:

Saving Throw	Starting Base	Points	Points Bonus
Fortitude:	+0	10	+1
Reflex:	+0	10	+1
Will:	+0	5	+5/10 th
Spirit:	+1	5	+5/10 th
Horror	+0	10	+1

This gives him the new base saving throws of:

Saving Throw	New Base	Points Installed
Fortitude:	+1	-
Reflex:	+1	-
Will:	+0	5
Spirit:	+1	5
Horror	+1	-

He then applies his ability modifiers:

Saving Throw	Total	Base	Modifier	Modifier Bonus
Fortitude:	+3	+1	Fitness+Stamina	+2+0 (+2 Combined)
Reflex:	+4	+1	Balance+Speed	+1+2 (+3 Combined)
Will:	+4	+0	Willpower+Reason	+3+1 (+4 Combined)
Spirit:	+1	+1	Soul+Influence	-1+0 (+0 Combined)
Horror	+3	+1	Willpower+ Soul Fea	+3-1 (+2 Combined)

At level two, Komadorak gains 25 more points and adds them as follows:

Saving Throw	Present Base	Previous Points	New points	Total STPs
Fortitude:	+1	-	5	5
Reflex:	+1	-	8	8
Will:	+0	5	5	10
Spirit:	+1	5	5	10
Horror	+1	-	2	2

This means that his Will saving throw and Soul Saving throw both increase by +1, and he has new total leftover points in Fortitude, Reflex, and Horror, making his new base saving throws and point allocation:

Saving Throw	New Base	Points Installed
Fortitude:	+1	5
Reflex:	+1	8
Will:	+1	0
Spirit:	+2	0
Horror	+1	2

The leftover points in this example are not in blocks of five, so he needs only two points to increase his Reflex saving throw, five to increase his fortitude saving throw, ten each to increase his Will and Soul saving throws and eight points to increase his Horror saving throw.

This is a fully modular system, and permits a very fine level of tuning to character saving throws based on personal direction, desire, and actual in—game (story-related) events. The 15-STP cap prevents a player from min-maxing one or two saving throws at the entire expense of others, and maintains a degree of balance, while simultaneously allowing the player (and the character) to develop differently from other characters of the same class, as everyone has different needs and experiences.

He then applies his ability modifiers again::

Saving Throw	Total	Base	Modifier	Modifier Bonus
Fortitude:	+3	+1	Fitness+Stamina	+2+1 (+2 Combined)
Reflex:	+4	+1	Balance+Speed	+1+2 (+3 Combined)
Will:	+5	+1	Willpower+Reason	+3+1 (+4 Combined)
Spirit:	+2	+2	Soul+Influence	-1+0 (+0 Combined)
Horror	+3	+1	Willpower+ Soul Fëa	+3-1 (+2 Combined)

At third level, he elects to become a 1st-level Wizard, still gaining 25 STPs:

Saving Throw	Present Base	Previous Points	New points	Total STPs
Fortitude:	+1	5	5	10
Reflex:	+1	8	2	10
Will:	+1	0	10	10
Soul:	+2	0	5	5
Horror	+1	2	3	5

This increases his Fortitude, Reflex and Will saving throws by +1 each, and leaves 5 STPs each in his Soul and Horror saving throws.

Saving Throw	New Base	Points Installed
Fortitude:	+2	0
Reflex:	+2	0
Will:	+2	0
Spirit:	+2	5
Horror	+1	5

Again, he recalculates his modifiers:

Saving Throw	Total	Base	Modifier	Modifier Bonus
Fortitude:	+4	+2	Fitness+Stamina	+2+0 (+2 Combined)
Reflex:	+5	+2	Balance+Speed	+1+2 (+3 Combined)
Will:	+6	+2	Willpower+Reason	+3+1 (+4 Combined)
Spirit:	+2	+2	Soul+Influence	-1+0 (+0 Combined)
Horror	+3	+1	Willpower+ Soul Fea	+3-1 (+2 Combined)

Now he needs five points each to increase his Soul and Horror saving throws again, but he can spend the 25 STPs that he will gain at level four in any ability. In fact, he need not send enough to raise any one ability if he desires, but four points into Soul and Horror each, nine points in fortitude, six points in Reflex and two in will, still totaling 25 STPs. That, would look like this:

Saving Throw	Present Base	Previous Points	New points	Total STPs
Fortitude:	+2	0	9	9
Reflex:	+2	0	6	6
Will:	+2	0	2	2
Spirit:	+2	5	4	9
Horror	+1	5	4	9

This would leave his total saving throws the same, but with these numbers, he can easily increase all of his saving throws at once at level five. It is important to always track where you spend STPs, and there is a special character record sheet to aid in this process. [\(This is still being made and will be an addendum to this release, if it is not in the Appendix.\)](#)

Despite class, all saving throws normally start at +0, although some races/species will have a racial starting bonus to specific saving throws, depending on race/species. For example. Humans begin with a +1 racial *Spirit* saving throw bonus.

Remember You spend these *saving throw points* in order to increase your saving throws. A +1 bonus to a single saving throw costs 10 STPs.

Some feats may actually lower the number of points required to buy a +1 bonus to any saving throw. *Will of Adamant* for example, lowers the buy-cost for our Will saving throw from 10 STPs to **eight** STPs per +1 bonus!0. Some class features will grant extra STPs at certain levels,

and others may decrease the buy cost of specific saving throws as well, **but only from STPs gained when advancing in that class.** .

Initiative (Intuition + Speed):

Chapter II

Races, Species and Sub-Species

Section 2.0 “Races and Sub-Races”

2.0 Racial Characteristics

2.1 Elves

- 2.1.1 High Elves (Vanyar)
- 2.1.2 Grey Elves (Deep Elves/Noldor)
- 2.1.3 Sea Elves (Teleri)
- 2.1.4 Wood Elves (Grey Elves/Sindar)
- 2.1.5 Dûrrioweth (Drow)

The word ‘Drow’ is a perversion of the Elven word ‘Dûrrioweth’ meaning ‘Wanderers in dark shadow’. Their high king of old also bore a similar name, Dûrrowë, meaning “Elf from the Dark”.

The Dûrrowë were, in the ancient past, part of the general Elven races, but at some point in history powerful magical energies touched them and that darkened their skin, silvering their hair and eyes. This potent force of magical energy gave them potent supernatural power, and an inert understanding of the magical energy field. The first to be touched with this ability was Dûrrowë, who first manifested his power by casting darkness from him. In fear of their power, the Elves banished them, and began to hunt them off. To survive the Dûrrioweth fled to caves to protect themselves and began to establish a kingdom of their own, taking Dûrrowë as their leader.

The empire of the Dark elves flourished as they established deeper delves and expanded their tunneling deep underground, deeper even than the greatest Dwarven realms. They constructed their greatest city deep down near the core of the planet next to a Vortex, a magnet for mystic energy, which they use to as a source of power for their new empire. The hidden city of silver darkness is their capital, now perverted by worshipers of Thyn’ghöz and Felosa, both of whom much of the population greatly revere.

After the demise of Dûrrowë, the story of which remains a mystery but likely stems from his rumored opposition of the worship of the dark gods, (Dûrrowë was a worshiper of Merlankh Talyxiux, who fought against Felosa in the opening wars of the Powers.) his wife Ithiloth, “Moonflower” took over the rule of his realm. She, whom outsiders have named “Lloth”, perverting the meaning of her name, openly accepted the dark temples and allowed them governing authority, making herself a dominant figure in both the Imperial court and religious sect.

This act, though it made her immensely powerful and influential, sealed forever the fate of the Dûrrioweth, handing their destinies over to Felosa

and Thyn'ghöz and almost completely banishing all other temples from the lands. Other temples survive as secret cults, (most commonly Haldor and Yea've).

2.2 Dwarves

2.3 Humans

2.4 Half Races

2.4.1 Rendwar

2.5 Eldrians (The Old Ones)

The Eldrians are one of the high ancient races, like the Zorians and the Elves. Born in the first era, they built an empire across Zoria, but now they are a mere whisper from the past, and their great cities lie in ruins, their artifacts and treasures long buried.

What we know is that they came to be at the same time as the Zorians, but they are natives of this galaxy—perhaps even Merlankh—and not of *Chaluum* (Origin). In appearance, they were much like humans, but more fair and of greater majesty, knowledge and skill. In this, they nearly rivaled the Elves, we know that they had aptitude that could match or even surpass all but the Noldor in craft, especially in the development of technology. For unlike the Elves, they were not slow to change, but they made great progress over the span of ages when their empire flourished.

This we may attribute to their *mortality*, for although they had great life-spans, reaching on average to between 900 and 1,000 years of age and sometimes beyond, like humans they do indeed die and leave the world, never to return. More than naught, the Eldrians were a sort of proto-human, devised by the powers as a test before creating the younger mortal races. Now they leave behind only a legacy that the mortal races of this era will find it difficult to equal: An empire that spanned the galaxy and matched even the Great Zorian Empire as it was of old.

2.6 Zorians

2.7 Zo'rani

2.8 Etriar (Etriani)

The winged ones: winged men/Eldrians. Men who's magic of alterations for flight spawned a genetic mutation that allows them to spontaneously grow wings.

2.9 Misc. Races

Chapter III

Character Classes & Class Groups

Section 3.0 “Classes”

3.0 Normal Classes

Skill Point Based Attack Scores:

Instead of using a Base Attack Bonus (BAB), you may elect to use skill based attacks by forcing characters to put skill points into various attack skills *(listed below). If using this system, disregard the normal amount of skill points that each character should have, and instead give each character 10 skill points + (Int Modifier Bonus) per level. This allows characters to decide where they direct their learning efforts: toward weapon or non-weapon proficiencies.

Skill points Per Level of Experience

All classes gain the ten skill points, plus his Reasoning modifier plus any racial bonus, per level! At first level, a new character gains 40 skill points plus 4 points for each +2 bonus of his Reasoning score plus 4 points for each extra point in racial skill point bonuses. Thus, a human with a *+1 skill points per level racial bonus* and a Reasoning score of 14 (+2) has 52 skill points at 1st level.

$$\text{Base}40 + (\text{Reasoning Mod}*4) + (\text{Racial Mod} * 4) \\ 40 + (2*4) + (1*4) = 52$$

New class groups are:

Fighter (Warrior, Soldier, Mercenary, Swordmaster, Cavalier)

Mage (Wizard, Sorcerer, Artificer, Wild Mage, Alchemist, Magician, Warlock)

Channeller (Priest, Paladin, Shaman)

Psychic (Psion, Technopsion, Psychic Intuitive, PsiSoldier)

Adventurer (Bard, Rogue, Diplomat, Swashbuckler)

Wilderness (Ranger—with Essence & Channeller Spells—, Barbarian, Druid, Survivalist (which is similar to a ranger with more feats, different class features, but no spells)

City (Mastercrafter, Scientist, Detective, Politician)

3.1.1 The Warrior

Warriors are the ultimate generalist combatants. Stemming from both trained and untrained groups, warriors exist to stand tall and proud in the face of peril, with strong arms to wield deadly weapons. They are the core fighters in many non-military organizations, as well as low ranking men in armies and pseudo-armies of all kinds.

Tribal groups also have warrior sects who guard the tribe against invasion and protect their fellows against incursions of deadly hunting animals.

Racial and alignment background: Warriors may be of any alignment, and exist in all races other than Elven races, who's fighters are trained as soldiers.

Hit Die: d12. The warrior's hit dice reflect their hardiness in combat as compared to their nearly non-existent training in other non-martial expertise.

3.1.2 The Soldier

Soldiers are trained men at arms serving under the leadership of a hierarchical military organization. Trained in various forms of combat, soldiers have also gained various levels of expertise in martial warfare and useful tactical abilities and knowledge sufficient to serve their leaders.

Racial and alignment characteristics: Soldiers are usually lawful or neutral, although some exceptional soldiers are of a slightly chaotic bent, either delivering them into roles of leadership, or exiling them from their military organization in disgrace. The latter variety often become mercenaries.

Hit Die: d10. The soldier is hardier than most people, with greater knowledge of how to avoid blows in combat, but is not quite as tough as the tribal warriors who live under the shadow of death in every struggle.

For Soldier and for Swordmaster, and other classes: An increase to Social Status, every so many levels, that goes along with increased Rank.

1 : Chain of Command, Semaphore – Using hands and gestures, Resources (Gain a *Requisition points Pool*, from which you may requisition material, weapons, provisions and/or manpower from your military.)

2: Weapon Training (It now takes ½ the time to learn a weapon group), Hand-to-hand (Gain hand-to-hand Combat as an automatic WG proficiency, with one rank in the Hand-to-hand combat skill.)

3: Combat Training (Gain 5 kill points to use on any *combat* and/or *defense* skills that you already have, Promotion (advance in your *Chain of Command*)

4: Weapon Group (Gain one WG); Mortal Efficiency (Gain +1d6 to the damage dealt using any weapon), +2 to Muscle, Stamina, or Agility

5: Weapon Strategy (+1 to all use of combat skill using one weapon group)

6: Promotion (advance in your *Chain of Command*); Improvisation (All penalties for non-WG proficiency are reduced by 1)

7: Unit Tactics (Once per day per +1 bonus of your Influence score, you may use your combat skill for all those under your command. This ability lasts for one round per Soldier level.)

8: Weapon Group (Gain one WG); Mortal Efficiency (Gain +1d6 to the damage dealt using any weapon for a total of +2d6)

9: Promotion (advance in your *Chain of Command*)

10: Weapon Strategy (+1 to all use of combat skill using one weapon group); Improved Hand-to-hand (Gain a +5 proficiency bonus with Hand-to-hand Combat.)

11: Weapon Specialty (Select one WG; your maximum rank in this WG are not Level + 10 in place of Level +3); Improved Improvisation (All penalties for non-WG proficiency are further reduced by 1 for a total reduction of 2)

12: Weapon Group (Gain one WG), Promotion (advance in your *Chain of Command*); (Gain +1d6 to the damage dealt using any weapon for a total of +3d6)

13: Calling in a Marker: (You have made enough connections and do favours for people in your military or government to earn special favours; that is, to call in a favour from the higher-ups. You gain one marker for every mission you complete, and can use these to escape political situations, gather information that is otherwise secret, or get otherwise impossible favours done for you.)

14: Use Their Talents: You may use the skills of those under your command in a combination-effort, or share those skills with other people under your command. Anyone under your command may make a skill check in place of another unit under your command, including yourself. This takes twice as long to complete any action, however, as you the receiving target must follow instructions relayed to them. You may use this ability once per day per three Soldier levels.

15: Weapon Strategy (+1 to all use of combat skill using one weapon group), Promotion (advance in your *Chain of Command*)

16: Weapon Group (Gain one WG); Improved Improvisation (All penalties for non-WG proficiency are further reduced by 1 for a total reduction of 3); (Gain +1d6 to the damage dealt using any weapon for a total of +3d6)

17: Fight to the Death: (You may continue to fight even when reduced to 0 or fewer HP.)

18: Promotion (advance in your *Chain of Command*); Perfected Hand-to-hand (Gain an additional +5 proficiency bonus (for a total of +10) with Hand-to-hand Combat.)

19: My Weapon Spells Death (Select a single weapon; from this point on, you deal +1d6 damage per point of your Knowledge score modifier when dealing damage with this weapon.)

20: Weapon Strategy (+1 to all use of combat skill using one weapon group), Weapon Group (Gain one WG); (Gain +4d6 to the damage dealt using any weapon for a total of +2d6)

~~Add bonus to ALL weapon OR Defense skills at certain levels in a chain.~~

~~Additional Weapon group. 1st level, Weapons training.~~

~~Bonus to learning weapon groups?~~

~~Combat training, 5 skill points for Defense/Weapon skills.~~

~~1st level — Chain of Command The soldier is in a chain of command, and as the soldier progresses in level, he should gain promotions. (Based on Intelligence)~~

~~Promotions should be up to DM.~~

~~State a chain of command in book.~~

~~Starting with other classes and knowledge skills should give a higher level of command.~~

~~Grant tactical Bonuses. X/day a soldier can use his combat skill in place of those under his command for those with him. — Unit tactics.~~

~~Inverse of above, using a units combat skill instead of yours.~~

~~Resources, A soldier is able to requisition resources from his military. Requisition points pool.~~

~~Obviously needs fine tuning. Should be based on missions more than others, and what about those without missions.~~

~~Calling in a Marker. Ask others in chain of command, up/down/sideways/etc. For a favor.~~

~~Every 4 levels at least, gain combat feat.~~

~~Improvisation — reduce penalty for non proficiencies.~~

~~Level 2, hand-to-hand.~~

~~At mid to high level, a soldier can fight to the death. Simply do not go unconscious. High level (14). Mid level (7) Improved stamina, where you make a stamina check to do this. Theoretical improvement at level 21.~~

Soldier ability chart, for 6-10 things

- Reduced Botch range/Improved Critical Range.
- Sniping – Potential ability.
- Weapon Specialty: +3 bonus to ll combat skill uses with a chosen WG
- Parry Excellence: You may now attempt to disarm as a riposte action if your parry check exceeds the attack roll by +5 or more, rather than by +10 or more.

Boost morale of comrades, giving bonuses to spirit saving throws.

Teamwork – Work with others to grant/receive bonuses based on teamwork, looking at other systems.

Skill for large scale combat. Military planning/strategy.

Bonus to above at mid level, and base on rank.

Resistance to fatigue, in stages(4). Check vs. fatigue. DC decreases at higher levels.

Maybe – No One left behind/Get out alive/Get the mission done. Choose one. No One left behind - Bonuses while rescuing comrades. Get out alive - Bonuses to getting out of situations, but you always try to do so. Get the mission done - Bonuses to tasks while being murdered, no penalty for what you normally would take penalties on.

Improved Unit tactics, bonus to check for every so many in unit/cooperating with.

~~Bonus weapon damage. Base +1, and dice(/statistic) (6, 12, 18 or 10, 20) (Separate abilities)~~

Bonus to using terrain? (Seemingly low-tech)

Maybe have a soldier choose what units are under his control. Command personnel points, command and put together unit that way. Obviously those people must be available. Those with special skills would cost more (Value based on level), and cannot requisition someone with equal or higher rank than yourself.

Interrogation techniques.

Bonus Vs. Intimidation, Interrogation and Terror Vs. Lack of morale (Spirit save), but not Vs. Horror.

~~Bonuses +2 to Muscle or Stamina at one level, and +2 Agility, or Balance at another level.~~

Bonuses to supplies to others under your command?

Tracking (Mercenary as well, but earlier than soldier).

Quarry (Mercenary only)

Look at Stargate Core Soldier.

Damage Soak. Absorb X damage/Round/Segment/Whatever. (Almost more warrior, and maybe should be skipped for Soldier.) (Maybe drop Warriors HD)

Bonus to using shielding? Bonus to cover from shield.

Improvised Cover, may attempt to use terrain as improvised cover where others would not.

Move and Shoot W/o penalties? As Feat? Reduce actual penalties for targeting while moving.

Fire/attack faster with better aim/not as reduced aim.

Increase accuracy with 1 ability at 1 level. Do not scale with level.

Survivability (ability to survive under harsh conditions; possibly starting with extra stamina on long marches; then progressing towards being able to survive in extremely inhospitable terrain)

Camouflage: Use hide and disguise together to camouflage yourself, troops or bases.

~~Specific weapon as chosen weapon, and gain bonuses for attacking with. Possibly in earlier tree.
(Comes down to weapon focus.) Do not scale with level.~~

~~More consistent damage: 1d6/+1 Reasoning(Maybe Intuition)? Base 1d6. Every so many levels,
add +1d6 to the total. That ability only works with 1 weapon skill. Only one weapon.~~

Ideas for Merc & Swordmaster abilities:

Specialty Skill (Adds bonuses to a skill at regular intervals, plus later:

Greater Specialty Skill adds half Merc level to a skill check once/day per [Int] mod.

Track

Quarry

Negotiation Mastery

Glib Tongue

(Size up opponents)

Find the Chink

Defense Observation

Analyze Defenses

Swift Analysis

Ambidexterity & TWF

Know Thyne Enemy

3.1.3 The Mercenary

Mercenaries are men at arms who serve themselves, but are willing to sell their services for a profit.

The Swordmaster

As a Swordmaster, your duties are plain: Slay whom your Lord names his enemies, and be content.

The swordmaster is a trained elite who has been trained in martial warfare by a select noble family whom he has dedicated his life to defending. His weapon skills are the best, his training the highest, and his tactical abilities top notch.

Not as hardy as soldiers or warriors, but exceptionally more skillful and intelligent, a swordmaster's duties extend beyond simple combat and into full-scale military planning. A true swordmaster is capable of dealing with a foe without the need for bloodshed, but can easily cripple his enemies with strategically placed blows when the time is ripe for picking them off.

Racial and alignment characteristics: Swordmasters must be of lawful alignment and must service one family loyally and be willing to sacrifice themselves for the causes of that house. If a Swordmaster ever loses his status with that family, he cannot progress further in this class, but he retains all abilities gained thus far.

Hit Die: d8. The swordmaster is trained to use his battle prowess to quickly eliminate foes and judges battles cautiously; he never takes on foes that he cannot overcome, except to give his life for the service of his lord.

Alignment Restrictions: A swordmaster must always remain lawful (at least two stages into the Law ethos) and within one step (any stage) on the pathos axis of his Lord. Thus, a Swordmaster that serves an evil tyrant must be lawful Evil or Lawful Neutral, and one that serves a good King must be Lawful neutral or Lawful Good.

Class Abilities

Named Enemy: At all times, a swordmaster will have at least one named enemy, as dictated by the lord or house that he serves. A swordmaster may have as many *named enemies* as his house or lord directs, but only one may be designated as his **primary named enemy** at any given time.

Abilities that give bonuses versus named enemies give a higher bonus towards a primary named enemy than any others, as this person, or group is the main thorn in the side of your master and it is your duty to do whatever your lord requires to defeat them.

Perfect Loyalty: A swordmaster is essentially (whether or not voluntarily) brainwashed into perfect loyalty and obedience to his lord and no mundane power can undo this conditioning, although magic and psychic attempts to alter his conditioning are possible. Even so, a swordmaster's loyalty is so deeply engrained into his nature, that he receives a bonus equal to half his swordmaster level to any Will saves to resist enchantments, charms or any mind-affecting power that would attempt to dissuade him from following his lord's commands.

Know Thyne Enemy: A Swordmaster spends a great amount of time studying the wiles of his enemies, giving him both advantages in combat and in dealing with them in other ways. This is reflected by bonuses to combat and many skills when dealing with those who are *named enemies* of his lord.

~~Find the Chink: At (x) level, the swordmaster can attempt to take a full round action to locate a weak point in one foe with whom he is engaged in melee combat. To do so, he must make a (appraise? Search? Spot?) check with a DC base of 15, escalating with the opponent's armour category as outlined in the table below. If he succeeds at this check, he may ignore part or all of that opponent's ABSORB rate, depending upon the degree of success as outlined in the accompanying chart. —OR— if he is successful, he may make a single attack against this weak spot, which if successful applies all of its damage to the armour of the opponent. *This ability needs some fiddling until it works in a balanced way.*~~

Find the Chink: (As a high-level ability that supplements Analyze Defenses). At 14th level, the swordmaster can attempt to take a full round action (1d4 segments) to locate a weak point in one foe with whom he is engaged in melee combat. To do so, he must make a *Situational Assessment* check with a DC base of 15 + the level of his opponent. If he succeeds, he may add half his swordmaster level to each attack skill check made against that opponent.

Defensive Observation: The swordmaster may spend time observing or studying an opponent before or during combat in order to learn their methods of attack, combat styles and how they fight. This can be done in several ways, depending on his level:

Long-Term Study: At 3rd level, the swordmaster may study the fighting style of an opponent for a lengthy period of time, either via long-term interaction or by being taught by someone of appropriate experience. This type of observation grants the swordmaster a competence bonus equal to his reasoning modifier or +2, whichever is greater to all his defense rolls against this type of opponent.

Note that if his enemies change their fighting styles, he loses this advantage.

Study at a Distance: At 6th level, the swordmaster may attempt to study the combat style of an opponent from a distance, as long as that opponent is engaged in combat. To do so, the swordmaster makes a *Situational Assessment* check once per minute with a DC of 10 + the level of that opponent. With five successful checks, the swordmaster may add a competence bonus equal to his Reasoning modifier to all defense skill rolls made against that opponent.

Study in Combat: At 9th level, the swordmaster may study the combat style of an opponent while he is fighting them. For each round spent in combat, the swordmaster may make a *Situational Assessment* check with a DC equal to 10+ the level of his opponent. After three successes, which need not be concurrent (e.g. he can have a

success, followed by two failures, then a success, a failure and a success) the swordmaster may add a competence bonus equal to his Reasoning modifier to all defense skill rolls against that opponent. ~~With each success, the swordmaster may add~~

Analyze Defenses: The swordmaster may apply his powers of battle analysis to bolster his attacks in addition to his defenses. To do so, rather than studying the offensive tactics of an opponent, the swordmaster may study that opponent's defensive strategies and mechanisms (e.g. armour). As with *Defensive Observation*, the swordmaster may do this in one of three ways, depending on his level:

Long-Term Study: At 4th level, the swordmaster may study the fighting style of an opponent for a lengthy period of time, either via long-term interaction or by being taught by someone of appropriate experience. This type of observation grants the swordmaster a competence bonus equal to his reasoning modifier or +2, whichever is greater to all his weapon skill rolls against this type of opponent.

Note that if his enemies change their fighting styles, he loses this advantage until he can re-assess his enemy.

Study at a Distance: At 7th level, the swordmaster may attempt to study the combat style of an opponent from a distance, as long as that opponent is engaged in combat. To do so, the swordmaster makes a *Situational Assessment* check once per minute with a DC of 10 + the level of that opponent. With five successful checks, the swordmaster may add a competence bonus equal to his Reasoning modifier to all defense weapon rolls made against that opponent.

Study in Combat: At 11th level, for each round spend in combat, the swordmaster may make a *Situational Assessment* check with a DC equal to 10+ the level of his opponent. After three successes, which need not be concurrent (e.g. he can have a success, followed by two failures, then a success, a failure and a success) the swordmaster may add a competence bonus equal to his reasoning modifier to all weapon skill rolls against that opponent.

Precise Blow: At 7th level, the swordmaster's learns how to deal logical, precise blows to his foes, landing hits where they will do the most damage. You may now add your Reasoning modifier to all weapon damage rolls. (This additional damage is multiplied with critical confirmed hits, as normal.)

Swift Analysis:

Ambidexterity & TWF:

Swordmaster Abilities Chart
Type I

Type II

- 1st: Named Enemy, Perfect Loyalty
- 2nd: Know Thyne Enemy, Vendetta††
- 3rd: Weapon Trick, Defensive Observation; Long-Term Study, Confidence*
- 4th: Analyze Defenses: Long-Term Study; +2 Muscle or Agility, Extra Named Enemy
- 5th: Two-Weapon Fighting, Improved Health, Dedication (will bonus against effects that would undermine his purpose)
- 6th: Weapon Trick, Defensive Observation: Study at a Distance, Just Vengeance††
- 7th: Analyze Defenses: Study at a Distance, Precise Blow, Improved Confidence
- 8th: Special Attack†, Achilles' Heel +1d6 (deals extra damage dice to named and studied enemy), Military Strategist (grants bonuses in combat to allies when planning used).
- 9th: Weapon Trick, Defensive Observation: Study in Combat, Extra Named Enemy, Psychic Potential (chance at becoming a psychic; gaining one ability)
- 10th: Analyze Defenses: Study in Combat; Improved Two-Weapon Fighting, Hated Enemy, Strike of Vengeance††, Greater Confidence*
- 11th: Swift Analysis, Solid Mind (improvement on Dedication; plus difficult to probe thoughts), Enhanced Health
- 12th: Weapon Trick, Masterful Combat†, Achilles Heel +2d6, Community Action Die (extra action die that can be used on any ally).
- 13th: Immunity to Fear/Perfect Morale*, Charmed Life (surviving this long grants the character Luck—Lucky-13), Psychic Potential (chance at becoming a psychic; one ability)
- 14th: *Find the Chink*, Extra Named Enemy, Death-Knell†
- 15th: Ambidexterity, Weapon Trick, Paranatural Combat
- 16th: Military Expert†, Wall of Will* (Improvement on Solid Mind), Achilles' Heel +3d6, Perfect Health (Immune to Disease), Community Action Die x2 (extra action die that can be used on any ally; now two dice).
- 17th: Feared, Unwavering Loyalty (nothing may dissuade the swordmaster's loyalty), Psychic Potential (chance at becoming a psychic; one ability)
- 18th: Weapon Trick, Extra Named Enemy
- 19th: Perfect Planning, Weapon Mastery (can use any weapon)
- 20th: Deadly Enemies, Achilles' Heel +4d6, Supernatural Combat, Community Action Die x3 (extra action die that can be used on any ally; now three dice), Psychic Potential (chance at becoming a psychic; one ability).

Vendetta: *Those who incur the wrath of my lord shall fall may fall by his blade.* That is the motto of a true and loyal swordmaster. From amongst his enemies, your lord may name a single individual, usually of high status, who has wronged him. In doing so, he earns a special place in your heart: Sometimes, wrath goes beyond the rabble of the chosen named enemies of your lord. Sometimes, one of them ,or another person has meddled once too often in the affairs of your patron, or has robbed you of victory in a directed task. This sort, the type you just loathe, is worthy of a *vendetta*. Either select one individual that has interfered with your life, but is not an ally of your lord, or select a specific individual from amongst your named enemies. From now until you defeat this person, all swordmaster abilities that you use directly against the target of your *vendetta* are **doubled**. This includes special damage dealt, but not base weapon damage.

Just Vengeance: Starting at 6th-level, once per day per +1 modifier bonus of your *Spirit* statistic (minimum 1/Day) you may make a strike of vengeance against anyone who has either wronged you, your lord, or has harmed you in combat. If your attack is successful in hitting your opponent, you may deal an additional amount of damage equal to your swordmaster level on that strike. [Perhaps this is too close to *Just Vengeance* and should be more interesting?]

Strike of Vengeance††: Starting at 10th Level, once per day per +1 modifier bonus of your *Spirit* statistic (minimum 1/Day) you may make a strike of vengeance against anyone who has either wronged you, your lord, or has harmed you in combat. Make a normal attack roll: If your attack is successful in hitting your opponent, treat it as a confirmed critical hit, with a special critical effect. You may combine this with *Just Vengeance*.

Special Attack: You have developed a special style of your own. Choose one of the following: [Trip Attack, Whirlwind Attack, etc. type special attacks?]

Weapon Trick Chart

- 1: Add a new Weapon Group to your repertoire.
- 2: Add a number of ranks equal to half your Swordmaster level to any Weapon Skill that you already possess; This may exceed your normal cap of skill ranks
- 3: Add a number of ranks equal to your Swordmaster level to a Weapon skill that you do not possess, but for which you have a Weapon Group feat.
- 4: Add one martial feat, for which you meet the prerequisites.
5. Two-Weapon Fighting
6. Improved Two-Weapon Fighting
7. Greater Two-Weapon Fighting
8. Perfect Two-Weapon Fighting
9. ???

Self-Hypnotic Mind-Rewrite: Using this ability, a Swordmaster may temporarily re-write his mind so that he can blend into another group—even a Named Enemy—for the purpose of deep, undercover surveillance. During this time, the Swordmaster's personality changes to match that of the average person in the group he is surveying... (He must have details to make this change.) This is not a permanent change: The Swordmaster can set up a trigger-event to revert back to his normal state, or can set it to 'indefinite', in which case it can last for up to one month per swordmaster level, after which he automatically reverts to his normal self. A Swordmaster may only use this ability when assigned to a deep-cover operation by his Lord.

Deep Mental Assessment: A Swordmaster may attempt to quickly assess a number of facts to derive a logical conclusion, be it solving the combination on an electronic lock or working out a battle strategy. To do this, he rolls his *Assess Situation* skill, with a DC appropriate to the task as follows:

Improved Deep Mental Assessment: At Xth Level, the swordmaster gains a +2 bonus on *Deep Mental Assessment*. This bonus increases by +2 for every three levels beyond Xth.

Dedication: At Xth level,

Recesses of the Mind: A Swordmaster may make mini-partitions of his mind to use for private thoughts. When using these special mental pockets, any thoughts of the Swordmaster stored in one cannot be reached by mind-reading powers, and the Swordmaster will not have any external emotional display when working with this special pocket in his mind. This is especially useful when being interrogated or when under cover, performing investigations.

Confidence: At 3rd level, the Swordmaster gains a competence bonus equal to half his Swordmaster level to all Spirit saving throws.

Improved Confidence: In addition to the Spirit Saving Throw bonus granted by Confidence a Swordmaster now adds half his Swordmaster level to all *Diplomacy*, *Bureaucracy*, *Intimidate* and *Sense Motive* checks. He further adds his Confidence Bonus to all attempts to command or influence others. This also means that any ability, spell or spell-effect (including Psychic powers and Spell-Like Abilities) used by the Swordmaster to affect the minds of others has an increased DC to its saving throw; this increase is equal to half his Swordmaster level.

Achilles' Heel: You know where to strike enemies to hurt them the most. Starting at 8th level, once per round, you may make an *Assess Situation* check, opposed by a *Defense*, *Combat: Martial Arts* or *Bluff* check from your opponent. If your check is higher than his opposed check, your attacks (any successful hits) this round deals +1d6 damage per hit to your opponent, as you were able to strike a weak spot or vital area that he left unguarded. This increases by +1d6 for every four level beyond 8th (thus 12th, 16th and 20th levels).

Dedication: Starting at 5th level, a swordmaster gains a bonus equal to ½ his swordmaster levels to all Will saving throws versus any power that would affect his mind, persuade or dissuade him from carrying out his memories. This applies to mundane, magical, psychic, supernatural or spell-like powers, including mundane hypnosis or similar skills.

Solid Mind: The mind of a swordmaster is highly trained and conditioned. Starting at 11th Level, any time he would take sanity damage, the swordmaster may make an additional Horror or Will saving throw (whichever is applicable) to avoid the effects of whatever would cause the sanity damage.

Community Action Die: The swordmaster is a natural leader and is especially well-versed in handling others. Starting at 12th Level, once per gaming session he may use a special *community action die* (that is an addition to his normal pool of action dice to aid any of his allies rolls. This functions normally, as if his ally had rolled his own action die, but is deducted from the swordmaster's *community action dice* instead. You gain an additional *community action die* at 16th and 20th levels.

Immunity to Fear/Perfect Morale*: Starting at 13th Level, the swordmaster is immune to all mundane, supernatural, magical and psychic fear effects and anything that would otherwise affect his morale.

Charmed Life: You can't survive through the hell of a life that a swordmaster endures without at least a small, special edge. Starting at 13th Level, the swordmaster gains a supernatural Luck ability. Once per day per +1 bonus of his *Luck* score modifier, he may make a *Luck Roll!* This is different from action dice in that you may roll any check, saving throw, or other die-roll twice (simultaneously) and choose whichever result you prefer. You may not use an action die to re-roll both of these die-rolls, but you may use an action die if you do not desire to accept either result, in which case you simply roll again (once) normally. To use this ability, you must declare before making the roll that you wish to use your *Luck*, and then you roll whatever die type the Gm calls for you to roll twice (or roll two of that type of dice). Choose the most favourable to you after rolling.

Psychic Potential : Starting at 9th Level, you may potentially unlock a single, latent psychic ability. Roll against your P.A.. if you are successful, you unlock a single Psychic Discipline (at 0-Degree) and gain 1d4 P.P.E. per +1 Modifier of your Reasoning Modifier. Note that a swordmaster may learn powers in this discipline normally, but may not learn another discipline (via progression in his swordmaster class) unless he unlocks another latent ability at a later level. (He may of course, gain levels in a Psychic class group to progress with them unhindered.).

You gain additional chances to unlock a psychic ability at 13th, 17th and 20th level(s). if you fail any of these, the chance is wasted. If you succeed on more than one occasion each unlocks another psychic discipline, and adds an additional 1d4P.P.E. to your reserve per +1 modifier of your Reasoning score.

If the swordmaster's Reasoning score modifier ever increases, he gains P.P.E. from the increase as normal (+1d4 per each +1 total increase to his Reasoning score modifier).

A swordmaster may gain a sub-discipline such as *Telemechanics* via this ability only if he already has the pre-requisite major psychic abilities, which he may learn via the *Psychic Potential* class ability, or via progression in a psychic class.

The swordmaster may learn degrees of the discipline he gains via this ability normally, though study. The swordmaster also does not gain P.P.E. as he progresses in levels, but only when he unlocks a psychic discipline via the *Psychic Potential* class ability.

Extra Named Enemy: At 4th Level, and every five levels thereafter (thus at 9th, 14th, and 19th levels), a Swordmaster gains additional trust of his Lord, permitting him an additional *Named Enemy*. This functions exactly as his normal *Named Enemy*, but it allows the swordmaster to have more than one at a time. Note that if the swordmaster's Lord does not have any additional enemies, he will not name anyone in addition to his existing enemies. The swordmaster's Lord must actually specify all *Named Enemies*: The swordmaster may not simply choose one of his own volition.

Death-Knell†: Starting at 14th Level,

Ambidexterity: Starting at 15th Level,

Paranatural Combat: Starting at 15th Level,

Military Expert†: Starting at 16th Level,

Wall of Will* (Improvement on Solid Mind): Starting at 16th level,

Improved Health: Starting at 5th Level, a swordmaster gains a bonus equal to ½ his swordmaster levels to all Fortitude saving throws versus disease, illness, afflictions and other degradations to his health, whether mundane or mystical in origin.

Perfect Health: Starting at 16th level, the extensive physical training you endured has given you an extraordinary resilience! You are now immune to all mundane diseases, afflictions, and infections. This does not make you immune to magical diseases, curses or mundane or magical addictions or poisons, although it does permit you to add your *Spirit* statistic modifier (if positive) to any saving throw against such conditions.

Feared: Starting at 17th Level,

Unwavering Loyalty : Starting at 17th level, the loyalty of a swordmaster to his lord may not be affected by any power or ability, whether mundane, extraordinary magical, supernatural, spell-like or psychic. Any power or ability that attempts to manipulate his mind in a way that contradicts the desires and conditioning given him by his lord automatically fails; no saving throw is required.

Perfect Planning: Starting at 19th level,

Deadly Enemies: At 20th level,

Supernatural Combat: At 20th level,

Mage Groups

Mage (Wizard, Sorcerer, Wild Mage, Mystic Engineer, Magician, Warlock, Artificer)

Mages

Unlike some other games, all mages can cast any spell they know without preparing (“memorizing”) it, at its normal spell casting time and can learn spells of any circle, regardless of their level. A 4th Level Wizard can learn an 8th Circle spell, as long as he is lucky enough to find it, had the resources to research it, or somebody teaches it to him. Each time a spell is cast the caster must make a spellcraft check to ensure that the spell is cast properly. Failure indicates the MEA (MEA is Mystic Field Energy) is wasted and the spell didn't go off. Failure by 5 or more indicates that additional (undesirable) effects happen as well, such as spell mishaps.

This is set into place to make sure that a caster of level 3 that wants to cast a spell of circle 9, which requires a DC 24 (Maybe DC 29?) spellcraft check has a much higher chance of flubbing than a 15th level caster. `

Spell feats now add to both the DC and the MEA cost instead of spell level adjustment. For example, "Still Spell", which makes the somatic components of a spell a purely mental action, would up the DC of a spell by +2, and add +4MEA to the casting cost. A wizard may still prepare spells with these feats to quicken the casting, which ups the spell slot level. Otherwise, the feats take one extra action to invoke.

Spell power increases with your level in various ways. In addition to the increase of damage:

Increased DC to resist: The DC to save against a spell increases as you gain levels. The base DC to save against a spell or power is (10 + Spell Circle + Relevant Modifier + ½ Caster Level). Thus, to resist a 10th level mage casting a fireball with a 17 Reasoning, the DC will be 21: 10 + 3 (spell circle) + 3 (Reasoning Modifier) + 5 (half of the caster's level).

Scalable spells: Instead of simply adding more damage dice to a spell as you gain levels, you now have the option to add that damage at higher levels by spending more energy. Spells that allow for such expansion have a base MEA cost and base number of damage dice, but as you gain levels you may add additional dice of damage by spending more MEA.

Fireball, for example may have a base MEA of 4 and does 3d6 fire damage, but you can add additional dice of damage for 1MEA each with a maximum number of

damage dice equal to your level. Thus, a 20th level caster can spend 21 MEA to deliver a 20d6 fireball. (4MEA base +17 MEA for additional damage). You must declare how much MEA you are spending **before** you begin casting the spell, as if the spell is lost **all of** that MEA cost (**including** all additional MEA for additional scalable effects) is wasted, not just the base cost.

Scaling may also affect area, distance and other variables.

Mystic Essence Actualization

Any character that learns a spell can cast it, but ordinarily the connection to the essence of the MEF consumes physical energy from the caster. For those without an MEA score, each time they cast a spell it's MEA requirements come directly from the character's constitution score!

This means that a swordmaster who learns the *Mystic Weapon* a 2nd Degree, (4MEA) spell must take 4 temporary Constitution damage at each casting. This constitution naturally returns at the normal rate of one point of Constitution per day, assuming the character is getting normal rest and intake of nourishment, but there is **no way via magical means** to restore Constitution damage taken when casting spells. Any attempt to use magic to restore ability damage taken from spellcasting only worsens the original effect, potentially killing the character.

This is because the mystical energies involved are not actually siphoning the Constitution of the caster, but rather they are interfering with his ordinary bodily functions and are lingering around in him for a short length of time. When magical means are used to attempt to reverse this, they add additional MEF energy into the person's body in order to attempt to "correct" the damage, thus mingling more magical energy with the already damaging energies, which only suffices to supplement them and aggravates the problem.

There may be other ways of expediting the curing of this type of damage, but normal magical healing such as *Restoration* only does more harm.

True mystics, including both essence mages and channelers, learn to absorb part of the MEF into themselves, thus developing a power reserve that is called the Mystic Essence Actualization (by Essence magicians) or Mystic Energy Actualization (by channelers), thus: MEA.

A character's MEA score is represented by a pool of energy points. At each level, a mystic gains a number of dice to his MEA score, depending on his class and ability scores. These MEA points represent the amount of Mystic Essence Actualization the character has attained and the spellcaster uses this supply of energy in order to cast spells without taking Constitution damage. If a spell would reduce a character's MEA score below zero, any additional energy is immediately taken from his Constitution score. If

this loss reduces his Constitution to zero, he dies instantly, and further if it would reduce his Constitution below zero, the spell has a percentage chance of failure (although he is still dead too).

Mystical Affinity/Aptitude: To learn or cast a spell, you must roll against your Mystical Affinity/Aptitude (M.A.). As a mage, your M.A. score increased by 1d10 every four levels, and your P.A. increases by 1d4 every four *class* levels. (Non mage classes increase both their M.A and P.A. by 1d4 ever four levels.)

Learning a Spell: When you encounter a spell that you wish to add to your repertoire, you first must roll a d100 against your M.A. score. To succeed, you must roll under your M.A. with any applicable penalties taken into account by the DM. If that succeeds, you must then roll a Spellcraft check to see if you have the requisite knowledge necessary to learn that spell. The DC for this check is 15+Spell Circle (e.g. a 2nd circle spell has a DC of 17, whereas a 9th circle spell has a DC of 24).

Example 1: Rolas, a 6th Level Wizard wishes to learn *Fireball* (a 3rd circle spell) from a scroll. His M.A. is 65, so he rolls a d100. He must roll a 65 or less to be able to learn the spell at all. If he succeeds, he must roll a Spellcraft check equal to the difficulty of the spell or higher.

Example 2: Eldylwyn, a 5th level Sorceress who specializes in Fire/Heat wishes to learn *Shape Stone* (a 5th circle spell), which is a secondary antithesis for her. The difficulty of such an undertaking is reflected by a 25% penalty applied to her M.A. roll and to her Spellcraft rolls. Her M.A. is also 65, but because of the 25% penalty she must roll a 40 or less to succeed. Additionally, the Spellcraft check is more difficult by the same 25% factor, which adds +5 to the DC, so she must roll a Spellcraft check of 25 or better to learn the spell.

M.A and Spellcraft Rolls for Casting Spells: Under normal circumstances, you don't need to roll against your M.A to cast a spell. In *initiative phase* however, each time you cast a spell you must roll against your M.A. with appropriate penalties applied by the DM. This is because in normal game play, there is no need to worry about whether a spell goes off immediately, and you can take your time to exercise your mystic will against the MEF. In battle, or other initiative based situations, time is of the essence and you may not get your spell to go off on the first attempt, so you must roll your MA check, just as when learning a spell, in order to cast it **that round**. If you fail, no MEA is lost, but the time is wasted. You may retry on the following round.

Thus, the first roll you must make when casting a spell in initiative phase is your MA check to see if the spell will go off **at all**, before you make any other checks (Spellcraft, Caster level, etc.). Again, if the first roll fails, the spell **does not** use any MEA, as it signifies that you were unable to manipulate the energy field at that time.

You must also make a Spellcraft check every time you cast a spell, but you may always “take a 10” on these rolls. That is, you can assume that you have a 10 on each die roll and simply add 10 to your Spellcraft bonus to see if you are able to cast that spell. The DC for this check is 15+Spell Circle, thus Cantrips (0 Circle) spells have a DC of 15 to cast, 1st Circle spells, 16, 2nd Circle Spells 17, and so on. Therefore, it is only problematic to cast higher circle spells as a lower level caster. Unlike the M.A. roll, if this roll fails you **do waste MEA**. Thus, a Wizard with a Spellcraft of +7 can always make a Spellcraft check of 17 and can therefore always cast 2nd Circle Spells, but **must** roll to cast 3rd Circle or higher spells. Spellcraft checks that fail by 5 or more are considered botch threats that the D.M. may activate by spending one (or more) action dice for a botch effect.

It is not possible to “take a 20” when casting a spell.

In any event, if you fail this roll by 5 or more, the spell may misfire and have undesirable results. Sorcerers have a -5 penalty on Spellcraft rolls to cast a spell that falls under their secondary antithesis. Thus, a Sorcerer with the Air/Electricity primary element must roll a 21 or better to cast a 1st Circle Water/ice spell (DC= 15 + Spell Circle 1 + 5 for secondary antithesis). You may look at this as an increased DC or a penalty to the roll (thus the DC is still 16, but you must subtract 5 from their roll, thus the sorcerer must roll a 21 or higher to make this DC (21-5=16).

Actions and seconds now measure Spellcasting time. You can now use both actions in a round for casting, and a mage must occasionally rest between castings on very complex spells.

Write into spell description the verbal components (in Zoraec), then gauge the time required to say them. This is the casting time in seconds for that spell, rounded up to the nearest 3 seconds.

Soulstrike

A spell-like ability available to powerful mages that uses all of a mage’s MEA, plus all of his CON plus all of his Soul stat to generate a final, devastating or wonderful effect. This

spell augments the total MEA available as follows; Total remaining MEA + total available CON score multiplied by the mage's Soul statistic.

For example, a sorcerer with a full MEA pool of 32 points and a CON of 11 (43 total) that has a Soul stat of 13 can Soulstrike to cast one final spell with a total energy reserve of 559MEA. (43 x 13)

A mage that Soulstrikes dies one segment after the casting of this final spell, which is considered part of the Soulstrike action and, as his soul is spent in the Soulstrike action, he cannot be resurrected by any means, unless by a *True Wish* (which is Ancient High Magic, 20th Circle) or the act of an Over-Deity or Guardian. Further, as his soul no longer exists, he does not ascend, or enter any form of afterlife (see: 'Death' and 'Life After Death'). He simply ceases to exist altogether and his body turns to dust or energizes into light particles.

The energies released during a *soulstrike* leave a permanent trace behind that never completely fades away, although it diminishes over passing centuries. Often people with *the sight* will notice ghost-like images of the visage of the mage who performed the *soulstrike* in the spot where the mage spent his very essence to perform one final act of power.

A spell intoned as part of a *soulstrike* must be known by the mage intoning it, unless the *soulstrike* is performed by a wild mage, or someone with appropriate skills to create spontaneous magic. A sorcerer must have the spell known and the appropriate spell chain in order to *soulstrike* for it. If the spell is normally used as a *ritual* with a group of mystics (and was thus learned this way) then the mage must make an appropriate *spellcraft* check to adapt it for intoning by a single-caster on-the-fly.

The duration of a *soulstrike* is equal to the total duration of the intoning of the spell used *with* it. A *soulstrike* may be aborted by the mage performing it before completing it, which therefore prevents the effects from happening. If the mage decides to do this, he must make a Spirit saving throw with a DC equal to 15 + the spell degree that he was intoning, to avoid perishing anyway; a successful save deals 1-damage to his Soul statistic for every degree of the spell he was intoning (thus, 4 Soul damage for a 4th Degree spell). If the mage is slain in the process of a *soulstrike*, there is a chance that he continues the *soulstrike* action even after (or during) death equal to 5% per caster level, as his essence continues the mystic ritual.

Creating Mages Above 1st Level & Assigning Spells

It has come to be during various playtests, that people have asked how to assign spells to mages created at above 1st-level. While it is encouraged to play a character starting at 1st-level in any class or profession, it is sometimes necessary to make a character at a higher level, such as when one character dies and cannot be revived.

The rule of thumb is that any magic user should know a number of spell circles (degrees) equal to the primary casting score for his class multiplied by $\frac{1}{2}$ his level in that class. Therefore, a Wizard with a reasoning of 17 and 6 levels would know 51-degrees worth of spells (17×3) (or $17 \times 6 \div 2$). This can be in any combination **totaling** 51-circles, such as 1 x 9th degree, 1 x 8th degree, 2 x 7th degree, 2 x 6th degree 1x 4th degree, 1 x 2nd degree 1 x 1st degree and 2 x 0-degree (as each 0-degree counts as $\frac{1}{2}$ in this case). This totals 51-degrees of spells.

Of course, it is *logical* that such a mage would have fewer powerful spells and more lesser spells, but this is merely an *example*. The same mage could have 51 1st-degree spells or 102 (0-degree) Cantrips!

It is also possible to use this formula to decide the total number of spells known at 1st level, by stating that the number of circles known is equal to the mage's primary casting score halved. Thus, in the case of a 17, the character knows $7 \frac{1}{2}$ spell circles. As 0-degree counts as $\frac{1}{2}$, it is possible to use this $\frac{1}{2}$ spell circle whenever you encounter it in your calculations. This does not apply to the Sorcerer class, which begins with a fixed number of spell chains and circles, however it does apply to a sorcerer for making a character at advanced (above 1st) levels

First deduce the number of circles and chains they should have from class progression, then calculate the number they have from their Influence score (multiply the Influence score by $\frac{1}{2}$ their Sorcerer level) and adjudicate additional spells based on this.

If the character has levels in multiple mage group classes, always figure the spells known for each separately. A Wizard 5 / Sorcerer 3 with a Reasoning score of 15 and an Influence of 12 would have $37 \frac{1}{2}$ degrees of spells known as a wizard and 18 degrees of spells known in his spell chains as a sorcerer.

This further applies to the Alchemist for the number of transmutation circles and the degrees of each, using the same rules as above, however it does not apply to channeler classes, as they have access to any spells granted by their source of power and they do not learn any of them.

3.2.1 Wizard

Game Rule Information:

Hit Die: d6

MEA/Level 1d6 per (Int Mod Bonus)

Wizards are mages who use magic to provide for themselves and those around them, but retain enough battle-prowess to stand on their own when magic is of no avail. They are feared by most because of their shrewd intellect and various powers, but are not as specialized as Sorcerers, which yields a tad more flexibility to their powers, but robs them of the sheer magical devastation that Sorcerers display in their abilities.

Spellcasting:

General: Wizards cast spells without limitations based on level or statistic-based attributes. As long as the Wizard knows the spell and has sufficient MEA to cast it, all he need to is intone the incantation. Specialist Wizards may not cast spells that fall under their *restricted discipline* at any time, nor may they use an item to duplicate such spells or effects.

Gaining MEA Points: A Wizard gains +1d6 MEA for each +1 modifier bonus of his Reasoning score upon attaining each new level of experience in his Wizard class. Thus, a Wizard with an Reasoning score of 16 has an Reasoning Modifier of +3 and gains +3d6 MEA at each level of experience in this class.

Spells Known & Gained: A Wizard begins play with a total number of spell degrees equal to half his level multiplied by his Reasoning score; thus, merely half his Reasoning score at 1st-level. For example, a Wizard with a Reasoning score of 16 begins at 1st Level with 8 total degrees of spells. These can be of any degrees that add up to 8, so it could be sixteen 0-degree Cantrips (which count as ½ for this purpose), eight 1st-degree, four 2nd-degree, etc, or any combination thereof that the GM permits.

The normal assortment for such a character would be along the lines of four 0-degree, four 1st-degree and one 2nd-degree spells. It could however just as easily be one 4th-degree, one 3rd-degree and one 1st-degree spell, or one 7th-degree and two 0-degree spells.

The only restriction as to what a Wizard may know, is that he must be able to actually cast the spell without losing consciousness. Therefore, the most powerful spell he can know is governed by his total MEA pool + his total Constitution score, and whether or not he can succeed at an appropriate Spellcraft skill check.

The actual spell MEA cost must not exceed his combined MEA pool and Constitution score totals (-3) and he should be able to cast the spell by making a Spellcraft check with a 'Take-10' action. If the place where he resides has a weak MEF, and thus the spell would also deal Constitution damage because of this, the additional damage must be further taken into account. In the end, he must be left with a Constitution score of at least 3 after casting the spell.

Additionally, all Wizards begin play with *Detect Magic*, *Read Magic*, and one other 0-degree spell (Cantrip). These **do not** count against the normal number of starting spells.

Wizards do not gain **any** automatic spells as they increase in level, but must learn new spells either by creating them, via independent research, or by learning them, which they can do at any time from another Wizard, or from magical tomes, spellbooks (grimoires or fragments), and æthenaeums. Often, a Wizard is taught by a mentor, to whom they can return for further knowledge in exchange for certain services, such as tracing and returning with rare materials, which also furthers their knowledge in the mystic arts. Academies also exist where a Wizard may pay for spell knowledge.

Usually, another Wizard will not give spells away freely, but will require some service from the Wizard approaching them, or an exchange of knowledge, or simply being paid may be enough.

In most cases however, a Wizard must either research his spells, or seek out ancient collections, codexes and grimoires to gain further magical knowledge.

Multiclassing:

Mystic Focus: When training, all wizards receive a mystic wand from their mentors. This is a small, slender piece of wood, stone or metal that the mage uses to channel energy, albeit only in small doses. The wizard trains in the use of the wand first, which he can use to cast Cantrips and some (limited) 1st degree incantations. Once the wizard successfully masters the use of spells (upon reaching 2nd level), he must craft for himself a *staff*.

The staff may be of any material, but should be light and easily portable, as the wizard shall require it to cast most of his spells. When making the staff, the player chooses the materials as he desires, so long as they are reasonable and available to him, or he can afford to purchase them. If he wants to make a diamond-encrusted, solid platinum staff, he has to be able to purchase the supplies.

Furthermore, he must make the staff *himself* alone. No other mage—not even his master—may assist him in this utterly personal task. Thus, the wizard must have the requisite Craft skills to create the staff, which is a DC of at least 20, as it is very tedious and difficult to carve the ornate designs required to focus his power. The staff should also have special arcane writings and embedded objects or stones that reflect his chosen specialization.

From then onward, the wizard must carry his staff everywhere he goes, although he may take his old wand for backup, in case his staff is stolen or damaged. It is his focus, and if he attempts to cast a spell without it, he suffers the penalties of *casting without a focus*.

It's important to remember that the mystic focus for a specialist would not be the same as that of a generalist. A specialist constructs his staff from materials and using designs aligned to his specialty. (i.e. Using bones and jet for necromancy, or rubies and corundum for evocation.) A specialist wizard that has a staff set up for generalist magic cannot use his specialty MEA pool for spells above wand-level power.

Specialization: Wizards may specialize in any one school of magic, which gives them more power while sacrificing versatility. To specialize in one school, a wizard must elect to be forever unable to cast spells of its opposing school(s). When selecting a specialty school, choose one school from the list below that you cannot cast. The wizard then gains a special pool of MEA, separated from his normal MEA along with the additional benefits of specialization that increase as the wizard gains levels as shown in the table below.

A Wizard need not specialize in the beginning of his career. Rather, he may wait until a suitable time to choose his specialty, but in doing so, he reduces the size of his Specialty MEA Pool, as specializing in a school is not retroactive. That is, if a wizard waits until Level Four to begin specializing in Illusion, he only begins to gain the Specialty MEA from 4th level onwards: he does not get the bonus MEA for levels one through three, as he did not start specializing until now.

Specialty MEA Pool: A Wizard may begin specializing in one specific school of magic at any time, even at 1st level. From that point onward, and at each level thereafter, he gains 1d4 MEA for each +1 bonus of his Reasoning score to his “specialty pool”. Thus, a mage with a 16 Reasoning score gains +3d4 at each level. If the wizard later increases his Reasoning score by some permanent means (such as his increase at every 4th level, via wishes, or via a magical tome), he retroactively adds an additional amount of MEA to this pool to reflect the difference between his old Reasoning score and his present score.

See “*MEA and Ability Increases*” above.

A wizard may select to use the specialty MEA to cast a spell, thus subtracting only from this pool of energy, or use a combination of it with his base MEA (thus adding additional energy from his specialty pool when casting a spell).

For example, if the chosen school is necromancy, and the wizard has 25MEA in his main pool, and 10MEA in his specialty pool, to cast a necromantic spell that requires 30MEA, he can use 25MEA of his main and 5MEA of his specialty, or 20MEA of his main plus all (10MEA) of the auxiliary pool. If he (the necromancer) wishes to cast a transmutation or evocation (or any non-necromantic) spell, he **cannot** use his specialty pool to do so, but rather he must use energy purely from his main MEA pool.

He may only utilize the specialty energy to cast spells from the school in which he specializes.

Generalists: If a Wizard chooses, he may stay a generalist en lieu of specializing in a school. If so, he loses any special abilities from specializing (column S) and instead gains the special abilities listed in *Generalist* (column G). Remember that if a wizard later chooses to specialize, he gains abilities starting at level one proficiency. That is, a 4th level generalist that specializes at level five gains special class features of a level one specialist, not the abilities for levels one through five.

Spell Matrix: Wizards also gain "prepared spells" as well, with which they choose a select number of spells per day to allocate as "prepared spells" in a matrix of spell energy that surrounds him. A wizard may prepare a number of spell circles equal to his level multiplied by his Reasoning modifier. (e.g. a 3rd level wizard with a 14 reasoning may prepare 6 circles of spells). He can prepare any number of spells, so long as the total number (or sum) of their circles doesn't exceed this total. Thus, with the example above, the wizard could prepare a 5th circle and a 1st circle spell, or three 2nd circle spells, or one 6th circle spell, or six 1st circle spells and so on.

Prepared Spells use up MEA at the time that they are prepared, **not** when cast. A wizard may maintain prepared spells over any period of time, but he does not regain the MEA he used to prepare them until he releases the energy by finally casting those spells. He may elect to dismiss a prepared spell so that he regains the energy normally, but dismissing it does not revert the MEA to him: it simply allows him to regain the energy after he rests and meditates.

When a wizard casts a prepared spell, it takes effect immediately and use no components. In essence, you simply trigger them with a thought. Treat a wizard's prepared spells as swift actions.

When preparing spells, a wizard must spend the actual amount of time normally required to cast the spell in order to add it to his spell matrix. If a spell takes four hours to cast, it also takes four hours to prepare and store in the matrix. Releasing it from the matrix is still a swift action, no matter how long it takes to add it.

A wizard's spell matrix is usually the first thing targeted by a *dispel magic* effect, but it counts as its equivalent in spell circles when determining how many effects *dispel magic* negates.

Spells cast in this manner happen instantly, but a mage can only release one prepared spell per round, although they may use their time in that round to cast another spell normally.

(Notes: Wizards have healing spells on their lists, but they are not as powerful as a cleric (smaller dice) and are learned at higher levels.)

	Generalist	Specialist
1 st :	Wizard's Wand, Spell Matrix	Wizard's Wand, Spell Matrix Specialty DC Boost
2 nd :	Wizard's Staff, Wizard's Signature	Wizard's Staff; Specialty Matrix
3 rd :	Arcane Secret, +1d10 M.A, Craft Scroll Counterspell	Swift Specialty, Specialty Signature
4 th :	+1d10 M.A. +2 Reasoning	Craft Scroll, Specialty Scroll +1d10 M.A.
5 th :	Forceful Magic, Mystic Craft , Long Life	Specialty Resistance +1
6 th :	Lasting Effect, Arcane Secret	Specialty Supreme, Lasting Specialty
7 th :	Improved Counterspell	Lasting Effect
8 th :	Improved Spell Matrix, +1d10 M.A.	Specialty Variables Boost, +1d10 M.A.
9 th :	Arcane Secret, Permanent Effect	Specialty MEA Boost, Counterspell
10 th :	Instant Spell, Mystic Craft	Specialty Resistance +2, Long Life
11 th :	Instant Counterspell	Instant Specialty
12 th :	Arcane Secret, +1d10 M.A.	Specialty Perfection, +1d10 M.A.
13 th :	Mystic Combat	Improved Counterspell
14 th :	Mystic Craft	Pseudospecialty
15 th :	Arcane Secret , Greater Counterspell	Specialty Resistance +3
16 th :	+1d10 M.A, Enhanced Lifespan	+1d10 M.A., Greater Specialty

17 th :	Greater Spell Matrix	Variables Boost
18 th :	Arcane Secret, Life & Death	Instant Counterspell
19 th :	Perfect Counterspell	Specialty Ultimate
20 th :	Ultimate Mastery Matrix	Enhanced Lifespan
		Specialty Immunity

Forceful Magic: Once per day, when casting a spell the mage may roll 1d20 and add the result to the DC of that spell.

Specialty Supreme: The wizard now casts spells of his specialization as if he were two levels higher. This also increases the DCs of his spells from his specialization.

Specialty Perfection: The wizard now adds his full level when calculating DCs for his specialty.

Pseudospecialty: The specialist wizard may cast any spell that he knows once per day as if it was one of his specialization.

Specialty Ultimate: The specialist wizard now casts spells of his specialty at half their normal MEA cost. Additionally, he may use *Forceful Magic* when casting spells of his specialization once per day.

Counterspell: The wizard may attempt to counter any spell as it is being cast by another mage. To do so, he must win an opposed Spellcraft and caster level check against the other mage. This ability uses 10MEA each time the wizard elects to attempt it, whether or not it is successful.

Improved Counterspell: As counterspell, but it only uses 5MEA if it fails.

Instant Counterspell: The wizard may attempt to counter a spell immediately after it is cast. He may use this ability once per day per five levels in the Wizard class. (i.e. A 15th level wizard may attempt to do this three times per day.) To successfully counter a spell, the wizard must win an opposed Spellcraft and caster level check against the mage who cast the original spell. If successful, this ability uses 15MEA; if it fails, it uses 5MEA.

Greater Counterspell: The wizard may now attempt to counterspell any magical force, whether it is a spell that another is casting or a magical effect long in place. This acts as a *Greater Dispel Magic*, but uses no MEA. You may do this a number of times per day equal to your Endurance modifier, with a minimum of once per day. Successful or not, each time you use this ability you must make a fortitude save versus the DC of the effect you are attempting to counter. If you fail this save, you

become fatigued for one minute per the degree of the effect you tried to counter.

When fatigued, a wizard must make a concentration check at a -10 penalty to cast any spells.

If you attempt to use this ability while fatigued, and you then fail your save, you instead become exhausted for five minutes per the degree of the effect that you are attempting to counter. When exhausted, a wizard cannot cast any spells.

Perfect Counterspell: The wizard may now instantly counters any spell that is being cast with perfect accuracy. This functions as *Instant Counterspell*, and does not function on spells already in place, such as those on an area, object or person. This ability effectively supercedes *Instant Counterspell* and the wizard may use this ability once per day per five levels at the cost of 25MEA per shot.

Note: The mage may still attempt to use *Instant Counterspell* for its lower cost, but doing so counts towards one of his uses of *Perfect Counterspell* and has a chance of failure.

Mystic Craft: The wizard may choose any one *Mystical Craft* feat.

Long Life: Starting at 5th level (for generalists) and 10th level (for specialists), a wizard gains a longer lifespan. The total of his lifespan, based on the maximum for his species doubles, thus increasing it by one span. Further, his total lifespan increases by one span at every two additional levels after gaining this power: That is, whatever his normal lifespan might be, every two levels he adds a number of years to his lifespan equal to his normal lifespan, onto his maximum lifespan based on his species. (An average human is 75+3d10 years) He still continues to age, but does so more slowly This ability works in conjunction with magical means of extending life, but is considered an extraordinary power (thus, for a generalist: 7th, 9th, 11th, and so on; and for a specialist 12th, 14th, 16th, 18th, etc.).

Enhanced Lifespan: At 16th level, the lifespan of a generalist now increases by one additional span (a span, being the normal lifespan for his species) per level; this is in addition to .

Life & Death: At 18th level, the generalist wizard gains the ability to command life and death! The wizard may cause one creature to die: To do so, the creature must have hit dice equal to or lower than 10+the wizard's level. Similar to '*Power Word: Kill*', the wizard need only point at that creature, and will it to die. The creature makes a will saving throw equal to the wizard's full level plus his reasoning score modifier. Failing this causes the creature to instantly die.

The wizard may do the same in reverse, restoring a dead creature to life. In doing this, there is no maximum hit dice, but the creature may only have been dead for up to fifty years per wizard level (900-years at 18th level) and must be free and willing to return. The wizard may attempt to force a creature that has been dead longer back to life, or force an unwilling creature to return to life, but this is very straining. For every 500 years beyond the maximum that the wizard could normally restore, the wizard must spend one point of constitution. This is *not* constitution damage, it is *permanent drain* and **cannot be recovered with mortal magic**.

If the creature is unwilling to return, the wizard can make a *willpower check* against the creature. In this circumstance, the check is hit-dice of the creature (e.g. total character level) plus its willpower statistic +1d20 versus the wizard's total level + his willpower modifier +1d20. This ability causes 1d8 points of constitution damage regardless of whether it is or is not successful: The mere attempt is draining. The damage takes one week per point to recover.

If the creature is unwilling to return, and has been dead for longer than whatever range the wizard could normally revive, it is possible to cause both constitution damage and drain simultaneously. The drain occurs first, then the mage suffers the constitution damage.

Ultimate Mastery Matrix: The wizard's spell matrix may now hold +100% more circles of energy. Thus: (Wizard level * Reasoning Modifier) * 2 and the die type for his matrix energy pool increases from 1d4 to 1d6. Additionally, he may now activate a number of spells in his spell matrix equal to his reasoning score modifier per segment. The wizard may freely add his signature effects into these spells as desired, and may use *Permanent Effect* on any spell cast from his matrix by spending the extra MEA at the time he releases it, rather than spending it in advance.

Wizard's Signature: The wizard may alter the appearance of the effects of spells he casts to give them his unique, artistic touch. This does not change the effects of the spells, but merely adds colour to them in terms of storytelling. Generally these should be merely cosmetic changes, such as a cloud of darkness taking the form of tiny bats that coalesce into the cloud, or magic armour that looks like plate mail rather than just like a force-field, or a poison ray that looks like a snake made of green light.

Specialty Signature: As *Wizard's Signature*, but only to spells of his specialization.

Specialty Improvement: The wizard now casts spells from his proficiency as if he was one level higher.

Specialty Scroll: As *craft scroll*, but only for spells of the wizard's specialty. Specialty scrolls take half as long to create.

Specialty DC Boost: The wizard now adds +1 to all of the DCs for spells of his specialty that he casts.

Specialty Resistance: Starting at 5th level, the wizard gains resistances towards spells cast on him if those spells are of his *specialty*. This begins as a +1 bonus to saves at level 5, and increases by +1 for every 3 levels (so +2 at 8th level, +3 at 11th level, +4 at 14th level, +5 at 17th level and immunity at level-20) thereafter until finally reaching full immunity to that school at level 20 when he gains Specialty Immunity. The mage may voluntarily lower or drop his resistance or immunity at any time, for example, to receive a beneficial spell from an comrade. If he lowers or drops his resistance/immunity, he cannot raise it again until his next action, so he may suffer the effects of baleful spells during the time when his defenses are down.

Lasting Specialty: This is as *Lasting Effect*, but only for spells of the wizard's specialty.

Lasting Effect: The wizards spells with a duration period now last twice as long as normal.

Permanent Effect: The wizard may make any spell permanent by spending its MEA cost x10. This does not however, made damage (or healing) received by a spell self-perpetuating, although spells that already have a perpetuating effect will continue to maintain it.

When used on an area effect, the spell locks to its area permanently. This can also be used on bolstering effects, such as those that grant a magical bonus to intellect, or grant special forms of vision. When making a spell permanent on a person, they gain an extra saving throw (if they desire) at a +5 bonus. Success means that the spell affects them normally, but is not permanent. Any MEA spent to make a spell permanent, in the event that a person makes this special save, is not restored to the wizard. He spends the extra MEA to make the ***attempt, regardless of its outcome.***

Intelligent constructs (or other intelligent objects) and all creatures with an Intelligence score of 1 or greater, receive the same save as if they were a person. Magical items receive the same save unless they were originally made magical by the same wizard, who is attempting to add an additional effect onto them, such as *invisibility*.

You cannot make magical items with this power, as magical items do not precisely and perpetually recreate the effects of most spells. For example, attempting to make chains of binding by casting *Greater Binding* as a permanent effect on a chain will fail, as *Greater Binding* alters a creature, not a chain. Creating a real *Chain of*

Binding requires the magical know-how and wherewithal to create mystical objects.

Arcane Secret: At third level and every three levels thereafter, the wizard learns an *Arcane Secret* that he chooses from the following list:

	Secret	Details
1	Secret Knowledge ^{†1}	Add a number of ranks equal to your reasoning modifier +1 to any Knowledge skill that you choose, even if you had no ranks in it presently.
2	Mystic Mastery ^{†1}	Add a number of ranks equal to your reasoning modifier to any non-Knowledge skill or language that you choose, even if you had no ranks in it presently.
3	Arcane Health ^{†2}	The wizard now adds his Intelligence modifier when calculating his hit points in addition to his Health modifier.
4	Will of Adamant ^{†3}	+2 to all Will saving throws
5	Mystic Weapon ^{†4}	Any one Weapon Group Specialization feat.
6	Mystic Combat ^{†1}	+(Reasoning Modifier) ranks in any combat style skill.
7	Secret Spell ^{†5}	Add one spell to your repertoire with a spell circle equal to or lower than your reasoning score modifier.
8	Secret Desire ^{†3}	Gain one extra action die per gaming session.
9	Hidden Talent ^{†4}	Gain any one feat of your choice, so long as you meet its requirements.
10	Threads of Fate ^{†3}	Gain one <i>fate</i> .

You may choose whichever ability you desire, and you can choose the same ability multiple times.

†1: You may select this multiple times. Each time you do, you may either add ranks to an existing skill, add them to a different skill or select and add them to new skill. You cannot exceed your normal threshold in skill ranks with this ability.

†2: Selecting this ability multiple times adds +1 HP/Hit Die to your hit points for each time you select it beyond the first.

†3: You may select this ability multiple times. It's effects stack.

†4: You may select this ability multiple times. Each time you do, choose a new feat.

†5: You may select this ability multiple times. Each time you do, select a new spell to add to your repertoire.

Specialty MEA Boost: From this point onward, when the wizard adds MEA to his specialty pool he rolls six-sided dice in place of four-sided dice.

Specialty Variables Boost: Starting at 8th level, all numeric variables for spells of the wizard's specialty increase by +25%. This ability stacks with any other ability (except Greater Specialty Variables Boost) that increases the variables of the wizard's spells.

Greater Specialty Variables Boost: Starting at level 16, the wizard now increases the variables of his specialty spells by +50%. This overlaps with the base *Specialty Variables Boost*, but stacks with any other ability that grants him an increase to the numeric variables of his spells.

Greater Spell Matrix: The wizard's spell matrix may now hold +50% more circles of energy. Thus: (Wizard level * Reasoning Modifier) * 1.5.

Instant Spell: The wizard selects a number of spells with a total number of spell circles equaling his reasoning score modifier. Thus, with a Reasoning of 16 he can select one 4th degree spell, a third and a first, two second, a second and two first or four first degree spells. Each spell must have a casting time of 10 or less. From this point onwards, he may now cast those spells with a casting time of *instant* as if they were in his spell matrix.

Instant Specialty: As *Instant Spell*, but only for spells that fall within the wizard's specialization.

Swift Specialty: Because of the tricks he's learned in focusing with a specific type of magic, spells of the wizard's specialty take half as much time to cast as normal.

Mystic Combat: Should this be an improved form of spell combat, such as wizard duels, or using magic in normal combat? I think the former, given the progression of Counterspell, the wizard should now, at 13th level gain a special form of mystic combat for used against other magic users.

3.2.2 Magician

Magicians are the tinkerers of magic... They don't specialize in any one school or discipline, nor do they gain the vast power-base of a Wizard or Sorcerer. Rather, they use more ancient forms of magic—at least by the understandings of men (all magicians are mortal)—that are of a less intellectual nature.

Where wizards may evoke a spell with *Words of Power*, a magician uses ancient mystical symbols to achieve a desired effect, combining those symbols with words in a half-forgotten language (often Draconic, Elven, Eldrian or Eternal, or one of the demonic or angelic tongues) in a process of chanting, and utilizing physical objects in some bizarre way.

Magicians gain some spell powers, but rather than the spells that wizard and sorcerers use, they utilize special *invocations*: ancient deep magic that is less refined. These *invocations* provide **essential effects**, that is, powers based on the ancient essences.

Magicians also perform rituals and rites: spells that require a great length of time and a special place of perpetration. Rituals are long, and complex events and often involve strange, secret formulae to obtain the desired effect. As such, they may provide the effects of spells at a lower degree of power (e.g. a 3rd degree ritual is equal to a 5th degree spell), but the time it takes to achieve it makes them impractical for use in combat, thus negating the obvious benefits.

An example would be the *Ritual of the Chameleon*, (1st Degree, 4MEA) which grants limited invisibility to a person, creature or object. This ritual requires the skin of a chameleon, an iron pot of boiling oil, chalk, silver powder and crushed quarts.

To perform the ritual, the magician begins by drawing a diagram with runes describing the change (shift) from the visible to the unseen in Draconic on the stone floor of a darkened room. In the centre of the diagram, he places the iron pot and fills it with oil. Then he lights the fire and chants until the oil begins to boil, after which he tosses the powdered silver into the pot, followed by an hour of chanting.

Thereafter he adds the quarts and the chameleon skin, and chants until the oil boils down to a thickened state. The final product is a substance with which he coats the desired target, making it **nearly** invisible until the oil evaporates, or is striped away.

The entire time required to perform the ritual is 4 hours.

As you can see, this is an entirely different form of magic, and has both advantages and drawbacks all its own.

Magicians do still have abilities that they can use quickly, but invocations these are of a more limited (cruder) fashion than wizardly spells. Generally, when compared to similar spells, their effects are more limited, or have a shorter duration. Many invocations provide an instantaneous, one-time effect with no duration.

Invocations may also combine part of the effect of two or more spells into one power. Teleporting, while changing form and leaving an illusion behind,, for example, is one such combination of powers.

Essentially, invocations are the magician's equivalent to spells of wizards and sorcerers, whereas their ritual magic makes up for the otherwise lack of versatility in the mystic arts.

Wizards and sorcerers may learn *rituals* by selecting the **Ritual Magic** feat, but they have differing MEA costs. It costs roughly 50% more on average for a wizard to perform a ritual when compared to a magician.

Magicians also devote much of their time to learning secret lore, and to a myriad of other skills and are thus, while not as book-learned as one would count a wizard, highly knowledgeable.

Author's Design-Phase Notes: Magicians have very specialized spells, mainly *invocations* and *rituals*. Consider merging the *warlock* invocations into their list, thus consolidating *invocations* and differing them from ordinary spells.

Rituals are specialized rites that take place in special rooms, around fires or other such events. They are essentially long-worked spells (hours of spellcasting) that evoke a desired effect. A magician may summon a beast through a ritual, rather than a spell.

~~The best way to define a magician is a cross between a wizard and a rogue, as they gain some of the rogue's class features, albeit often for different uses.~~

Game Rule Information:

Hit Die: d6

MEA/Level 1d4 per (Int Mod Bonus)

Proficient Blind Activation:

Efficient Blind Activation:

3.2.3 Sorcerer

Sorcerers are mages who, instead of specializing in schools of magic, specialize in elemental magic.

Game Rule Information:

Hit Die: d8

MEA/Level 1d8 per (Int Mod Bonus)

Sorcerers choose three elemental types to be able to cast, and two never to be able to cast from and from those that they choose, they automatically gain a spell from each at 1st level, and can progress each elemental type in a chain. For example, a sorcerer needs to know Orb of Fire (lesser), to learn Orb of Fire, and thus needs Orb of Fire to learn Fireball.

When creating a sorcerer, you must choose one of the following energy types:

Fire/Heat – Water/Ice – Air/Electricity – Earth/Acid

Additionally, you must select one of the following: Light or Darkness

Once the choice is made, it can never be altered, as the choice will reflect both the spells and powers that you may gain and use, and the limitations and weaknesses that will be your antithesis.

These are the antitheses:

Fire/Heat vs. Water/Ice (Primary) Earth/Acid (Secondary)

Water/Ice vs. Fire/Heat (Primary) Air/Wind (Secondary)

Air/Electricity vs. Earth/Acid (Primary) Water/Ice (Secondary)

Earth/Acid vs. Air/Electricity (Primary) Fire/Heat (Secondary)

You can never learn any power that falls under the influence of your primary antitheses, and you will gain weaknesses towards it as you gain levels. Powers that fall under the influence of your secondary antitheses will be more difficult to master and will be cast with a diminished effect.

Sorcerers have a -5 (-25%) penalty on Spellcraft and M.A. rolls to cast or learn a spell that falls under their secondary antithesis. Thus, a Sorcerer with the Air/Electricity primary element must roll a 21 or better to cast a 1st Circle Water/ice spell (DC= 15 + Spell Circle 1 + 5 for secondary antithesis). You may look at this as an increased DC or a penalty to the roll (thus the DC is still 16, but you must subtract 5 from their roll, thus the sorcerer must roll a 21 or higher to make this DC (21-5=16)).

Sorcerers cannot learn divination spells, except those in the *Scrye Sight* chain. Sorcerer's who chose "Light" may also gain healing magic, but those who select Darkness do not.

You will however gain additional abilities and immunities in line with your choice of element, so don't worry: It all balances out in the end.

Spellcasting:

General: A Sorcerer casts spells without limitations based on level or statistic-based attributes. As long as the Sorcerer knows the spell and has sufficient MEA to cast it, all he need to is intone the incantation. Sorcerers may not cast spells that fall under their *primary antithesis* at any time, nor may they use an item to duplicate such spells or effects.

Gaining MEA Points: A Sorcerer gains 1d8 MEA for each +1 modifier bonus of his Influence score upon attaining each new level of experience in his Sorcerer class. Thus, a Sorcerer with an Influence score of 16 has an influence modifier of +3 and gains 3d8 MEA at each level of experience in this class.

Multiclassing: A Sorcerer may multi-class freely, but they seldom do so, as few are willing to sacrifice their progression of abilities. A Sorcerer who takes class levels in any other Spellcasting class, arcane or divine, is still constrained by his chosen element and antithesis. He does not gain any special bonuses on spells cast from another class, but he is still restricted in that he cannot learn or cast spells that fall under his primary antithesis. Additionally, he is still subject to a -25% penalty when learning or casting spells or effects that would fall under his secondary antithesis, even if he learns them through another class.

Furthermore, his chosen element and its antithesis hamper any Psionic development of powers that fall under his primary or secondary antithesis as if they were spells. This is because he is tied to the fundamental nature of his element, and has nothing to do with magical or Psionic effects.

In general terms, once a Sorcerer chooses a set of elements, he is forever bound by his elemental limitations. This also applies to Light & Darkness. A Sorcerer who chooses Darkness that later multiclasses to a Priest cannot cast positive energy or light (or healing) spells, even though he should now be able to channel them.

Mystic Focus: A sorcerer requires a mystic focus (as do all arcanists), via which he mentally concentrates and redirects the energy of his spells. Unlike the Wizard, who specifically requires a staff, or the Wild Mage who requires a spell sphere, the Sorcerer may use a variety of objects, so long as he properly prepares them and attunes them to his spell chains and elements.

These objects are usually flashy, and must be obvious and strongly presented when casting a spell. The sorcerer's focus is most often an amulet, but may be a ring, tattoo, jeweled rod, scepter, disc, or other object.

The focus flashes with visible light, often reflecting the specialty of the mage in question. (i.e. Red for sorcerers of fire, white for water, green for earth, blue for air.) The actual colour is up to the purview of the DM, but the player may request something special, if it seems reasonable (e.g. violet).

If he uses an article of jewelry, it should have a solitary, large jewel that matches his element.

If he uses a tattoo, it should be on his brow, unless his chest is always exposed during Spellcasting. The tattoo may not be on a limb.

All foci are admonished with mystic symbols and designs, which the initiated may recognize with an appropriate Spot skill check followed by a successful *Knowledge (Arcana)* check.

Learning Spell Chains: A Sorcerer begins with a number of spell chains equal to his Knowledge Score Modifier (minimum 1). He may learn a new chain so long as it is not of an opposed element at any time, under the following conditions:

- Another Sorcerer teaches him the fundamentals of that chain.
- He researches the chain, which takes from three months to a year or more of research, including journeying abroad to find lost arcane secrets, or visiting far away lands in search of libraries or academies with the required knowledge.
- A sorcerer may develop a new chain at 3rd level and every three levels thereafter from his own personal studies.
- A sorcerer gains an additional chain at pinnacle levels as listed in the table below.

Learning Spells Within Chains: When a sorcerer learns a new chain, he automatically learns a number of spell circles equal to the total of his Reasoning score and his Influence score modifiers (minimum 1). From this point onward, he may attempt to build upon these spells, or develop additional lesser spells within that chain.

Remember that a sorcerer must learn spells within a chain in ascending order. He cannot learn a 2nd degree spell without the 1st degree and Cantrip level entries beneath it. It is therefore imperative to build upon your existing chains rather than to accumulate multiple chains.

To research a spell within a chain, you may spend the time and resources as any spellcaster when creating a new spell. Additionally, you gain new spells at every level, as listed in the table below.

1 st	Primary Chain + 1x (Knowledge Modifier; Minimum 1) Bonus Chains + One Darkness/Light Chain
2 nd	+ One Spell Circle Per Point of Reasoning Modifier Score for use in any chain (Min. 1)
3 rd	+ One Spell Circle Per Point of Reasoning Modifier Score for use in any chain (Min. 1)
4 th	+ One Spell Circle Per Point of Reasoning Modifier Score for use in any chain (Min. 1)
5 th	+1 Bonus Chain
6 th	+ Two Spell Circle Per Point of Reasoning Modifier Score for use in any chain (Min. 2)
7 th	+ Two Spell Circle Per Point of Reasoning Modifier Score for use in any chain (Min. 2)
8 th	+ Two Spell Circle Per Point of Reasoning Modifier Score for use in any chain (Min. 2)
9 th	+ Two Spell Circle Per Point of Reasoning Modifier Score for use in any chain (Min. 2)
10 th	+1 Bonus Chain
11 th	+ Three Spell Circles Per Point of Reasoning Modifier Score for use in any chain (Min.3)
12 th	+ Three Spell Circles Per Point of Reasoning Modifier Score for use in any chain (Min.3)
13 th	+ Three Spell Circles Per Point of Reasoning Modifier Score for use in any chain (Min.3)
14 th	+ Three Spell Circles Per Point of Reasoning Modifier Score for use in any chain (Min.3)
15 th	+1 Bonus Chain
16 th	+ Four Spell Circles Per Point of Reasoning Modifier Score for use in any chain (Min. 4)
17 th	+ Four Spell Circles Per Point of Reasoning Modifier Score for use in any chain (Min. 4)
18 th	+ Four Spell Circles Per Point of Reasoning Modifier Score for use in any chain (Min. 4)
19 th	+ Four Spell Circles Per Point of Reasoning Modifier Score for use in any chain (Min. 4)
20 th	+1 Bonus Chain; + Five Spell Circles Per Point of Reasoning Modifier Score for use in any chain (Min. 5)

A sorcerer may save allotted spell circles for up to one level. Therefore, a sorcerer who has a Reasoning score of 15 (modifier +2) who gains 2 spell circles at level 2 may save those as “rollover” points until he reaches level three. At level three he can then spend four “spell circle points” (the two from 2nd level plus the two from 3rd level). However, he may **not** save two levels of points. Thus, a sorcerer may not save his points from levels two and three to use at level four. **You can only save points from one level at a time.**

These points do not count either towards or against spells that the sorcerer chooses to research on his own (at his own expense). Remember that he may

research spells (**as newly created spells** under the spell research rules) at any time. Spell circle points gained at level benchmarks are *bonus* spells.

Example: If Kalis, a 2nd-level sorcerer with a reasoning score of 16 is researching *Fire Bomb*, a 6th Degree incantation, and reaches 3rd level before he finishes his research, he cannot use the 3 points towards his research (to lower the time or cost). He may use them only towards a different spell in a similar vein (thus a *bonus spell*) that he acquired while researching *Fire Bomb*.

Likewise, researching a spell does not preclude his ability to learn a bonus spell. If he was researching *Ray of Fire* (a 1st Degree incantation) and gains 3 Bonus Circle Points, he need not (in fact, he may not) automatically spend the points to learn *Ray of Fire*, but he must spend them on another effect that he happened upon during his research. He still must spend the time and resources to develop *Ray of Fire* as planned.

At the D.M.'s discretion may a character spend his points towards a spell that he has already committed time and money to develop, and if allowed, all money and time spent thus far is wasted. This is only permissible if the spell was something that the character could learn with the total sum of his available Spell Circle Points. Thus, a character with four spell circle points that was researching a third level spell may spend three points on it and finish it immediately, leaving one point remaining that he may spend or rollover as desired, but any time or money spent on researching that spell is already spent, and he may not regain it.

Items & Antithesis: Permanent magical items that are use-activated, such as magical weapons, mystic apparatuses and wondrous items have a constant power that is only partially dampened by the Sorcerer's antithesis. When using such items, the sorcerer suffers a 50% chance of failure for items who's function is based upon his primary antithesis, and a mere 15% chance of failure for items who's power falls under his secondary antithesis.

Spell-trigger or spell-completion items on the other hand (e.g. wands, rods, staves) are another beast entirely. A Sorcerer may not use any power or function of these items who's base is the Sorcerer's primary antithesis, and he suffers a 25% chance of failure for any function or power based on his secondary antithesis. Thus, if an Sorcerer with Ice/Water as a Prime Element has a staff that can:

- Shoot Rays of Frost
- Discharge Lightning Bolts
- Cause Blood to Boil with Acid
- Spray Lava

He cannot use the function that sprays lava at all, and each time he tries to use the function that discharges lightning bolts, there is a 25% chance of the item failing to function.

Roll for item complacency each time the sorcerer tries to use a power that's aligned with his antithesis. If the item is a constant use item, such as a sword, you still roll a percentage chance for each use, not for each round. In the case of a weapon, roll the percentage chance for each attack separately. A failure on a charged item, or an item with limited uses per day wastes one charge/use.

In short, the following are all truisms:

- A Sorcerer can never subvert his chosen elemental antithesis.
- A Sorcerer's Bonuses for his primary element only apply to spells and powers learned as a Sorcerer, due to the fundamental differences in the way Sorcerers handle this energy when casting spells.
- A Sorcerer suffers the same negative effects when using spell-trigger items (such as wands, staffs or rods) that have powers based on his antithesis: Functions based on his primary antithesis fail to function, and functions based on his secondary antithesis have a 25% chance to fail at any given time.
- Items who's powers are constant, which fall under his primary antithesis (e.g. an Ice mage wielding a *Sword of Efreeti*) will function, but they suffer a 50% chance of failure each time he uses them. Similar items that fall under his secondary antithesis have a 15% chance of failure. A Sorcerer may use items with constant (embedded) powers because they require no Spellcasting action for him to trigger.

Energy Resistance and Weakness: Sorcerers gain energy resistance to their primary and secondary elements, as well as weaknesses to their primary antithesis as follows:

Energy Resistance: A sorcerer has energy resistance to his primary energy specialty. At 1st level, he gains "Energy Resistance 1" to his chosen element, which increases at each level until finally achieving full immunity to that element at Level 20. Starting at level 10, he also begins gaining energy resistance to his secondary element, starting again with "Energy Resistance 1", which increases at each level in the same manner as his primary did. Note the progression of this ability in the table below.

Energy Weakness: At the same time, the sorcerer gains a weakness to his *primary antithesis*. Starting at 1st level, each time the mage is damaged by his primary antithesis energy type, he takes an additional amount of damage as listed above. At 11th level and above he takes the maximum damage bonus (+10) and

the *base* damage is doubled. Thus an 11th level sorcerer with weakness to fire who is struck by a 5th level fireball (5d6) takes 10d6+10 fire damage. This applies equally to damage from spells (or Psionic powers) as well as damage from naturally occurring events, such as natural fire or frostbite. Being struck by a stone is not an “earth” power, but being burned by acid is. Note the progression of this ability in the table below.

At level 15 he must make a fortitude save vs. the spell DC of be *shocked*, losing all actions for one round.

At level 20, in addition to the damage bonus, the base damage is tripled. Thus a 5d6 fireball becomes 15d6+10.

Resistance/Immunity & Weakness Table

	Resistance	Weakness	Bonus
1 st :	Prime 1	Energy +1	Spellcasting, Primary Element Antithesis
2 nd :	Prime 2	Energy +2	+10% to Primary Variables
3 rd :	Prime 3	Energy +3	+1 to DC for Primary
4 th :	Prime 4	Energy +4	Sculpt Spell
5 th :	Prime 5	Energy +5	Master of the Elements
6 th :	Prime 6	Energy +6	+1 to each die for Primary
7 th :	Prime 7	Energy +7	Bonus Feat
8 th :	Prime 8	Energy +8	Shape Spell Area
9 th :	Prime 9	Energy +9	+2 to DC for Primary
10 th :	Prime 10/Sec1	Energy +10	Extended Lifespan
11 th :	Prime 11/Sec2	Energy x2	+1 to DC for Secondary
12 th :	Prime 12/Sec3		+25% to Primary Variables
13 th :	Prime 13/Sec4		Bonus Feat
14 th :	Prime 14/Sec5		+1 to DC for Secondary
15 th :	Prime 15/Sec6	Shock	Elemental Form
16 th :	Prime 16/Sec7		+10% to Secondary Variables
17 th :	Prime 17/Sec8		+1 to each die for Secondary
18 th :	Prime 18/Sec9		Mind Over Elements
19 th :	Prime 19/Sec 10		+2 to DC for Secondary
20 th :	Prime Immune/Sec15	Energy x3	Mastery over Life, +50% to Prime Variables, +25% to Secondary Variables.

DC Bonus: At 3rd level a Sorcerer adds +1 to DCs for all spells based on his primary element. This increases to +2 at level 9. At 14th level, the sorcerer also adds +1 to the DCs for all spells based on his secondary element, which increased to +2 at level 19.

Master of the Elements: At 5th level the sorcerer is no longer hindered by conditions aligned with his primary affinity. A sorcerer with fire affinity no longer suffers from heat exhaustion and may hold or handle red-hot iron, whereas a mage with ice affinity suffers no hindrance from the cold and may walk on ice as easily as grass. The following are attributes granted based on each specific energy specialty:

Fire/Heat: You gain special highlights to your features, becoming more exotic. Your hair shimmers with a flickering light and your eyes have a faint radiance as if a flame burns deep within them. You may evoke the power *alter normal fires* at will as a standard action, and handle normal objects that are burning or on fire (such as a burning brand, a gleed or red-hot iron as if they were cool. (Intense fires such as a white-hot metal, and magical fire may still damage you, but ordinary

fire and flame do not.) Additionally, you may *ignite* any combustible material as a standard action by touching it at will. Lastly, once per day each +1 bonus of your Influence score modifier you may project a burst of fire outward from yourself. This deals 1d6/Sorcerer level in a globular burst 5ft per Sorcerer level.

Ice/Water: Your hair turns a bluish silvery-white and your eyes become milky. You can use *control water* once per day for each +1 bonus of your Influence score, and *create water* at will, although the maximum volume that you can create in a day is equal to one gallon per Sorcerer level. You no longer suffer any ill effects from naturally cold environments and can walk upon ice as if it were normal ground. Once once per day per +1 bonus of your Influence score you can touch a target creature or object and cause it to freeze, dealing 1d6 damage per Sorcerer level.

Electricity/Air: Your hair frizzles with a static charge (that is harmless to you) or flows as if in a mild breeze, even when there is none. and your eyes emit a faint amber glow. At will, you may charge your body with an electric field that harms enemies that touch you (*1d6 electricity damage touch attack; Reflex half*), and once per day per +1 bonus of your Influence score, you can emit a pulse that does 1d6 per sorcerer level as a ray attack (*ranged touch; one target*). Lastly, you may *control weather*, as the spell, once per day. The use of this *Control Weather* ability fatigues the sorcerer for 1d6 hours. [Game design note: The *Control Weather* ability, in reflection, is either severely overpowered or the other elemental specialties need something more in-line with it. Perhaps a *Lesser Control Weather* is in order.]

Earth/Acid: Your skin turns a ruddish hue and toughens, granting you a damage reduction 2/-. You have no trouble walking across soft ground or ascending a steep slope, thus negating all normal penalties for impediment based on terrain difficulty. You gain the ability to *shape stone* once per day for each +1 bonus of your Influence score; Lastly, you can emit a cloud of acidic gas as a standard action that deals 1d6 damage per two caster levels as a supernatural ability once per day. This gas does not harm you, but harms all targets in its area, which is 10-feet per Sorcerer level: This begins as a 10-foot cloud of mist emanating from you and slowly expands in all directions until it reaches its maximum size. It dissipates after two rounds or 1-Segment per Sorcerer Level (whichever is longer), or until disturbed. (Anything that sufficiently shifts the air, such as a *Gust of Wind* spell will dissipate the cloud.)

It may be prudent to split these abilities: The lesser powers at 5th level, and gaining the greater powers at 10th level. For example, fire sorcerers could gain an additional ability at

10th level; air mages gain control weather at 10th level, but something lesser at 5th and so on.

Damage Bonus: At 2nd level and beyond he gains a bonus amount to the variables of his spells. This starts at +10% to all variables to spells of his primary element (i.e. A 2d6 Ray of Fire with a 100 foot range becomes a 2d6+10% ray within 110 feet.), and extends at 12th level to +25% to the variables of spells of his primary element. A 12d6+10 fireball that would normally deal 40 points of fire damage now deals 50!

At 16th level he gains a +10% bonus to his secondary element, and at 20th level this bonus increases to +50% for his primary element and +25% increase to his secondary element. These bonuses do not stack, but rather they overlap. Thus, a 12th-level sorcerer that gains the +25% bonus does not add it to his +10% bonus. (That is, he does not get a +35% bonus, but only the highest stated bonus of +25%.)

Additionally, starting at 6th Level, the sorcerer now adds +1 to each die when dealing damage using his primary element. Thus, for a Fire specialist, a 3d6 fireball becomes 3d6+3. At level 17 he also gains this ability for his secondary specialty (e.g. Light or Darkness).

This ability **does stack** with the +% bonus, so a 3d6+3 fireball at 6th level is (3d6+3)+10% (e.g. If 3d6 is 11, then he deals 15 points of damage: 11+3=14; 10% of 14=1; 14+10%=15). **Calculate bonus points first, then percentage bonuses.**

Elemental Form: At 15th level the sorcerer may transform into an elemental with hit dice equal to his own for one round (should this be one segment; is one round too long?) per level. He may use this ability once per day. While in Elemental form, the Sorcerer retains all of his own mental ability scores and spellcasting abilities, and he gains the physical attribute scores of the elemental along with all of its extraordinary, supernatural and spell-like powers & abilities.

Sculpt Spell: At 4th level, the sorcerer gains access to the *sculpt spell* feat, but he need not expend additional energy to sculpt spells of his **primary** affinity.

Shape Spell Area: At 8th level, the sorcerer may shape his area effects for spells of his primary and secondary affinities. Thus, he can cast a fireball that avoids a specified area (e.g. containing comrades).

Mind Over Elements: At 18th level, the sorcerer may extend his Mastery Over Elements to all those within 10 feet per point of his Influence Modifier.

Extended Lifespan: The maximum lifespan for the sorcerer doubles at level 10. Adjust his age categories to fit the new maximum. A sorcerer that was middle-aged or older will become younger because of this, by the power of his will. A sorcerer may elect to

maintain his appearance if he desires, but without any negative penalties for age advancement.

Mastery Over Life: Upon attaining 20th level, the sorcerer may perform an ancient rite (involving a quest). Once he completes this ritual, no longer ages! In effect, he becomes an immortal being (although without any of the other benefits normally associated with immortality). He may assume (as a full-round action) the appearance of himself at any age he desires, and keep that form for as long as he desires. Additionally, he no longer has a maximum age and will continue living until slain.

If the sorcerer fails to complete the ritual, he may not attempt to do so again for another 10 years.

3.1.4.1 Sorcerer Spell Chains [v1.0]

Elemental Chains

Fire Chains

Fire Spheres

0 – Candle/Torch (Generates a floating flame of candle or torch intensity)

0 –

1 – Orb of Fire, Lesser

1 –

1 –

2 –

2 – Fireball Swarm

2 –

3 – Fireball

3 –

3 –

4 – Orb of Fire

4 –

4 –

5 – Fire Spheres (as Ball Lightning in SpC)

5 –

5 –

6 –

6 –

6 –

7 –

7 –

7 –

8 –

8 –

8 –

9 –

9 –

9 –

10 –

Fire Bursts and Blasts

0 – Ignite Fire

0 –

1 – Blades of Fire (SpC)

1 – Burning Sands (WSC; p.113)

1 –

- 2 – Fireburst (SpC)
- 2 –
- 2 –
- 3 – Flashburst (SpC)
- 3 –
- 3 –
- 4 –
- 4 – Blast of Flame (SpC)
- 4 –
- 5 – Firebrand (SPC)
- 5 – Fireburst, Greater
- 5 – Shroud of Flame (SpC)
- 5 – Azure Flame (WSC; p.65)
- 6 –
- 6 –
- 6 –
- 7 –
- 7 –
- 7 –
- 8 – Avissar’s Flaming Weapon (WSC; p.64)
- 8 –
- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Fire Rays & Bolts

- 0 – Firebolt (1d3)
- 0 –
- 1 – Ray of Flame (SpC)
- 1 –
- 1 –
- 2 –
- 2 – Scorching Ray
- 2 – Agannazar’s Scorcher (WSC1; p26)
- 3 –
- 3 –
- 3 –
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- 5 –
- 5 –

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- 10 –

Manipulation of Heat & Flame

- 0 – Warm Object
- 0 – Boil Water
- 1 – Control Flame
- 1 – Affect Normal Fires (WSC1; p25)
- 1 –
- 2 –
- 2 –
- 2 –
- 3 – Animate Fire (WSC; p.49)
- 3 –
- 3 –
- 4 – Metal Melt (SpC)
- 4 –
- 4 –
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Fiery Forms

0 –
0 –
1 –
1 –
1 –
2 – Flame Dagger (SpC)
2 –
2 –
3 – Firewings (SpC)
3 –
3 –
4 – Firestride (SpC)
4 – Flamewhips (SpC)
4 –
5 –
5 –
5 –
6 –
6 – Flamespiders (SpC)
6 –
7 – Emerald Flame Fist (SpC)
7 –
7 –
8 –
8 –
8 –
9 –
9 – Avissar's Bane (WSC; p.63)
9 –
10 –

Water Chains

Ice Rays & Bolts

0 –
0 –
1 –
1 –
1 –
2 – Snowball Swarm (SpC)

- 2-
- 2-
- 3-
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- 10-

Water & Ice Spheres & Cones

- 0-
- 0-
- 1-
- 1-
- 1-
- 2-
- 2-
- 2-
- 3-
- 3-
- 3-
- 4- Bands of Ice (WSC; p.70)
- 4- Bubble Breath (WSC; p.111)
- 4-
- 5-
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Water & Ice Blasts

- 0-
- 0-
- 1-
- 1-
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- 2-
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- 2-
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Water Creation & Manipulation

- 0 –
- 0 –
- 1 –
- 1 –
- 1 – Aunty's Bath (WSC; p.61)
- 2 – Animate Water (WSC; p.50)
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
- 4 –
- 4 –
- 4 –
- 5 – Airy Water (WSC; p.30)
- 5 –
- 5 –
- 6 –
- 6 –
- 6 –
- 7 –
- 7 –
- 7 –
- 8 – Abi-Dalzim's Horrid Wilting (WSC; p20)
- 8 –
- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Evacuation of Heat (Cold Spells)

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 – Backblast (WSC; p.67)

- 3 –
- 3 –
- 4 –
- 4 –
- 4 –
- 5 – Blastcloak (WSC; p.95)
- 5 –
- 5 –
- 6 –
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- 8 –
- 8 –
- 9 –
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- 10 –

Air Chains

Electric Spheres

- 0 –
- 0 –
- 1 – Orb of Electricity, Lesser
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 – Orb of Electricity
- 3 – Ball Lightning (WSC; p.68)
- 3 –
- 4 –
- 4 –
- 4 –
- 5 –
- 5 –
- 5 –
- 6 –
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- 6-
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Electric Bolts & Blasts

- 0-
- 0-
- 1-
- 1-
- 1-
- 2-
- 2-
- 2-
- 3- Lightning Bolt
- 3-
- 3-
- 4- Archveult's Skybolt (WSC; p.54)
- 4-
- 4-
- 5-
- 5-
- 5-
- 6-
- 6-
- 6-
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Electrical Generation & Power

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
- 4 –
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- 10 –

Wind & Air Control (Gusts & attacks) & Storms

- 0 –
- 0 –
- 1 – Alter Normal Winds (WSC; p.35)
- 1 –
- 1 –
- 2 – Airbolt (WSC; p.30)
- 2 –
- 2 –
- 3 –
- 3 – Airsphere (WSC; p.30)
- 3 –

- 4 –
- 4 –
- 4 –
- 5 –
- 5 –
- 5 –
- 6 –
- 6 –
- 6 –
- 7 –
- 7 –
- 7 –
- 8 – Air Spiral (WSC; p.28)
- 8 – Airball (WSC; p.29)
- 8 – Airboat (WSC; p.29)
- 9 –
- 9 –
- 9 –
- 10 –

Gasses & Breathing

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
- 4 –
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- 10 –

Air Breathing (water breathingl reversed)

Earth Chains

Acidic Blasts

- 0 –
 - 0 –
 - 1 – Melf's Acid Arrow (WSC; p.??)
 - 1 –
 - 1 –
 - 2 –
 - 2 –
 - 2 –
 - 3 –
 - 3 – Acid Lash (WSC1; p23)
 - 3 – Brannart's Acid Grip (WSC; p.109)
 - 4 – Acid Bolt (WSC1; p23)
 - 4 –
 - 4 –
 - 5 –
 - 5 –
 - 5 –
 - 6 –
 - 6 –
 - 6 – Acid Rain (WSC1; p24)
 - 7 –
 - 7 –
 - 7 – Acid Stprm (WSC1 p24)
 - 8 –
 - 8 –
 - 8 –
 - 9 –
 - 9 –
 - 9 –
 - 10 –
- Otiluke's Acid Cloud

Bones of the Earth (Earthen Forms & Changes)

0 –

0 –

1 – Fist of Stone (SpC)

1 –

1 –

2 –

2 –

2 –

3 –

3 –

3 –

4 –

4 –

4 –

5 – Ballant's Stonestrength (WSC; p.69)

5 –

5 –

6 – Ballant's Stonesplit (WSC; p.69)

6 – Bones of the Earth (WSC; p.107)

6 –

7 –

7 –

7 –

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10 –

Shaping of Earth & Stone

0 –

0 –

1 –

1 –

1 –

2 –

2 –

2 –

3 –

3 –

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- 10-

Stone Spheres & Bolts

- 0-
- 0-
- 1-
- 1-
- 1-
- 2-
- 2-
- 2-
- 3-
- 3-
- 3-
- 4-
- 4-
- 4-
- 5-
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- 7-
- 7-

- 7 –
- 8 – Bombard (WSC; p.103)
- 8 –
- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Alkaloids & Alkalines (Poisons & Acid Attacks that change something internally to do damage)

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
- 4 –
- 4 –
- 4 – Beltyn's Burning Blood (WSC; p.76)
- 5 –
- 5 –
- 5 –
- 6 –
- 6 –
- 6 –
- 7 –
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- 7 –
- 8 –
- 8 –
- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Plant Manipulation, Growth & Control

- 0 –
- 0 –

1 – Animate Wood (WSC; p.50)

1 – Blackthorns (WSC; p.91)

1 –

2 –

2 –

2 –

3 – Blossom (WSC; p.101)

3 –

3 –

4 –

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Animal Manipulation, Growth & Control

0 –

0 –

1 – Bird Charm I (WSC; p.87)

1 – Bugman's Mug (WSC; p.112)

1 –

2 –

2 –

2 –

3 –

3 –

3 –

4 – Bird Charm II (WSC; p.87)

4 –

4 –

- 5 –
- 5 –
- 5 –
- 6 –
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- 9 –
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- 10 –

Light Chains

Luminosity Spells (Creation/Generation of Light)

0 – Light

0 – Dancing Lights 3 Orbs, +1 per 2 levels.)

1 – Faerie Fire

1 – Aura Fire (WSC; p.61)

1 –

2 – Banish Dazzle (WSC; p.71)

2 –

2 –

3 –

3 –

3 –

4 –

4 –

4 –

5 –

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9 –
9 –
9 – Treelight
10 –

Light Against the Darkness (Light attacks)

0 –
0 – Guiding Light (SpC)
1 – Light of Lunia / Ithil (SpC)
1 – Luminous Gaze
1 –
2 –
2 –
2 –
3 –
3 –
3 –
4 –
4 –
4 –
5 –
5 –
5 –
6 –
6 –
6 –
7 –
7 –
7 –
8 – Bone Blade (WSC; p.103)
8 –
8 –
9 – Brainblaze IWSC; p.108)
9 –
9 –
10 –

Healing Light (Cure/Heal Spells)

0 – Cure/Close Minor Wounds (1HP/ 2 leves, min 1l)
0 – Cure Minor Impediment
1 – Cure Light Wounds (1d6 + 1/level)

- 1 – Cure Minor Burns (1d3/2 levels)
- 1 – Lesser Vigor (CompDiv ; Alteration: Subject heals 1HP/per round, for 2r/CL)
- 2 – Cure Moderate Wounds (2d6+1/level)
- 2 – Cure Minor, Mass
- 2 – Cure Moderate Burns (1d3/level)
- 3 – Vigor (CompDiv ; Alteration: Subject heals 2HP/per round, for 2r/CL)
- 3 – Lesser Vigor , Mass
- 3 – Cure Serious Wounds (3d6 + 1/level)
- 4 – Vigor, Moderate (Subject heals 3HP/per round, for 2r/CL)
- 4 – Cure Light, Mass
- 4 – Cure Critical Wounds (4d6+1/level)
- 5 – Greater Vigour (CompDiv ; Alt: Subject heals 4HP/per round, for 2r/CL)
- 5 – Cure Moderate, Mass
- 5 – Cure Grievous Wounds (5d6 +1/level)
- 6 – Vigorous Circle (CompDiv ; Alt Subjects heal 3HP/per round, for 2r/CL)
- 6 – Cure Serious, Mass
- 6 – Healing, Lesser (1d4/level)
- 7 – Greater Vigorous Circle (Alt Subjects heal 4HP/per round, for 2r/CL)
- 7 – Cure Critical, Mass
- 7 – Healing (1d6/level)
- 8 – Lesser Healing, Mass
- 8 – Cure Greivous, Mass
- 8 – Healing, Greater (1d8/level)
- 9 – Cure the Army (Cures 1HP to 1d10 subjects/level or 2HP to 1d5 subjects/level)
- 9 – Lesser Healing, Mass
- 9 – Healing, Superior (1d10/level)
- 10 – Heal All Wounds

Light of Life (Life & Regrowth Spells)

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
- 4 – Awaken Intelligence (WSC; p.65)
- 4 –
- 4 –
- 5 –

5 – Bone Growth (WSC; p.105)

5 – Raise Dead

6 –

6 –

6 –

7 – Regenerate

7 – Resurrection

7 –

8 –

8 –

8 –

9 – True Resurrection

9 –

9 –

10 –

Blood Restoration

Light of Power (Enhancing Light Spells)

0 –

0 –

1 –

1 –

1 –

2 –

2 –

2 –

3 –

3 –

3 –

4 –

4 –

4 –

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- 9 –
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- 9 –
- 10 –

Darkness Chains

Generation of Darkness

0 – Darkballs (Darkness version of *Dancing Lights*)

0 –

1 – Blacksteel (WSC; p.90)

1 –

1 –

2 –

2 – Darkness

2 –

3 – Blacklight (SpC)

3 – Blacklight (WSC; p.88)

3 –

4 – Argaster's Cloak of Shadows (WSC; p.55)

4 –

4 –

5 –

5 –

5 –

6 – Blackmantle (WSC; p.89)

6 –

6 –

7 –

7 –

7 –

8 – Blackstaff (WSC; p.89)

8 –

8 –

9 –

9 –

9 – Nightfall

10 –

Darkness Against Light (Dark Attacks)

0 –

0 –

1 –

1 –

- 1 –
- 2 – Blastbones (WSC; p.94)
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
- 4 –
- 4 –
- 4 –
- 5 –
- 5 –
- 5 – Bone Blight (*Bone Growth* reversed; WSC; p.105)
- 6 –
- 6 –
- 6 –
- 7 – Bloodstars (WSC; p.100)
- 7 –
- 7 –
- 8 –
- 8 –
- 8 –
- 9 –
- 9 –
- 9 – Sphere of Ultimate Destruction
- 10 –
- Blood Drain

Darkness of Death (Death Spells)

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
- 4 –
- 4 –
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- 5 –

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- 10 –

Dark Undead (Undead Creation)

- 0 –
- 0 – Animate Vermin
- 1 – Animate Dead Animals (Book of Necromancy, WizSC)
- 1 – Corpse Link (Book of Necromancy, WizSC)
- 1 – Command Undead(WSC1; p157)
- (1) Corpse Link(WSC1; p185)
- (1) Corpse Visage (WSC1; p185)
- (1) Dance Macabre (WSC1; p206)
- 2 – Attract Ghoul (WSC1; p59)
- 2 – Animate Skeletons (WSC1; p48)
- 2 – Cloak Undead (WSC1; p149)
- 3 – Animate Zombies (WSC1; p51)
- 3 – Augment Undead (WSC1; p60)
- 3 – Bonne Knit (WSC1; p106)
- 3 – Bone Dance (WSC; p.104)
- (3) Call Undead (WSC1; p119)
- (3) Double Undead (WSC1; p266)
- 4 – Charm Undead (WSC1; p137)
- 4 – Corpse Whisper (WSC1; p186)
- 4 – Animate Dead (3.x PHB)
- 4 – Blood Lightning (WSC; p.98)
- 5 – **Animate Dead (WSC1; p46)
- 5 – Bind Undead (WSC1; p85)
- 5 – Disguise Undead (WSC1; p251)
- 6 – Animate Blood (WSC1; p45)
- 6 – Animate Dead Monster (WSC1; p47)
- 6 – Animate Dread Warrior (WSC1; p48)

- (6) Construct Undead Ghul (WSC1; p171)
- (6) Corpse Host (WSC1; p183)
- 7 – Control Undead (WSC1; p178)
- 7 – Doom Legion (WSC1; p264)
- 7 – Call Spirit (WSC1; p119)
- 8 – Create Spectral Wizard (WSC1; p194)
- 8 – Create Watchghost (WSC1; p197)
- 8 – Disrupt (Usurp) Domination (WSC1; p256)
- 9 – Confer (WSC1; p163)
- 9 – Create Minion (WSC1; p191)
- 9 – Create Shade (WSC1; p193)
- 10 –

Power of Darkness (Enhancing Darkness Spells) [e.g. Spells that infuse caster with powers of darkness.]

- 0 –
- 0 –
- 1 – Nightshield
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
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- 5 –
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Shadows Chains

These are necromantic spells in-between Light and Darkness, and are available to Sorcerers of either Light or Dark disciplines.

0 –

0 –

1 – Rite of Eternity (Saeros Marriage Spell That Slightly Commingles Souls)

1 –

1 –

2 – Balliard's Rejuvenating Touch (WSC; p.70)

2 – Bloodglass (WSC; p.99)

2 –

3 – Freedom From Pain (also belongs in Mentalism)

3 – Assist (WSC; p.58)

3 –

4 – Arnvid's Unseen Limb (WSC; p.56)

4 –

4 –

5 – Anesthesia (WSC; p.43)

5 – Animate Blood (WSC; p.45)

5 –

6 – Bloodstone's Spectral Steed (WSC; p.101)

6 –

6 –

7 – Bloodstone's Frightful Joining (WSC; p.99)

7 – Bone Javelin (WSC; p.106)

7 –

8 – Body Link (WSC; p.101)

8 – Body Outside Body (WSC; p.102)

8 –

9 –

9 –

9 –

10 –

Non-Elemental Chains

Misc. Chains

Freedom & Imprisonment

0 –

0 –

1 –

1 –

- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
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- 9 –
- 9 –
- 9 –
- 10 –

Alterations (Polymorph, Alter Self, etc.)

- 0 – Amanuensis/Copy, Lesser
- 0 – Prestidigitation
- 0 – Mute
- 1 – Accuracy [Magic Weapon] (WSC; p.23)
- 1 – Adhesion (WSC; p.24)
- 1 – Alter Instrument (WSC; p.35)
- 2 – Bendal's Swoop (WSC; p.77)
- 2 – Blandness (WSC; p.93)
- 2 – Arial Acceleration (WSC; p.25)
- 2 – Alustrial's Fang
- 3 – Copy
- 3 – Fly (???)
- 3 –
- 4 –
- 4 –
- 4 –

5 –
5 – Animal Growth (WSC; p.44)

5 –
6 – Copy, Greater

6 –

6 –

7 –

7 –

7 –

8 – Alter Beast (WSC; p.34)

8 –

8 –

9 –

9 –

9 –

10 –

Air to Flesh

Knowledge & Understanding

0 –

0 –

1 – Identification

1 –

1 –

2 –

2 – Breathsense (WSC; p.111)

2 –

3 – Analyze Device (WSC; p.42)

3 – Alamir's Fundamental Breakdown (WSC; p.32)

3 –

4 –

4 –

4 –

5 –

5 – Bubka's Supreme Identification (WSC; p.111)

5 –

6 – Aura / Read Aura (WSC; p.61)

6 –

6 –

7 – Anticipation a(WSC; p.51)

7 –

7 –

8 – Analyze Dweomer (WSC; p.42)

8 –

- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Signs, Sigils & Symbols

- 0 –
- 0 –
- 1 – Wizard Mark (WSC; p???)
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
- 3 – Blast Jewel (WSC; p.93)
- 3 –
- 4 – Arcane Runes (WSC; p.54)
- 4 –
- 4 –
- 5 –
- 5 –
- 5 –
- 6 – Arrow of Bone (WSC1 p.56)
- 6 –
- 6 –
- 7 –
- 7 –
- 7 –
- 8 –
- 8 –
- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Conjurations of Force

- 0 –
- 0 –
- 1 – Magic Missile
- 1 – Bigby's Bookworm bane (WSC; p.80)
- 1 – Bigby's Feeling Fingers (WSC; p.82)

- 2 – Battering Ram (WSV; p.76)
- 2 – Belsham’s Mace (WSC; p.76)
- 2 – Bigby’s Dexterous Digits (WSC; p.81)
- 2 – Bigby’s Silencing Hand (WSC; p.84)
- 3 – Bigby’s Pugnacious Pugilist (WSC; p.84)
- 3 –
- 3 –
- 4 – Blacksphere (WSC; p.89)
- 4 – Bigby’s Battering Gauntlet (WSC; p.79)
- 4 – Bigby’s Constructive Crew (WSC; p.81)
- 4 – Bigby’s Force Sculptures (WSC; p.82)
- 5 – Bigby’s Interposing Hand (WSC; p.83)
- 5 – Bigby’s Strangling Grip (WSC; p.84)
- 5 – Bigby’s Superior Force Sculpture (WSC; p.85)
- 5 – Bigby’s fantastic Fencers (WSC; p.82)
- 6 – Bigby’s Besieging Bolt (WSC; p.80)
- 6 – Bigby’s Forceful hand (WSC; p.83)
- 6 –
- 7 – Bigby’s Grasping Hand (WSC; p.82)
- 7 –
- 7 –
- 8 – Bigby’s Clenched Fist (WSC; p.80)
- 8 – Bigby’s Most Excellent Force Sculpture (WSC; p.84)
- 8 –
- 9 – Bigby’s Vrushing Hand (WSC; p.81)
- 9 –
- 9 –
- 10 –

Paths & Doorways

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
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- 4 –

- 4 –
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- 9 –
- 9 –
- 9 –
- 10 –

Personal Charms (Personal bonus/personal enhancement)

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 – Augmentation (WSC;p.60)
- 3 –
- 3 –
- 4 –
- 4 –
- 4 –
- 5 – Bestow Enchantment (WSC; p.77)
- 5 –
- 5 –
- 6 – Augmentation II (WSC; p.60)
- 6 –
- 6 –
- 7 –
- 7 –
- 7 –
- 8 –

- 8 –
- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Communication

- 0 – Whisper
- 0 – Message
- 1 –
- 1 –
- 1 –
- 2 – Telepathic Message
- 2 –
- 2 –
- 3 –
- 3 – Telepathic Message, Improved
- 3 –
- 4 –
- 4 – Telepathic Message, Superior
- 4 – Sending
- 5 – Telepathic Link
- 5 –
- 5 –
- 6 –
- 6 –
- 6 –
- 7 – Greater Telepathic Link
- 7 –
- 7 –
- 8 –
- 8 –
- 8 –
- 9 – Eternal Telepathic Link
- 9 –
- 9 –
- 10 –

Trickery Chains

- Hexes & Curses
- 0 –
- 0 –

- 1 –
- 1 –
- 1 –
- 2 – Babble (WSC; p.68) — Confuses spoken words on a touched subject.
- 2 – Blindness (WSC; p.96)
- 2 – Breath of Bewilderment (WSC; p.110)
- 3 – Vattlecurse (WSC; p76)
- 3 –
- 3 –
- 4 – Agitate Wounds (WSC; p.27)
- 4 – Backlash (WSC; p.67)
- 4 – Bone Seize (WSC; p.106)
- 5 –
- 5 – Anduri’s baneful backfire (WSC; p.43)
- 5 –
- 6 – Blade of Doom (WSC; p.92)
- 6 –
- 6 –Breach Defenses (WSC; p110)
- 7 – Basilisk Glare (WSC; p.74)
- 7 –
- 7 –
- 8 – Block Advancement (WSC; p.97)
- 8 –
- 8 –
- 9 –
- 9 –
- 9 – Allisandro’s Binding Curse (WSC; p.34)
- 10 – Burn Chain (*Burn Path*) (WSC; p.113)
- Bestow Curse
- Curse of the Gypsies

Sound Manipulation & Song

- 0 – Ghost Sound
- 0 –
- 1 – Amplify (WSC; p.41)
- 1 – Animal Nonaggression (WSC; p.45)
- 1 – Audible Glamour (WSC; p.59)
- 2 –
- 2 –
- 2 –
- 3 –
- 3 –

3 –
4 –
4 –
4 –
5 –
5 –
5 –
6 – Brightsong (WSC; p.112)
6 –
6 –
7 –
7 –
7 –
8 –
8 –
8 –
9 –
9 –
9 –
10 –
Lullaby/Arise

False Images (Illusions)

0 – Minor Hologram
0 –
1 – Hologram
1 –
1 –
2 – Alustrial's Banner (WSC; p.37)
2 – Ambush – Hishana (WSC; p.40)
2 – Apparition (WSC; p.53)
3 –
3 – Arachnophobia (WSC; p.53)
3 –
4 – Perpetual Hologram
4 –
4 –
5 – Advanced Illusion (WSC; p.25)
5 –
5 –
6 –
6 –
6 –

- 7 –
- 7 –
- 7 –
- 8 –
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- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Advance Image (This may be Chronomancy); reverse of *delay image*.

Personal Illusions

0 – Shock & Awe (SpC)

0 –

1 –

1 –

1 –

2 –

2 – Blue (WSC; p.102)

2 –

3 –

3 –

3 –

4 –

4 –

4 –

5 –

5 –

5 –

6 – Blending (WSC; p.95)

6 –

6 –

7 –

7 –

7 –

8 –

8 –

8 –

9 –

9 –

9 –

10 –

Charms & Fortune

0 –

0 –

1 –

1 –

1 – Breathe (WSC; p.110)

2 – Bladethirst (WSC; p.93)

2 –

2 –

3 –

3 –

3 –

4 –

4 –

4 –

5 –

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9 –

10 –

Blessing of the Gypsies

Remove Curse

Remove Blindnesshex

Legerdemain

0 –

0 –

1 –

1 –

1 – Bloom (WSC; p.101)

2 –

2 –

2 –

- 3 –
- 3 –
- 3 –
- 4 –
- 4 –
- 4 –
- 5 –
- 5 –
- 5 –
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- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Mentalism & Control Over Minds

- 0 – Distract Assailant (SpC)
- 0 –
- 1 – Distract (SpC)
- 1 – Incite (SpC)
- 1 – Inhibit (SpC)
- 2 – Agra’s Ambush (WSC; p.27)
- 2 – Animal Companion (WSC; p.44)
- 2 – Aura of Terror (WSC; p.62)
- 2 – Bafflement (WSC; p.67)
- 3 – Bewilderment (WSC; p.79)
- 3 – Freedom From Pain
- 3 –
- 4 – Animal Magnetism (WSC; p.45)
- 4 – Brainkill (WSC; p.109)
- 4 –
- 5 –
- 5 – Avoidance / Attraction (WSC; p.64)
- 5 –
- 6 – Alter Dream (WSC; p.34)

- 6 –
- 6 –
- 7 –
- 7 – Bug (WSC; p.112)
- 7 –
- 8 – Antipathy/Sympathy (WSC; p.52)
- 8 – Brain Spider (WSC; p.108)
- 8 –
- 9 – Blade in the Soul (WSC; p.91)
- 9 –
- 9 –
- 10 –

Protection

- 0 –
- 0 –
- 1 – Alarm (WSC; p.32)
- 1 – Animal Sanctuary (WSC; p.45)
- 1 – Barrier (WSC; p.73)
- 2 –
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
- 4 – Alusttrial's Mantle (WSC; p.38)
- 4 – Aryeric's Cloak of protection (WSC; p.58)
- 4 –
- 5 –
- 5 –
- 5 –
- 6 – Alvira's Stasis Shell (WSC; p.39)
- 6 – Antimagic Aura (WSC; p.51)
- 6 – Antimagic Shell (WSC; p.52)
- 6 – Barrier Reaver (WSC; p.74)
- 7 – Alustrial's Improved Mantle (WSC; p.38)
- 7 –
- 7 –
- 8 –
- 8 –
- 8 –
- 9 – Absorption (WSC; p21)
- 9 –
- 9 –

10 –

Sleep & Dreams

0 –

0 –

1 –

1 –

1 –

2 –

2 –

2 –

3 –

3 –

3 –

4 –

4 –

4 –

5 –

5 –

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6 –

6 –

7 –

7 –

7 –

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10 –

Demonology

Monster Summoning

0 –

0 –

1 –

1 –

1 –

2 –

- 2-
- 2-
- 3-
- 3-
- 3-
- 4-
- 4-
- 4-
- 5-
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- 8-
- 8-
- 9-
- 9-
- 9-
- 10-

Call to Serve (Calling/Summoning of Daemons/Outsiders)

- 0-
- 0-
- 1-
- 1-
- 1-
- 2-
- 2-
- 2-
- 3-
- 3-
- 3-
- 4-
- 4-
- 4-
- 5-
- 5-
- 5-
- 6-

- 6 –
- 6 –
- 7 – Banishment (WSC; p.72)
- 7 –
- 7 –
- 8 –
- 8 –
- 8 –
- 9 –
- 9 –
- 9 – Abyssal Army (SpC)
- 10 –

Speak to the Spirits (Communion)

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
- 4 –
- 4 –
- 4 – Bargain (WSC; p.73)
- 5 –
- 5 –
- 5 –
- 6 –
- 6 –
- 6 –
- 7 –
- 7 –
- 7 –
- 8 –
- 8 –
- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Binding of Spirits

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 –
- 3 –
- 3 –
- 4 –
- 4 –
- 4 –
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- 6 –
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- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Control

- 0 –
- 0 –
- 1 –
- 1 –
- 1 –
- 2 –
- 2 –
- 2 –
- 3 – Bands of Sirellyn (WSC; p.72)
- 3 –

- 3 –
- 4 –
- 4 –
- 4 –
- 5 –
- 5 –
- 5 –
- 6 –
- 6 –
- 6 –
- 7 –
- 7 –
- 7 –
- 8 –
- 8 – Binding (WSC; p.87)
- 8 –
- 9 –
- 9 –
- 9 –
- 10 –

Time & Space

Dimensional Spells

- 0 –
- 0 –
- 1 – Benign Transportation (SpC)
- 1 –
- 1 –
- 2 – Indian Rope Trick
- 2 – Baleful Transportation
- 2 –
- 3 – Basket Trick (WSC; p.75)
- 3 – Blink (WSC; p.96)
- 3 – Teleport, Least
- 4 – Dimension Door
- 4 –
- 4 –
- 5 – Teleport, Lesser
- 5 – Bowgentle's Fleeting Journey (WSC; p.107)
- 5 –
- 6 –
- 6 –
- 6 –
- 7 – Teleport

- 7 –
- 7 –
- 8 –
- 8 –
- 8 –
- 9 – Teleport, Greater
- 9 – Gate
- 9 – Astral Spell (WSC; p.58)
- 9 – Black Blades of Disaster (WSC; p.88)
- 9 – Alyssindra's Summons (WSC; p.9)
- 10 – Duun Gaat

Chronomancy

- 0 – Detect Temporal Anomaly
- 0 –
- 1 –
- 1 –
- 1 –
- 2 – Accelerate Plant Growth (WSC1; p21)
- 2 –
- 2 –
- 3 – Age to Destruction (WSC; p.27)
- 3 – (Makes small hole in space-time to see into the near future)
- 3 – Alacrity (WSC; p.31)
- 3 – Alternate Reality (WSC; p.36)
- 3 – Articu's Melee Manager (WSD; p.57)
- 4 –
- 4 –
- 4 –
- 5 – Accelerate Animal Growth (WSC; p22)
- 5 – (Temporal Sight Spell/Precognition)
- 5 – (Articus') Devolutionary Warrior (WSC1; p57)
- 6 – Accelerate Metabolism (WSC1; p22)
- 6 – Conceal Temporal Anomaly (WSC1; p161)
- 6 – Paradox
- 6 – Age Animal (WSC; p.26)
- 7 –
- 7 –
- 7 –
- 8 – Accelerate Lifeline (WSC1; p21)
- 8 – Afterclap (WSC1; p26)
- 8 –
- 9 – Open Temporal Rift
- 9 –

9 –

10 – Open Greater Temporal Rift (60MEA + 1d6 Perm MEA drain)

Object Manipulation

0 –

0 –

1 –

1 –

1 –

2 – Bind (WSC; p.86)

2 –

2 –

3 –

3 –

3 –

4 –

4 –

4 –

5 –

5 –

5 –

6 –

6 –

6 –

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Scrye Sight

0 –

0 –

1 –

1 –

1 –

2 –

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- 2-
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- 9-
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- 9-
- 10-

Revisionist Reality

- 0-
- 0-
- 1-
- 1-
- 1-
- 2-
- 2-
- 2-
- 3-
- 3-
- 3-
- 4-
- 4-
- 4-
- 5-
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- 6-

- 6 –
- 7 –
- 7 –
- 7 – Lesser Wish
- 8 –
- 8 – Distort Physics
- 8 – Want
- 9 – Wish
- 9 – Alamanther’s Return (WSC; p.31)
- 9 –
- 10 – Pervert Physics
- 11 – Greater Wish
- 12
- 13 –
- 14
- 15 True Wish

Speed & Motion

- 0 –
- 0 –
- 1 – Arrowflight (WSC; p.57)
- 1 – Balance (WSC; p.68)
- 1 –
- 2 – Bladeclap (WSC; p.93)
- 2 –
- 2 –
- 3 –
- 3 –
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- 8 –

9 – Algarth’s Embattlement (WSC; p.33)

9 –

9 –

10 –

Cutoff: WSC1, p115 ‘C’

3.2.4 Alchemist

Understanding, deconstructing and reconstructing. These are the principals of *transmutation*; the *Creed of an Alchemist*. Alchemists are not mages, and not psychics, but somewhere in-between. They make a science of understanding, decomposing and reconstituting matter and energy using the power of their mind and will.

Unlike mages who learn spells, and psychics that discipline their mind to manifest types of powers, the alchemist focuses all his efforts on learning how to understand the sciences involved in the Universe, then applying those sciences to transmuting materials. This is done by creating an Alchemic Reaction Matrix, drawn in a circle, around the materials to be transmuted and utilizing the flow of energy surrounding all things to deconstruct and reconstruct it in the manner desired by the Alchemist.

Simple arrays can merely re-shape matter, however as the alchemist learns and progresses in his arts, he can eventually re-structure the very essential elements of matter, as well as the binding energies. Very powerful Alchemists can also affect space itself.

Skill-Based Usage

In order for an Alchemist to transmute something, first he must understand it. An alchemist must have knowledge of physics, chemistry, engineering and a variety of Applied Science skills in order to complete a task. What skills are required depends on the nature of the transmutation.

Game Rule Information:

Hit Die: d8

ARE per level of experience: 1d6 per +1 modifier of the Alchemist's Reasoning [perhaps Knowledge?] score (e.g. a reasoning of 14, which has a +2 modifier grants 2d6 ARE per level of experience).

Generalist

- 1st: **Alchemy, Equivalent Exchange Basics, Simple Arrays, Chosen Aptitude**
- 2nd: **Transmutation Arrays, Equivalent Exchange Theory, Laws of Alchemy**
- 3rd: **Alchemic Secret, +1d10 M.A, Alchemical Specialty**
- 4th: **+1d10 M.A. +2 Reasoning**
- 5th: **Alchemic Attack**
- 6th: **Extract Secrets, Alchemic Secret**
- 7th: **Taboo Knowledge**
- 8th: **Improved Alchemical Specialty, +1d10 M.A.**
- 9th: **Alchemic Secret, +2 Knowledge**
- 10th: **Improved Alchemic Attack**

- 11th: **Transmute Energy**
- 12th: **Alchemic Secret, +1d10 M.A., Natural Understanding**
- 13th: **Greater Alchemical Specialty**
- 14th: Transmute E-D Materials
- 15th: **Greater Alchemic Attack, Alchemic Secret.**
-] 16th: Intuitional Transmutation, **+1d10 M.A.**
- 17th: Transmute Space
- 18th: Alchemic Secret, **Perfect Alchemical Specialty**
- 19th: Sad Secrets
- 20th: **Perfect Alchemic Attack, +1d10 M.A., Transmute Reality**

Alchemical Specialty: Repeated time and research on a specific type of transmutation grants you special knowledge concerning that subject. From now on, your transmutations of this type have +25% to all variables.

Chosen Aptitude: Alchemy blurs the line between psychic and mystical abilities, and relies on soul energy rather than MEA or PPE. Therefore, at 1st level, an alchemist selects to use either M.A. or to use P.A. when activating arrays under duress.

Simple Arrays: The alchemist, due to his need to learn all of the truth of Alchemy, its laws and the nature of Equivalent Exchange begins with the ability to use merely 0 and 1st-Degree Arrays and may only use arrays that he reads of in books, but cannot yet make any Arrays of his own.

Equivalent Exchange Basics: The alchemist begins with only a minimal knowledge of Equivalent Exchange. The more important details are only learnable via a combination of extensive research, experimentation and experience.

Laws of Alchemy: The alchemist now understands the physical laws of alchemy and can now use Applied-Science checks with his alchemy checks.

Equivalent Exchange Theory: The expanded knowledge in the Laws of Alchemy and the full premise of Equivalent Exchange is now clear to the alchemist, permitting him to create his own arrays of increasing complexity.

Transmutation Arrays: The alchemist is no longer restricted to 0 and 1st-Degree arrays, and can now make as complex an array as he desires, which is based on *Alchemy* and *Knowledge (Alchemy)* checks. The DC is equal to 15+the degree of the Array (e.g. 16 for a 1st-Degree Array, 19 for a 4th-Degree Array, and 25 for a 10th-Degree Array).

Improved Alchemical Specialty: Continued research on your specialty grants you a +50% bonus in place of the previous +25% bonus on all variables.

Greater Alchemical Specialty: Continued research on your specialty grants you a +75% bonus in place of the previous +50% bonus on all variables.

Perfect Alchemical Specialty: Continued research on your specialty grants you a +100% bonus in place of the previous +75% bonus on all variables.

Alchemical Attack: Your time and research have permitted you to develop an alchemic attack. You must specify all the details of the transmutation, how it works, its requirements, and its degree, the array details, etc.; once you do this, the GM will supply you with an AGE cost for your attack. The maximum *Array Degree* for this is 3rd, and the materials should be something easy to use anywhere.

You will always be prepared to use this special alchemic attack, having a permanent transmutation array on your person (this may be a piece of jewelry, tattoo, embroidered on clothing, or the like), however if it requires any special materials or special actions creating an electrical spark, igniting a flame, etc.) you must be able to provide the material and/or perform these actions; this Alchemic Attack takes a standard action to perform.

Improved Alchemical Attack: You create an improved version of your Alchemic Attack, which can be up to a 6th-degree transmutation array. You do not lose the ability to perform the older, lesser version, however you may need an additional permanent transmutation circle to keep on your person. Otherwise, this performs in an identical manner to Alchemic Attack.

Greater Alchemical Attack: You create an improved version of your Alchemic Attack, which can be up to a 9th-degree transmutation array. You do not lose the ability to perform the older, lesser versions, however you may need an additional permanent transmutation circle to keep on your person. Otherwise, this performs in an identical manner to Alchemic Attack.

Perfect Alchemical Attack: Your Alchemic Attack may now be of any degree, and you can continually improve-upon it as time continues. Further, you can use both of your half-actions in a segment to perform Alchemic Attacks, as they become half-actions instead of standard-actions.

Expanded Knowledge: The alchemist gains a +2 bonus to all Knowledge and Applied Science skill checks due to delving into obscure topics and secrets.

Intuitive Transmutation: The alchemist may attempt to perform a transmutation even if he lacks the correct skill: To do this, he makes a special check in place of the normally correct skill check, using the normal DC. The base of this check is ½ his alchemist level plus his Intuition modifier (e.g. for a 16th level alchemist with an Intuition of 14, it would be at a +10: +8 for ½ his level and +2 for his Intuition modifier).

Hidden Knowledge: ~~Alchemic research has given the alchemist access to a new skill: He may add a number of ranks equal to his reasoning modifier +1 to any new skill from the following list:~~

~~Knowledge (any science)~~

~~Applied Science (any)~~

~~Engineering (any)~~

~~Craft (any scientific)~~

Taboo Knowledge: Due to delving into obscure topics and secrets, the alchemist. now adds the skill *Knowledge (Taboo Sciences)* to his repertoire with one rank and may thereafter gain ranks in it normally.

Extract Secrets: Gain knowledge regarding elemental composition, and the energy particles and interactions so that you can manipulate objects and materials at a more basic physical level.

Sad Secrets: The alchemist now understand that more goes into equivalent exchange than merely materials... He now fully comprehends the equation and has greater power over the energy-flow. From this point forward, the cost of all transmutations is halved.

Natural Understanding: You can now attempt to decompose an object without a full-understanding of its composition.

Transmute Energy: The alchemist can now transmute energy, such as light and radiation.

Transmute Space: The alchemist can now create arrays that affect space (e.g. space-folding/teleportation/translocation of matter).

Transmute E-D Materials: The alchemist may now transmute Extra-Dimensional materials into other substances, including other E-D materials; this does not permit him to create E-D materials from normal matter.

Transmute Reality: The alchemist can now create arrays that affect dimensional forces, dimensional boundaries and even time.

Alchemic Study: At third level and every three levels thereafter, the wizard learns an *Alchemic Secret* that he chooses from the following list:

	Secret	Details
1	Hidden Knowledge ⁺¹	Alchemic research has given the alchemist

access to a new skill: He may add a number of ranks equal to his reasoning modifier +1 to any new skill from the following list:

- Knowledge (any science)
- Applied Science (any)
- Engineering (any)
- Craft (any)

2	Uncovered Talent ^{†1}	Add a number of ranks equal to your reasoning modifier a skill that you already have (from the following list of choices): <ul style="list-style-type: none">• Knowledge (any science)• Applied Science (any)• Engineering (any)• Craft (any)
3	Fantastic Speed ^{†2}	Your speed increased by +2.
4	Stubborn Mind ^{†3}	+2 to all Will saving throws
5	Deft Body ^{†4}	You now take ¼ damage on all successful Reflex saving throws in place of the normal 1/2, when permitted (and possible)
6	Extra Alchemic Attack ^{†1}	Gain an additional <i>Alchemic Attack</i> , or improve one that you already have by one step.
7	Alchemic Research ^{†5}	Add one array to your repertoire with a degree of magnitude equal to your reasoning score modifier +1 (or lower, if desired).
8	Secret Desire ^{†3}	Gain one extra action die per gaming session, usable only for this character.
9	Lucky Break	Gain one luck re-roll (any roll that this character makes) per gaming session per+1 bonus of Luck modifier.
10	Alchemic Resistance	You now gain a bonus to all saving throws versus alchemy used on you, including alchemic attacks. You can now add your Knowledge modifier to all saving throws against alchemic powers used on you (personally).

You may choose whichever ability you desire, and you can choose the same ability multiple times.

3.2.5 Sage

Sages blend knowledge and magic and share their knowledge and powers with their community.

Sages can cast only divination, conjuration and abjuration spells, but gain 1d10 MEA/level and have a d6 hit die. They also gain bardic lore abilities, a +2 bonus to all knowledge skills and have 8 skill points per level. Sages may take feats to gain the following specialized schools:

Conjure Positive Energy

When selected, this feat allows a Sage to cast *Necromancy (Healing)* spells as if they were *Conjuration (Positive Energy)* Spells

3.2.6 Wild Mage

Wild Mage

*"Some days, I **am** my own worst enemy; but who cares."*

Master of meddling with magic and pulling pure magical force out of his ass, the Wild Mage is respected as a either pure genius or a total lunatic.

Adventures: Wild magi are often on a quest to uncover the secrets of magic its self and to gather a further understanding of how to wield their power. Many of them are crazy power mongers who will stop at nothing to achieve their (often bizarre) goals. Some started study in wizardry or sorcery and discovered the secrets of wild magic, some are just mishaps of fate that stumbled upon magic in the most happenstance manner possible.

Characteristics: Wild magi are quite resilient and lucky: they can often get themselves out of even the tightest situations. Taking that in mind, no two wild magi have the same focus in life. They are usually skilled in an assortment of varied things that most other mages are not. Their ability to pull off stunts of power also attracts attention to them and many of them are quite the attention whores.

Alignment: The wild mage is often out for his own end, many times without regard for others. To this end they tend to be Chaotic (CG, CN, CE) but some are also neutral or neutral evil. Lawful wild magi are generally unheard of, though anything is possible.

Religion: Wild mages fall into two main categories: Those who are either atheist (possibly believing in themselves more than any higher power) or agnostic, refusing to look to specific gods for guidance. Those who do follow religion usually worship deities with the Magic or Luck domains.

Races: Humans, Halflings and Gnomes are commonly found following the practices of wild magic. Some elves also follow this path. Dwarves almost never follow wild magic because of it's non-structured nature.

Other classes: Wild magi get along well with sorcerers, but less so with wizards. Sorcerers understand the transformation of raw power into magic, and wizards spend years learning to do what they do. This basic conflict usually puts them at odds with wizards, sages and other normal prepared casters. Wild magi often can be seen in parties of clerics of a chaotic deity, or a deity of magic. They make good backups in any party, though their awesome ability to fuck up royally can make them the most hated member of any group, at least until they do something insanely cool.

Role: **Wild Magi make an excellent** generalist, with a unique combination of skills that make them equal parts sorcerer, wizard, and shaman. They have excellent (albeit

haphazard) spellcasting powers, and effective combat abilities. Their wild casting ability makes them even more useful, in a pinch, so long as the party is ready to deal with the ramifications of twiddling with raw magical energy. Additionally, a wild mage excels at creating comic relief and mayhem wherever he goes. 'Nuff said.

Special: Wild magi are absurdly rare. On worlds with high-MEF activity, there is a 1-in-500,000 chance of being born with these abilities, and out of those who are, few survive. Many cultures routinely execute them as infants, when their powers manifest at random, often violently in match to the mood or temper of the child: A single tantrum can bring down devastation, death, or make flowers grow from the neighbors heads.

Of those who survive, many only do either because of a very powerful mage being put in charge of raising them, or due to a mystic lock placed on their powers. The latter can be a mystic item, techno-magical device, or spell of binding, and the wild mage may not even know of their powers until this lock is removed.

Wild magi are also often orphaned, either due to fear from their parents, or some other tragedy. On worlds with mid-high MEF (MEF 7-9), their frequency drops to 1-in-1,00,000; mid MEF (4-6) 1-in-10,000,000; mid-low MEF (2-3) 1-in-100,000,000; low MEF (1) 1-in-1,000,000,000 and extremely low MEF (0) 1-in-10,000,000,000. Worlds with high levels of chaotic energy or multiple vortexi or greater nexus points increase their frequency: chaotic magic (10x as frequent), more than twenty vortexi (4x as frequent); more than ten choirs (5x as frequent), more than 3 orchestrae (10x as frequent). The chaotic energy multiplier and the nexus multiplier are cumulative, so on a world with more than three orchestrae and high chaotic energy they would be 100x as frequent.

Fear the planet with a High MEF, four orchestrae and high chaotic energy, as on such a planet, if it could survive long enough for humanity to develop and exist, a the frequency for natural-born wild magi is 1-in-5,000!

GAME RULE INFORMATION:

Wild magi have the following statistics:

Abilities: *Influence* provides the basis for the wild mage's casting ability, while constitution allows him to survive after channeling too much energy or hitting himself with a fireball. Dexterity helps him avoid dire situations, including himself.

Alignment: Any

Hit Die: d6

Special Skills

Overchannel (Con), Spellcraft (Inf†) and Assense. The wild mage uses Influence for Spellcraft checks when casting or creating spells because of the way a wild mage works with the Magical Energy Field.

Class Features

All of the following are class features of the wild mage:

Spells & MEA: A wild mage gains 1d4 MEA per level for each point of his Influence score modifier. Thus, a wild mage with a 14 Influence gains 2d4 MEA per level, and a wild mage with an 18 Influence gains 4d4 MEA per level. A wild mage can know any number of spells and derives spells from *essence magic*.

Wild Energy: A wild mage also gains a special MEA pool of *Wild Mystical Energy* (WME); this functions as normal MEA, however it is used for the casting of *wild spells*, which are spells cast spontaneously by the wild mage without having to rely on constructed spells. While still *essence magic*, these spells are not bound by the normal rules, and can do things outside the realm of normal spells, at least for their power level, or may hybridize more than one primary school with little difficulty

The wild mage gains 1d6 WME per level for each point of his Influence score modifier. Thus, a wild mage with a 14 Influence gains 2d6 WME per level, and a wild mage with an 18 Influence gains 4d6 WME per level.

The wild mage may use his MEA to augment his WEA freely, however the opposite is not true. Should a wild mage use even a single point of WME to cast a non-wild spell, then it automatically reverbs, and if more than half of its cost is paid in this way, then the GM rolls reverb one additional time, selecting whatever result the GM wishes. If all of the cost of a standard spell is paid in WME, then the GM may roll three times and select up to two of the results.

Wild Magic: The wild mage casts most of his spells by using on-the-spot determination of the desired effect, with no prior research. The player must describe the desired effect, and desired power level (spell degree) and attempt a spellcraft roll. If the described effect is greater than the power level of the desired spell circle, then the spell can fail, surge (taking the extra power, and using more WME) or go haywire, causing an effect different than intended, although this is often similar to the one that the player desired, albeit more limited.

The difficulty of the spellcraft check is $(15 + (\text{Spell Circle} \times 2))$; thus DC16 for a 0-degree, DC17 for a 1st Degree, DC21 for a 3rd Degree, DC23 for an 4th Degree, all the way to DC55 for a 20th Degree spell. The player must be very careful to specify the exact outcome. Wild spells have an additional reverb penalty based on spell circle as outlined in the following chart...

[INSERT CHART]

Should the wild mage exceed the difficulty of the spell by 10 or more, he may gain an additional effect that benefits him. This should be in line with his intentions, but need not be explicitly stated. A wild mage may attempt to replicate any actual spell as a wild spell, or may specify completely custom and unique effects. Wild spell must still obey *Spell Law* and (unlike *artefacts* and *relics*) they cannot entirely subvert *Mystic Physics*.

Should a wild mage fail to meet the DC for the desired spell, it will usually simply fail, however if he fails by five or more, then the spell backfires, causing a totally

undesired (though not necessarily harmful) effect; a *botch* on the spellcraft check indicates a *critical failure* that causes some very chaotic effect, which could very well be harmful, or even deadly, depending on the stated desired spell degree. This need not be the case, however the final outcome should be something strange and dramatic; it could merely be weird, alien or unpleasant. Failures and botches can affect the caster, or anyone else, either nearby, or with whom the wild mage has ever come into contact. Distance is no protection to allies of a disciple of wild magic.

Mystic Affinity: Wild magi gain +1d10 to their Mystic Affinity score per each 4 levels.

Weapon and Armour Proficiency: Wild mages are familiar with simple weapons, spells and any two other groups. They are proficient in light armor and carry no penalty or arcane spell failure chance when wearing any armour in the light category as their somatic components are generally simple.

Bonus starting feat: Wild magi get one extra feat at first level.

Wild Magic Slots: In addition to MFE, wild magi get an wild magic slots. Rather than casting known spells, the wild mage may use a wild slot to cast any spell that they can imagine, which uses a slot of the appropriate degree. This works even if the spell does not exist: As long as they can state the effect, they may attempt to spontaneously cast the spell! To do this the wild mage must roll a spellcraft check with a DC of 15 + spell level. If the check is successful the wild mage can cast the spell. Using a Wild Magic slot is a full round action: Spells with a casting time of 4 or less always act as if the casting-time was 4, and wild-magic spells of this nature that would normally have a casting time greater than 1 still have their normal casting time.

Wild mages gain slot of increasing degrees in power as they increase in level. Unlike normal magic, which is not capped by character level, a wild mage may not cast spell using a wild slot of greater potency than they highest available wild slot. See the table below for wild magic slots available by character level.

If a wild mage is not subject to reverb, such as when under the influence of the *Chaos Shield* spell, he cannot use wild magic slots. The reverb chance for wild slots is greater. The mystic reverb chance increases by 5% per degree of the wild slot, so a wild mage using a 3rd degree wild slot takes a 15% penalty on his reverb roll, and a 5th-degree spell is a -25% penalty on his reverb roll, etc..

Mystic Focus (Wild Magic Orbs): The Mystic Foci for a wild mage are spell orbs for use in wild casting, and depending on the nature of the wild casting, these orbs may (rarely) be one-time use items. Wild magic orbs have special, partially inscribe spell fragments and words of power and are designed to focus only on one degree or type of spells. Thus, you may need to use a copper orb for 1st Degree spells, and a jade orb for 4th degree spells, and later a ruby or jet orb, etc.

You must be holding the appropriate spell orb and presenting it out in your off-hand during the casting of a spell. The spell fragments must be on the orb you are presenting, and you must be in physical contact with it, or suffer the penalties for casting without a focus.

Level	Fort Save	Ref Save	Will Save	Special
1	+2	+2	+0	Survivor, Wild magic, Attuned to Magic, Magical Reverb 33%, Bonus Feat, Spell Focus (Orbs)
2	+3	+3	+0	Bonus 0 Circle Wild Slot, Magical Reverb 36%, Fluid Sanity
3	+3	+3	+1	Magical Reverb 39%, Area of Expertise
4	+4	+4	+1	Magical Reverb 42%, Free Reign , +2 Influence, +1d10 M.A.
5	+4	+4	+1	Bonus 1 st Circle Wild Slot, Magical Reverb 45%, Spontaneous Creativity , Bonus Feat
6	+5	+5	+2	Magical 43 48%, Inner Strength (1/day) , Spell Trick
7	+5	+5	+2	Magical Reverb 51%, Abnormal Logic
8	+6	+6	+2	Bonus 2 nd Circle Wild Slot, Magical Reverb 54%, Alien Devices (use spell stones, wands, staffs, etc as if you were the correct class) , Pseudo-Counterspell , +1d10 M.A.
9	+6	+6	+3	Magical Reverb 57%, Mystic Regeneration (damage from overchannel/mage Con burn heals at 2-per-day rather than 1-per-day)
10	+7	+7	+3	Magical Reverb 60%, Aura of Chaos (30ft radius) , Additional Voluntary Reverb Roll (2 rolls), Bonus Feat
11	+7	+7	+3	Bonus 3 rd Circle Wild Slot, Magical Reverb 63%, Flip a Coin , Mystic Understanding , Inner Strength (1/day) , Spell
12	+8	+8	+4	Magical Reverb 66%, Mystic Storage , Pseudo-Permanancy , Spell Trick , , +1d10 M.A.
13	+8	+8	+4	Magical Reverb 69%, Ignore Reverb
14	+9	+9	+4	Bonus 4 th Circle Wild Slot, Magical Reverb 72%, Improved Mystic Regeneration (damage from overchannel/mage Con burn heals at 3-per-day rather than 1-per-day) , Flip-A-Coun 92 per day)
15	+9	+9	+5	Magical Reverb 75%, Additional Voluntary Reverb Roll (3 rolls), Bonus Feat, Limbo-Solidity
16	+10	+10	+5	Magical Reverb 78%, Entropic Resistance , Inner

Strength (1/day), Spell

17 +10 +10 +5 Bonus 5th Circle Wild Slot, Magical Reverb
81% Flip-a-Coin (three per day), [Greater Mystic](#)

Storage, +1d10 M.A.

18 +11 +11 +6 Magical Reverb 84%, [Spell Trick](#), +2 Influence
19 +11 +11 +6 Magical Reverb 87%, [Greater Mystic Regeneration](#)
(damage from overchannel/mage Con burn heals at 4-per-day rather than 1-per-day)
20 +12 +12 +6 Bonus 6th Circle Wild Slot, Additional
Voluntary Reverb Roll (4 rolls)
Magical Reverb 90%, Bonus Feat, Flip-a-Coin (four
per day), [Greater Aura of Chaos](#) (60ft radius), +1d10 M.A., [Mystic Battery](#)

Level	-----Wild Spells per									
Day-----	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	1	0*								
2	2	1								
3	2	2	1							
4	3	2	2							
5	3	3	2	1						
6	3	3	3	2						
7	4	3	3	2	1					
8	4	4	3	3	2					
9	4	4	4	3	2	1				
10	4	4	4	3	3	2				
11	5	4	4	4	3	2	1			
12	5	5	4	4	3	3	2			
13	5	5	5	4	4	3	2	1		
14	5	5	5	4	4	3	3	2		
15	5	5	5	5	4	4	3	2	1	
16	6	5	5	5	4	4	3	3	2	
17	6	6	5	5	5	4	4	3	2	1
18	6	6	6	5	5	4	4	3	3	2
19	6	6	6	5	5	5	4	4	3	2
20	6	6	6	6	5	5	4	4	3	3

*A wild mage with an Influence of 17 and above gains a single bonus wild slot of 1st degree at 1st-level.

~~Game Design Notes: The Wild Mage now needs more class abilities (one at each level or so) to balance the class against the other Mage group classes.~~

Magical Reverb (Su): Every time a wild mage casts a spell, he must roll on the Magical Reverb chart (see below) to determine the possible random effects that apply to his spell.

Note: Magical reverb applies to all spells cast by the wild mage, regardless of what other spellcasting classes he has. Each level, the chance of reverb decreases. At first level, the wild mage has a 33% chance to avoid reverb.

Therefore, when casting a spell you must roll a d100 and if your roll is 30 or less, you avoid the effects of reverb, but if you roll 31 or higher, you must roll from the reverb chart to determine the way the reverb alters your spell. This chance of avoiding reverb increases by 3% per level, thus at level 2 it is 36%, at level 3, 39% and so on to a maximum chance of 90% at Level 20.

Voluntary Reverb (Su): You may elect to automatically roll from the chart at any time, and at level 10 and above you may elect to roll additional times as follows:

At level 10, you may elect to roll from the reverb chart, and when doing so roll twice. You choose which of the results to use. At level 15 you may roll three times and choose which result to use, and finally at level 20 you may choose to roll four times and decide which result to use.

Pseudo-Counterspell: Counterspell: The wizard may attempt to counter any spell as it is being cast by another mage. To do so, he must win an opposed Spellcraft and caster level check against the other mage. This ability uses a 4th -degree Wild-Slot (or a higher, if the wild mage has no 2nd-degree slots available) each time the wild mage elects to attempt it, whether or not it is successful.

Flip-a-Coin: Once per day, the wild mage may use this ability to rob a target of a saving throw. The wild mage must declare this after casting a spell, but before both checking for or rolling reverb, and before the target makes its saving throw. The wild mage then rolls 1d6: on a roll of 1-3, the target cannot save against the spell; on a roll of 4-6, the target saves automatically. The wild mage gains an additional use per day of this ability at 14th level and every three levels thereafter (17th, 20th, etc.).

Pseudo-Permanency: The wild-mage may make any spell permanent by spending its MEA cost x10. This does not however, made damage (or healing) received by a spell self-perpetuating, although spells that already have a perpetuating effect will continue to maintain it.

When used on an area effect, the spell locks to its area permanently. This can also be used on bolstering effects, such as those that grant a magical bonus to intellect, or grant special forms of vision. When making a spell permanent on a person, they gain an extra saving throw (if they desire) at a +5 bonus. Success means that the spell affects them normally, but is not permanent. Any MEA spent to make a spell permanent, in the event that a person makes this special save, is not restored to the wizard. He spends the extra MEA to make the **attempt, regardless of its outcome.**

Intelligent constructs (or other intelligent objects) and all creatures with an Intelligence score of 1 or greater, receive the same save as if they were a person. Magical items receive the same save unless they were originally made magical by the same wild mage, who is attempting to add an additional effect onto them, such as *invisibility*.

When using this ability, roll Reverb. The effect of the Reverb is also permanent.

You cannot make magical items with this power, as magical items do not precisely and perpetually recreate the effects of most spells. For example, attempting to make chains of binding by casting *Greater Binding* as a permanent effect on a chain will fail, as *Greater Binding* alters a creature, not a chain. Creating a real *Chain of Binding* requires the magical know-how and wherewithal to create mystical objects.

Attuned to Magic (Ex): Wild magi add their Constitution modifier to all Caster level checks to overcome SR and to all Spellcraft checks made when casting spells.

Abnormal Logic: The mind of the wild mage now works in a somewhat alien manner! The wild-mage may make reasoning checks where logic would normally fail, such as figuring out how the physics (if any) in a different dimension, or understanding the actions of alien beings.

Mystic Regeneration: The wild mage now recovers more rapidly from Constitution damage taken by mage burn or during overchanneling. Con damages heals at 2-points per day, rather than the standard 1-point per day.

Improved Mystic Regeneration: The wild mage now recovers more rapidly from Constitution damage taken by mage burn or during overchanneling. Con damages heals at 3-points per day, rather than the standard 1-point per day.

Greater Mystic Regeneration: The wild mage now recovers more rapidly from Constitution damage taken by mage burn or during overchanneling. Con damages heals at 4-points per day, rather than the standard 1-point per day.

Limbo-Solidity : When con damage from an overchannel attempt would result in a Constitution of 0 or less, instead of death, the wild-mage merely falls into a coma. This coma lasts one day per point of Constitution damage taken in this attempt; this does not prevent death from low-hit point damage due to the lower Constitution.

Aura of Chaos : The wild mage now has a field of chaos-energy that extends in a 30-ft radius around him at all times. This allows him to permit any being (including himself) to re-roll any non-reverb check once per day. (Once per day **flat**, not once-per-day per character!)

Greater Aura of Chaos : The aura of chaos extends to a 60-ft. radius.

Mystic Understanding : The wild mage can now learn sorcerer and wizard spells from wizards' grimoires and spell stones. The DC for learning them is 25+spell degree instead of the normal 15+spell-degree for normal wild mage spells.

Fluid Sanity: The wild mage adds half his wild mage level to saving throws vs. Sanity damage. If the wild mage is already insane, the wild mage gains a +5% bonus per wild mage level on his checks to avoid further sanity damage.

Area of Expertise: The wild mage picks one school or one descriptor (e.g. Transmutation or [Chronomancy]). All spells of that type are cast as if the wild mage was one level higher and saving throws on those spells gain a +1 to their saving throw DCs.

Ignore Reverb: Once per day, the wild mage may choose to cast a spell without rolling for reverb. ~~Roll 1d6: on a 1-5, there is no reverb; on a 6, reverb is rolled normally.~~

Free Reign: The mind of the wild mage is more difficult to control. He gains a +2 circumstance bonus on saving throws vs. mental domination, control or compulsion.

Inner Strength: Once per day per five wild mage levels, the wild mage may use his influence score in place of his Constitution score when making an overchannel check.

Entropic Resistance: An aura of entropic energy surrounding the wild mage causes some spells cast on the wild mage to have a greater tendency to fail. The wild mage gains SR equal to 10+wild mage level.

Spontaneous Creativity: The wild mage may create one extra spell without research every time he gains a new level of experience. This does not grandfather to levels prior to gaining this feature. He may hold this in reserve and perform this spontaneous creation at a crucial moment, such as during combat or under some form of duress. A spell created using a wild-slot can therefore be instantly and permanently added to his spell orb. *The wild mage may store one usage of this ability across to another level, but not more than one. Thus, if a wild mage decides not to actually use this ability at 5th level, he will be able to make two spells at 6th level using this ability, but if he does not do so, he will only have the ability to make two spells at 7th level, not three.*

Mystic Storage: The wild mage may cast spells in low-MEF environments as if the available energy (in the local, surrounding environment) was one degree of magnitude higher than it actually is.

Greater Mystic Storage: The wild mage may cast spells in low-MEF environments as if the available energy (in the local, surrounding environment) was two degrees of magnitude higher than it actually is.

Mystic Battery: The MEA expended by the wild mage now regains at a rapid pace! The wild mage recovers 1d4 MEA per hour no-matter what activities they are doing, without rest.

Alien Devices: Due to experience with various magical forms and methods, and the fluid nature of his methodology, the wild mage can now use mystic items normally designed for another class, such as sorcerer spell stones and greater spell stones, wizard staves, rods, scrolls, and other objects that are otherwise class-specific as if he was the appropriate class. Any power used from such an object is subjected to the potential of reverb, just as if the wild mage cast the spell himself.

Spell Trick:

(This table is from the wizard! Update for more wild-magi type powers!!)

Arcane Secret: At third level and every three levels thereafter, the wizard learns an *Arcane Secret* that he chooses from the following list:

	Secret	Details
1	Secret Knowledge ⁺¹	Add a number of ranks equal to your reasoning modifier +1 to any Knowledge skill that you choose, even if you had no ranks in it presently.
2	Mystic Mastery ⁺¹	Add a number of ranks equal to your reasoning modifier to any non-Knowledge skill or language that you choose, even if you had no ranks in it presently.
3	Arcane Health ⁺²	The wild mage now adds his Intelligence modifier when calculating his hit points in addition to his Health modifier.
4	Will of Adamant ⁺³	+2 to all Will saving throws
5	Mystic Weapon ⁺⁴	Any one Weapon Group Specialization feat.
6	Mystic Combat ⁺¹	+(Reasoning Modifier) ranks in any combat style skill.
7	Secret Spell ⁺⁵	Add one spell to your repertoire with a spell circle equal to or lower than your reasoning score modifier.
8	Secret Desire ⁺³	Gain one extra action die per gaming session.
9	Hidden Talent ⁺⁴	Gain any one feat of your choice, so long as you meet its requirements.
10	Threads of Fate ⁺³	Gain one <i>fate</i> .

You may choose whichever ability you desire, and you can choose the same ability multiple times.

Magical Reverb Table (roll 1d12)

1 Spell effects target or area other than intended (roll 1d10)

- 1 Caster (re-roll if already cast as a Personal effect).
- 2 Nearest ally (re-roll if already cast on nearest ally).
- 3 Nearest Creature (or object if the original spell was targeting an object) other than intended target. Re-roll for area effects).
- 4 Area of same size (standard deviation, 10d6 feet away) Re-roll for targeted effects.
5. Furthest ally, within 1KM/Wild Mage Level
6. Furthest creature, within 1KM/Wild Mage Level
7. Nearest non-ally (re-roll if already cast on nearest non-ally).
8. Object instead of creature, or visa versa (re-roll if impossible, such as charming a statue).
9. Random Ally
10. Random Target

2 Spell triggers secondary magical effect (Roll 1d6)

1 *Somewhat Desirable* (roll 1d4)

- 1 Same effect fires twice at same target or area.
- 2 Same effect hits secondary target or area of casters choice.
- 3 Same effect hits random additional (ally if helpful, enemy if harmful) target or area within spells range.
- 4 Same effect hits random additional target or area of caster's choice up to 30 feet away.

2 *Moderately Undesirable* (roll 1d6)

- 1 Effect is up to DM and must be in line with original effect (same school).
- 2 Effect is up to DM and may be of another school.
- 3 Effect is up to DM and must be in line with original but must be 1d3-1 levels lower (minimum 0).
- 4 Effect is up to DM and can be of different school plus must be to 1d3-1 levels lower (minimum 0).
- 5 Effect is up to DM and must be in line with original effect but must be 1d3-1 levels higher.
- 6 Effect is up to DM and can be of different school but must be 1d3-1 levels higher .

3 *Highly Desirable* (roll 1d6)

- 1 Effect is up to caster and must be in line with original effect (same school) and original spell uses no slot.
- 2 Effect is up to caster but may be of another school and original spell uses no slot.
- 3 Effect is up to caster and must be in line with original but may be 1d4 levels higher.
- 4 Effect is up to caster but can be of different school and may be

up to 1d4 levels higher.

5 Effect is up to caster and must be in line with original effect but must be 1d3 levels lower (minimum 0).

6 Effect is up to caster and can be of different school but must be 1d3 levels lower (minimum 0).

4 Moderately Desirable (roll 1d6)

1 Effect is up to caster and must be in line with original effect (same school).

2 Effect is up to caster and may be of another school.

3 Effect is up to caster and must be in line with original but may be 1d3-1 levels higher.

4 Effect is up to caster and can be of different school plus is up to 1d3-1 levels higher.

5 Effect is up to caster and must be in line with original effect but must be 1d4 levels lower (minimum 0).

6 Effect is up to caster and can be of different school but must be 1d4 levels lower (minimum 0).

5 Highly Undesirable

1 Effect is up to DM and must be in line with original effect (same school) and uses an additional spell slot of its level (same level as original effect).

2 Effect is up to DM and may be of another school and uses an additional spell slot of its level (same level as original effect).

3 Effect is up to DM and must be in line with original but must be 1d4 levels lower (min. 0).

4 Effect is up to DM and can be of different school plus must be to 1d4 levels lower (minimum 0).

5 Effect is up to DM and must be in line with original effect but must be 1d4 levels higher.

6 Effect is up to DM and can be of different school but must be 1d4 levels higher.

6 Somewhat Undesirable (roll 1d6)

1 Secondary harmful effect targets caster's ally/allies.

2 Effect Targets caster as well instead (if damaging) or opponent (if helpful).

3 Same effect hits random additional target or area within spells range.

4 Effect targets additional target of DM's choice.

3 Spell surges and...(Roll 2d3)

2 ...causes effects of similar spell 1d4 levels higher (No Maximum)

3 ...causes effects of similar spell 1d5 levels higher (No Maximum)

4...causes effects of similar spell 1d6 levels higher (No Maximum)

5 ...causes effects of similar spell 1d7 levels higher (No Maximum)

6 ...causes effects of similar spell 1d8 levels higher (No Maximum)

4 Spell caster level and accompanying numeric level dependent effects alter, including caster level checks for dispelling magic. (Roll 1d8)

- 1 Down by 1 caster level.
- 2 Down by 2 caster levels.
- 3 Down by 3 caster levels.
- 4 Down by 4 caster levels.
- 5 Up by 1 caster level.
- 6 Up by 2 caster levels.
- 7 Up by 3 caster levels.
- 8 Up by 4 caster levels.

5 Spells numeric effect is altered (roll 1d4)

- 1 Down 75%
- 2 Down 50%
- 3 Up 50%
- 4 Up 75%

6 Spell fails completely and causes one of the following effects (roll 1d4)

- 1 Drains two extra spell slots of same level.
- 2 Drains one extra spell slot of same level.
- 3 Uses a slot of one level lower than normal.
- 4 Uses no spell slot.

7 Spell causes random varied weird effects (roll 1d3)

- 1 The wild mage gets something completely bizarre, often for comic relief, with purview belonging to the sadistic sense of humor of the DM.
- 2 Spell appears to work but doesn't function (Spectacular light show.)
- 3 Spell effects happen, but mage doesn't believe that they did. (No light show, but full effect of spell).

8 Strange things are afoot (roll 1d4)

- 1 Spell backfired and causes undesired effect
- 2 Spell goes off but doesn't begin to take effect for 1d6 rounds
- 3 Spell begins but doesn't take effect for 1d6 minutes
- 4 Spell goes off but doesn't begin to take effect for 1d6 hours.

9 Spell functions either drains extra slots or takes less magical levels than normal (roll 1d4)

- 1 Drains two extra spell slots of same level
- 2 Drains one extra spell slot of same level
- 3 Uses a slot of one level lower than normal
- 4 Uses no spell slot.

10 Spell entropies and causes effects of similar spell 1d6 levels lower (Min. 0)

11 Roll again twice and apply the effects of both rolls. (This is indefinitely cumulative)

12 Random metamagic feat applies to spell (roll 2d8)

- 2 *Enhanced (Maximized and Doubled; ELG)*

- 3 *Maximized (All numeric variables are max of die; 6d6 = 36, 20d10 = 200, etc.)*
- 4 *Empowered (Numeric variables/damage/healing +50%)*
- 5 *Enlarged (Double spell's range)*
- 6 *Widen (Double spell's area)*
- 7 *Extended (Doubles spell's duration)*
- 8 *Energy substitution (roll 1d8)*
 - 1 Light
 - 2 Sonic
 - 3 Electricity
 - 4 Ice
 - 5 Fire
 - 6 Acid
 - 7 Darkness
 - 8 Pure Magical Energy
- 9 *Temporally Accelerated (Spell casts as free action like Quicken; adds [TIME] descriptor to spell)*
- 10 *Energy admixture (roll 1d8)*
 - 1 Light
 - 2 Sonic
 - 3 Electricity
 - 4 Ice
 - 5 Fire
 - 6 Acid
 - 7 Darkness
 - 8 Pure Magical Energy
- 11 *Shortened (Halves spell's duration)*
- 12 *Narrowed (Halves spell's area)*
- 13 *Reduced (Halves spell's range)*
- 14 *Impeded (Numeric variables/damage/healing -50%)*
- 15 *Minimized (All numeric variables are 1; 6d6 = 6, 20d10 = 20, etc.)*
- 16 *Diminished (Minimized and Halved)*

3.2.7 Mystic Engineer

Rules Information

Hit Die: d6

MEA/Level: 1d8 per each +1 bonus of the Mystic Engineer's Reasoning Modifier (e.g., a reasoning of 14 has a +2 modifier, which grants +2d8 MEA per level of experience).

Class Features

Half & Half: Starting at 1st-Level, all powers that the Mystic Engineer builds into items use $\frac{1}{2}$ the normal energy to initialize and finalize (though the cost per charge is the same). The Mystic Engineer may use rare crystals, metals or other objects as outlined below to reduce these costs to $\frac{1}{4}$ or zero. Any normal casting of spells, however, is at half-potential, meaning that all bonuses, penalties, damage dealt, or healing received from spells cast by the mystic that are merely cast (and not generated using a *mystic device*) are at half power: Divide the total amount of the spell effect rolled by the mystic in half; this occurs before any further reduction from permissible saving throws. For example, if a *fireball* spell would deal 4d6, instead it deals half of 4d6 by default, and $\frac{1}{4}$ of **4d6** on a successful reflex saving throw.

The duration and range of all spells is also halved by default, if cast normally and not via a mystic device. Essentially, all numeric effects, when not using spells via a mystic device are halved, as the magic is at half power.

To Share or Not to Share?: At 1st Level (whenever gaining this class), a Mystic Engineer with existing levels in another spellcasting class must decide if he wishes to combine his MEA pool, or have a separate pool for his Mystic Engineering powers. In the case of the former, this means that you are able to share spells and powers from your previous experience (even a non-essence magic user, such as a *channeling* class) when building mystic devices, and the MEA you gain from both classes stacks. It also means that from this point onward, all of your spells cast by that class are subject to the Half and Half restriction of this class. The alternative permits you to segregate your MEA pools and spells: You may only use spells that you learn as a Mystic Engineer, which **must** be *essence magic*, and you must keep a list of spells that you learn in this manner; tracked and marked as Mystic Engineer Variations, even if you would otherwise know the spells.

This permits you to use your previously-learned spells at full potential, but severely limits your MEA pool (as you **do not** combine MEA pools from your other magic-user classes with that from Mystic Engineer) as well as stifling and limiting your spell selection for magic that you wish to build into *mystic devices*. The new spells and MEA pool are treated much the same as the specialty matrix MEA pool of a *Specialist Wizard*, but additionally, you need to learn specific Mystic Engineering variations of spells as well as having a segregated MEA Matrix for using them. This will limit the amount of energy you can use to build mystic devices, so choose carefully; once made, this choice cannot be changed!

If **starting** as a Mystic Engineer, you need not make this choice unless you *later multiclass* into another magic-user (essence or channeler) class, whereupon you must **immediately** decide if you wish to segregate or combine powers and MEA.

3.2.1 (formerly Technomage)

Previously:

A technomage is the most unconventional of the magic users. They are men of magic who have learned to combine magic with technology. Although the technomage can cast spells, read scrolls, and use magical items as other magic users can, their focus is the creation of magical devices. The wizard who has learned to direct his mystic powers into machines, enabling those devices to do strange and magical things that seem to defy science.

Adventures: Technomagi often adventure to gather knowledge of magic and to trade technological wares with other cultures. TDs are very valuable and highly prized indeed.

Characteristics: Technomagi design devices (Technomage devices; aka TDs) using magic or psionics. Many of these TDs seem only to emulate magical or psionic abilities, however, they offer several advantages. One advantage is that, unlike a spell that can only be spun by a person by a person knowledgeable in magic, or a power that can only be manifested by a psion, TDs can be utilized by almost anyone. This is a very useful thing indeed, and often it turns out that the technomage is the ultimate companion in any adventuring party.

Alignment: Technomagi tend to spend a lot of time in study, and therefore are often lawful. They are, however, also very diverse in their principles, and can be of any alignment.

Religion: Technomagi, as mystics often worship Erevystanya (the goddess of magic), Revistas (the god of Psionics), Jk'karr, (the god of craft), Aldus (the god of time and law), and Eru (the great one).

Races: Humans, Elves and Gnomes are often the races most dedicated to the creation of the type of apparatus that becomes a TD. Of all the elves, the Noldor are the most likely to take to take to this type of practice. In fact, a good part of the Noldor population are technomagi. The art of technopsionics was devised by the Ancients.

Other Classes: A technomage's attitude towards other characters depends greatly on their alignment. They are not very good combatants, but they are exceptionally useful to all other classes, devising both offense and defense technology and assisting other PCs with their problems.

Role: A technomage's role can vary dramatically on their field of expertise. A weapons expert may be very useful to a group of fighters, while a systems expert may device vehicles or robots to help the entire party out.

GAME RULE INFORMATION

Technomagi have the following game statistics:

Abilities: Intelligence provides the base for almost all of the technomage's skills, followed closely by charisma and wisdom. A technomage is a very mentally involved character and values little in brute force, making strength and constitution nearly meaningless statistics. Dexterity comes into play for many TDs and shouldn't be easily overlooked.

Alignment: Any

Hit Die: d6

MEA per level: 1d8 per each +1 bonus of the Mystic Engineer's Reasoning Score.

Class Skills

The technomage class skills (and the key ability for each skill) are: Analytical Science (any) (Int), Appraise (Int), Concentration (Con), Craft (Int), Disable Device (int):, Knowledge (any) (Int), Profession (Wis), Psicraft [If focus is on psionics] (Int), Spellcraft [if focus is on magic] (int, Use Magical Device (Cha), Use Psionic Device (Cha), Use Technomage Device (Cha), Use Scientific Apparatus (Int).

Class Features

All of the following are the class features of the technomage.

Weapon and Armour Proficiency: Technomagi are proficient with all simple weapons. They are not proficient with any type of armour or shield.

Specialty: At 1st level, a technomage must decide to choose to focus either on magic or psionics. If Magic is chosen, then a technomage gains spells as if they were a wizard of equal level, if Psionics is chosen the technomage instead gains psionic powers as if they were a psion of equal level. If psionics is chosen, the technomage must choose a discipline, and adds the class skills of that psionic discipline to his class skill list.

Base Attack Bonus and Saves: As Wizard or Psion.

Feats and Special Class Features: A technomage gains all the normal feats and class features of a psion or wizard of their level. Familiars or psicrystals gain in power as if the technomage was 1/2 half their actual level.

Spell or Power Limitation: A technomage usually focus their powers or spells through TDs. Sometimes the technomage must cast spells or manifest powers normally, without the use of TDs. In this case, the spell or power has all of its variables halved. Durations, damage, caster level, and all other variables are treated as if the technomage was a psion or wizard of half their level.

Craft TD: A technomage gains the ability to create items that work like magical or psionic items created by normal wizards or psions. Starting at level 1, and progressing at each 4 levels afterward (5th, 9th, 13th, 17th, and 21st) a technomage gains the ability to create TDs of different types as follows:

Advancement of TD creation

- 1: Craft Technomage Multifunction device (as Universal or Wondrous Item)
- 5: Craft Technomage Arms and Armour
 - 9: Craft Technomage Apparatus (vehicles, robots, and the like)
- 13: Craft Greater Technomage Multifunction Device (As craft Epic Universal or Wondrous Item)
 - 17: Craft Greater Technomage Arms and Armour (as Craft Epic Arms and Armour)
- 21: Craft Greater Technomage Apparatus (starships, stargates, interstellar system networks, etc)

The creation of TDs takes the normal time as a similar item that is made by a psion or wizard, but costs 1.5 times the normal cost of the item in parts and crystals. Unlike normal psionic or magical item creation, there is no XP cost involved in creating TDs. Upon completion, the technomage must invest a number of spell slots or power points equal to the number of total spell slots or power points for each spell or psionic power stored into the TD. For example, a **Thought Enhancer** uses the *Call to Mind* power to function. *Call to Mind* costs 1 power point to manifest, and therefore creating a Thought Enhancer costs one power point to create (and recharge). A technomage may create a TD that carries multiple charges by using the item creation tables in the DMG and applying the item cost variables to the item creation. A Thought Enhancer that has 10 charges stored therefore takes 10 PP to create (and therefore to recharge).

Powering a TD: TDs require a supply of power points or spell slots to continue to function. A TD can be used once, and then requires being recharged with power points or spell slots. The amount of power points or spell slots is equal to the number of power points or spell slots to create the item originally, and they must be put back into the item by a psion, spellcaster, or technomage for it to function. TDs that are psionic may be powered by spell slots and visa versa as outlined on the following table.

Spell Slots	Power Points
L1 slot	1
L2 slot	3
L3 slot	5
L4 slot	7
L5 slot	9
L6 slot	11
L7 slot	13
L8 slot	15
L9 slot	17
Epic Slot	Epic Slot

For example, if a psionic TD costs 12 power points to recharge, a spellcaster may use 12 L1 slots, a L7 slot, a L2 and L5 slot, or any combination of slots that equals or exceeds the number of power points needed to recharge the item. A psionic character may activate a magical TD in like respect, using the number of power points equal to the total level of spells used in the creation of that item. An item that used a 3rd level spell, a 1st level spell, and a 5th level spell to create would therefore require 15 power points to recharge (or more, if the item has multiple uses per recharge). Level 0 slots can be used to recharge an item that uses magic, but if used to recharge a psionic TD, they count as 1/2 power point each (thus 4 L0 slots equals 2 PP). Epic slots are always treated as Epic slots, regardless of whether they are psionic or magical in nature.

Psionic Items that have been Augmented: A technomage that is dedicated to psionics can create devices that have been set to be pre-augmented. The technomage must supply the additional power points at the time of the item creation and each recharge must supply these additional power points as well.

Non-magic/psionic characters and TDs: About anyone can use a TD, if they know how it works. TDs are like technology; if you know how to use a calculator you can use one. If you've never seen a calculator before, you might have a bit of time figuring it out. Some TDs are totally straightforward. A pistol that shoots lightning bolts is easy enough to understand. A starship, however, is not. TDs usually come with manuals if purchased through the proper channels. Non-magic/psionic characters will have one problem with TDs, however... They need a source of magical or psionic power to recharge them. It is possible to make a battery pack for such items, but even that will eventually run out. (Not to mention being extremely expensive, and very very difficult to make.) This being said, most non-magic/psionic characters in a party rely on mages or psions to recharge their items so they may continue to use them. Making technomage weapons for a fighter, and then recharging them when needed is a good way to make sure everyone is kept happy (and alive).

3.2.2 Artificer

Pinnacle Abilities: 5th Multi-Power Item (multi-power weapons, wands, staffs and potions), 10th Multi-Function (e.g. Staff & Weapon) Item, 15th Bending the Rules (neo-artifact), 20th Artifact.

Hit Die: d6

MEA per Level: 1d10 per each +1 bonus of the Artificer's Reasoning score.

Mastermind

*“Let me show you the way **we** do things around **here**...”*

The man in the center of the room surveys the suddenly quiet common room of the inn, taking in everything that may or may not seem amiss. Finding nothing, the man returns to drinking his glass of wine, a scroll in his other hand flapping in the steady wind passing through.

*A young man walks into the common room and is astounded to find every other person there simply standing and staring off into space with a blank and vacant look. He quickly grows in fright and begins to turn to leave, until an insidious voice speaks within his head “Do, please **join** us...”*

The mastermind is the absolute pinnacle of mystic and psychic achievement bent on controlling, dominating and hypnotizing others. His powers of telepathy are fear above all other enchanters and telepaths and he develops both mystic and psychic abilities both based on skills (such as his ability to dominate the minds of others) as well as spells and psionic powers.

Hit Die: d6

MEA per level: **1d5** per each +1 Bonus of the Mastermind’s Reasoning Score. Thus, a mastermind with an Influence score of 16 (+3) gains 3d5 MEA upon attaining each new level in the mastermind class.

PPE per level: **1d5** per each +1 bonus of the Mastermind’s Reasoning Score. Thus, a mastermind with an reasoning score of 16 (+3) gains 3d5 PPE upon attaining each new level in the mastermind class.

Alignment: To become a Mastermind, a character must be non-good. Almost all masterminds are evil, with neutral-evil being the most common. Good characters cannot bring themselves to strip away the very will of other beings, except for in the rarest instances when a lawful0good character deems it necessary to do so to evil beings, but lawful-good masterminds are about as common as red diamonds, and almost always become neutral in the process of their advancement in this class.

Supernatural Skills: The mastermind’s supernatural skills are: Assense.

Mastermind Level

Class Features

L1 slot	<u>Canny Perception (Su):</u>
L2 slot	Empathy
L3 slot	5
L4 slot	7
L5 slot	9
L6 slot	11

L7 slot	13
L8 slot	15
L9 slot	17
Epic Slot	Epic Slot

Class Abilities:

Telepathy (Su): The primary power of the Mastermind is his supernatural *telepathy*, the ability to mentally connect to and communicate with other beings and entities using only the power of thought. Although this functions much like other magical and psionic communication abilities, it is far different, and in many ways superior to any other magical means of telepathic communication. In his early stages of mental development, the Mastermind's telepathy is limited only to other intelligent creatures and at a restricted range, but as he gains in power, this aspect of his mental faculties grows and expands accordingly.

Telepathy provides the basis for most of the Mastermind's powers and when a power says that it requires *telepathy* to function, it means the best form of *telepathy* available to the Mastermind. When the mastermind learns a new means of *telepathy*, the new power supplements the older ones. The mastermind can still limit his powers as he wishes if necessary, but any power that requires *telepathy* will work just as well with Basic Telepathy as it does with Superior Telepathy.

Telepathy (Basic): At 1st level, the Mastermind awakens his mental powers. The Mastermind may telepathically communicate with any creature that has a language *at will*, with now PPE or MEA cost. The initial range is 30 feet plus 10 feet per level and this range base increases as the Mastermind gains in power. The Mastermind must be aware of the intended target in order to use *telepathy* to communicate with it.

Telepathy (Intermediate): At 3rd level, the range for telepathy increases. The Mastermind may use *telepathy* at a range of 50 feet plus 15 feet per level.

Telepathy (Extended): At 5th level, the range for telepathy increases. The Mastermind may use *telepathy* at a range of 150 feet plus 25 feet per level.

Telepathy (Greater): At 9th level, the range of the Mastermind's telepathy increases to 1000 feet plus 150 feet per level.

Telepathy (Superior): At 13th level, the Mastermind can use his *telepathy* at a distance of one mile per level.

Telepathy (Advanced): At 17th level, the range of the Mastermind's telepathy increases to ten miles per level.

Super-Telepathy: At 21st level and beyond, the range of the Mastermind's *telepathy* begins to increase at an exponential rate.

Super-Telepathy (Basic): At 21st level, the range of the Mastermind's telepathy increases to one hundred miles per level.

Super-Telepathy (Extended): At 25th level, the range of the Mastermind's telepathy increases to one-thousand miles per level.

Super-Telepathy (Greater): At 29th level, the range of the Mastermind's telepathy increases to ten-thousand miles per level.

Super-Telepathy (Superior): At 34th level, the range of the Mastermind's telepathy increases to one-hundred-thousand miles per level.

Super-Telepathy (Advanced): At 38th level, the range of the Mastermind's telepathy increases to one-million miles per level.

Reconnect: At 12th level, the Mastermind may attempt to connect with any being on which he has previously used his *telepathy* nomatter how far they are from him, so long as they are on the same planet.

Reconnect (Greater): At 16th level, the Mastermind can use Reconnect to connect to anything on which he has used *telepathy* so long as the targer and the Mastermind are on the same dimensional plane.

Reconnect (Perfect): At 20th level, the Reconnect ability works anywhere in the same cosmos, and potentially beyond, reaching into the Void or subspace, but not across time.

Reconnect (Temporal): At 30th level, the Reconnect ability can be used across the vastness of time, although this causes the mastermind to accrue Paradox energy at an exponential rate.

Canny Perception (Su): At 2nd level, the Mastermind begins to understand the subtle messages within the minds of others. This ability is invocable at will as a full-round action. If the Mastermind could not target a creature with *Telepathy*, it cannot be targeted with *Canny perception*.

To use this ability, the Mastermind makes a *Sense Motive* check with a DC equal to 10 plus the target creature's level (or hit dice). If the check is successful, the Mastermind knows the alignment of the target creature, as well as its power level (relevant to tat of the Mastermind).

More than 4 less	Very weak
2 to 4 less	Weak
1 less or 1 more	Strong
2 to 4 more	Very Strong
more than 4 more	Overwhelming

Registering a creature of *overwhelming* stuns the Mastermind for 1d3 rounds.

Empathy (Ex): At 3rd level, the Mastermind gains a +2 insight bonus to Bluff, Diplomacy, Intimidate and Sense Motive checks. This bonus increases again by +2 for every three Mastermind levels (thus +4 at level 6, +6 at level 9 and so on).

Empathic Resonance (Su): At 4th level, the Mastermind can use his telepathic powers to easily manipulate or coerce others! Once per day per Mastermind level, the Mastermind can add his level to any Influence-based skill check. Alternatively, the Mastermind can use this bonus to augment the DC of any enchantment-based spell or mind-affecting psionic power. This has the same effective range of the Mastermind's *telepathy* ability.

Improved Telepathy (Su): At 5th level, the Mastermind's telepathic ability improves. The

Mastermind may now use *telepathy* to communicate with any creature that has an Intelligence score, including animals and intelligent undead.

Uncanny perception (Su): At 5th level, the mastermind can use his telepathic abilities to read the minds of others. Once per day per Mastermind level, the Mastermind may attempt to read the surface thoughts of creatures within the range of his *telepathy*.

To do this, the Mastermind makes a Sense Motive check with a DC equal to 10 plus the level (or hit dice) of the desired target. This effect lasts for one minute per Mastermind level and fatigues the Mastermind for twice that duration afterwards. The Mastermind may dismiss this effect as a free action and discern the relative location of any creature read with this ability.

At later levels, this ability allows the reading of memories as well.

Undeniable Presence (Ex): At 6th level, the Mastermind's ability to read and manipulate the minds of others has elevated to a fine art. Hereafter the mastermind adds his Mastermind level to his leadership score when determining his maximum number of followers (but not for determining cohort level).

Instant Friend (Su): At 7th level, the Mastermind has honed his persuasive and telepathic abilities so finely that he can instantly sway other creatures to his will. This ability is invocable at will as a full-round action and the Mastermind must be able to target the creature with *telepathy* to use this power.

To do so, the Mastermind makes a Diplomacy check with a DC of 10 plus the target creature's level (or hit dice). If the check succeeds, the attitude of the target towards the mastermind and his associates changes immediately to friendly. This effect lasts for one day per Mastermind level and gradually wears off leaving the target with no ill feelings toward the mastermind. Any threatening act towards the target by the mastermind or his associates immediately breaks this effect as if the check has failed (see below)

If the check fails or the effect is broken, the target knows instinctively that a hostile force has attempted to bend its will and its attitude shifts accordingly Any Influence-based check against the target suffers from a -2 circumstance penalty for one day per point below the DC. Successive failure means successive penalties (so a second failure imparts a cumulative -2 penalty to a total of -4 and a third failure to a total of -6 and so on).

Mindbend (Su): At 8th level, the Mastermind has become adept enough to bend creatures to its will. This ability is invocable at will and is a full-round action. If the Mastermind cannot target the creature with *telepathy*, it cannot be targeted with *Mindbend*.

To *Mindbend* a creature, the Mastermind makes a Diplomacy check with a DC of 10 + the target creature's level (or hit dice). If the check succeeds, the target is forced to follow the commands of the Mastermind for one day per Mastermind level, as per the *Dominate Monster* spell, except that the effect is supernatural and the saving throw DC is equal to 15 plus ½ the Mastermind's level plus his Influence modifier.

Perfect Telepathy (Su): At 10th level, the mastermind has perfected his ability to telepathically communicate with other beings. The Mastermind can now communicate with any plant, animal or creature: Constructs and unintelligent undead are now viable targets for his *telepathy-based* abilities, pursuant to the exceptions listed below, and can be communicated with normally, although this may be a pointless endeavour...

When targeting a construct or unintelligent undead, the Mastermind's abilities have different effects:

Canny Perception reveals the power level as normal and the creature's alignment, which is usually neutral.

Uncanny perception reveals the creature's programmed orders instead of its surface thoughts.

Instant Friend stops a creature from carrying out a harmful order against the Mastermind.

Mindbend allows for temporary control over the creature, with orders contrary to its programmed orders invoking a save (the programmed orders are considered to be the creature's "nature").

Warlock

Weapons and Amour: A Warlock Begins the game with the Weapon Groups (basic) and (Ray), and may choose one additional Weapon Group. A Warlock has the Amour Group (Light), though he may purchase additional weapon groups as normal.

Invocations: A Warlock does not cast spells as a normal mage would, by learning distinct magical formulae, but rather taps an internal, hereditary power from a lineage of mystic origins, often demonic or from some other higher level being, but *never* a Draconic heritage. This repertoire of attack, defense and special abilities are a group of powers called **Invocations**. As a Warlock progresses in experience, he gains additional Invocations of a similar sort to those with which he began the game, and thus gains these in chains of similar type and style, indicative of his ancestry.

You must choose from the **Master Chain** list when creating your character. You may select one chain of each type (Attack, Defense and Special) at 1st level. You may select additional chains if you have a high enough Influence score, as indicated in the table below. Gaining an additional chain means that you may select **one** additional chain, **not an additional set of chains**. Thus if you are eligible for two additional chains, you may select one defense and one special; two attack, an attack and defense, or any combination thereof, but you do not gain two extra attack, defense and special chains.

You may use one Invocation per round that you know, **at will**. A Warlock does not have a MEA pool, and thus his abilities do not draw from one, but rather you can upon them at any time, with no expenditure of energy. Invocations are Spell-Like Abilities, and using them provokes an attack of opportunity as normal, though a Warlock may attempt to **Invoke Defensively**, much like a mage can cast defensively. Invocations, unlike many spell-like abilities may be disrupted just like a spell cast during combat, though the Warlock is entitled to a Concentration check in order to avoid losing the action. This likewise uses the same rules as using a concentration check to avoid losing an interrupted spell.

Invocations are subject to Spell Resistance, but not to Psychic Resistance, and have a DC equal to (10 + Invocation Degree + ½ Warlock Level + Influence Modifier). Thus, an 8th Level Warlock utilizing a 2nd degree Invocation with an Influence of 16 has a DC of 19 (10 + 4 for level + 2 for degree + 3 for Influence score).

As Invocations are not spells, you do not gain any advantage from feats such as Spell Focus, or Spell Mastery. You can, however, benefit from the Ability Mastery feat as well as feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability or Maximize Spell-Like Ability.

There are 10 grades of Invocations, set in degrees of five segments. The segments are *Least*, *Lesser*, *Greater*, *Dark* and *Ultimate*. You must have an Influence score equal to 10 plus the Invocation degree in order to learn or utilize it without penalty. Additionally, Invocations are subject to Mystical Affinity just as spells are, so you must roll against your M.A score when using Invocations under duress (e.g. in battle). If you fail this roll, the attempt is wasted and nothing happens.

For multi-class characters, Magical Reverb applies to Invocations normally.

Finally, Invocations, unlike many other spell-like abilities are subject to Arcane Spell Failure chances (e.g. when wearing armour), though because a Warlock's Invocations have simple somatic components, you may deduct 10% from the normal failure chance. Therefore, a Warlock may wear Leather armour without penalty as it has a 10% base chance of failure, but Studded Leather would incur a 5% penalty (en lieu of the normal 15%) and a chain shirt 10% (instead of 20%). Warlocks who acquire medium or heavy armour groups may apply this 10% margin to those types as well, so breastplate would have a 15% penalty (rather than 25%) and so on.

Eldritch Blast (Sp): A special form of Invocation that all Warlocks can manifest is the *Eldritch Blast*, a weaker version of the deific *Divine Blast*. This spell-like ability functions as a spell-like ability, but is not subject to arcane spell failure, although it shares all other properties with the Warlock's normal invocations. The Warlock focuses his mystical power into a single blast of pure magical energy to strike his foes.

This blast works on both living creatures and inanimate objects, though creatures with magical resistance or immunity apply their bonuses or immunities as normal. An Eldritch Blast is equivalent to a 1st degree spell. (Therefore, it is possible to apply most Meta-Spell-Like-Ability effects to it.)

The Eldritch blast is a ray with a range of 60 feet, requiring a ranged touch attack to hit your opponent and therefore has no save, though Spell Resistance applies as if the ray were a spell. When *assensed*, or viewed with a spell that reveals the mystic energy spectrum, such as *detect magic*, it has the school equivalent of **Evocation (Pure Mystic Energy)**, plus whatever is appropriate for any Blast Essence and Blast Shape augmentations applied to it.

A Warlock begins with an Eldritch Blast that deals 1d6 damage on a successful hit. This damage increases at second level to 2d6 and afterwards it increases every other level by one die. Thus, at Level 4 it becomes 3d6, at level 6 it is 4d6 and so on. Some Invocations may augment the blast by altering its shape, elemental type or adding additional varied effects. Applying an Eldritch Essence or Blast Shape Invocation to your Eldritch Blast is a free action.

An Eldritch Blast is subject to Spell Resistance, although you may choose to learn the Spell Penetration feat (or similar feats) in order to improve your chances of overcoming such resistances. Metamagic feats cannot improve the Eldritch Blast because it is a spell-like ability and not a true spell, though feats that improve spell-like abilities (such as Maximize Spell-Like Ability) are a fine substitute. Further, feats such as Ability Focus (eldritch blast) increase the saving throw (if any) of the blast (e.g. if you augment your blast with an Invocation that gives it a save) increase the DC of the save by 2. In such a case, the blast has a save equal to the power of the Invocation you use to modify it.

Augmented Blast: Beginning at 10th level, you may use your Eldritch Blast twice a round, but if you do so you may not apply any Blast Shape to it. You may apply an Eldritch Essence as normal.

Damage Reduction (Su): Because of his heritage, a Warlock gains natural damage reduction. The element in your **Master Chain** determines your weakness (e.g. 1/silver vs. 1/adamantium). Thus, if the element in your Master chain is *Silver*, any silver weapon will overcome your

damage resistance, whereas if your listed element is *Cold Iron*, a Cold Iron weapon foils it instead. You first gain Damage Resistance at level 3, and it increases every 4 levels as shown in the [table](#) below.

Deceive Item (Ex): At 4th level and higher, a Warlock has the easily ability to activate magical items even while under duress. Thus, you may take a 10 on any Use Magic Device check, even while distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, the special genetics of the Warlock alter your metabolism so that you may store up a bit of life energy for special emergencies. Once per day, as a free action, you may enter a state of fast healing that lasts for 2 minutes. This initially offers you *fast healing 1*, increasing to *fast healing 2* at level 2, and finally to *fast healing 5* at level 18. A Warlock who is re-incarnated loses this ability, though it may be restored by a *Wish* or *Miracle* or similar effect.

Energy Resistance (Su): At 10th level and higher, a Warlock gains resistances to various energy types. The specific types of energy are those that correspond to the **Energy Resistance** entries of your **Master Chain**. Therefore, if your Master Chain lists *acid/fire* as its Resistances, you gain resistance to acid and fire. This begins at resistance (5), and at level 20, it doubles to resistance (10).

Imbue Item (Su): A Warlock of 12th Level or Higher can use his supernatural prowess to craft magical items, even if he does not know the spells required to enchant them. If your DM uses Item creation feats in his game, your character must have the feat appropriate to the item you wish to craft.

As soon as the Imbue Item ability, you may elect to gain item creation feats. Your caster level for item creation is equal to the total of your Warlock levels. If your DM requires special components and conditions instead of item creation feats, you must gather those items and meet the conditions before you can create the item.

In any event, to enchant an item you must made a Use Magical Device check (DC 15 + Spell Degree for arcane spells or 25 + Spell Degree for divine spells) in place of the required spell that you don't know or can't cast. If you know an Invocation that is in line with the desired effect (such as *Dimension Door* for a Cape of the Mountebank), you may reduce the DC for this check by 5.

If the check succeeds, the Warlock can create the item as if he knew and could cast the desired spell. If the check fails, he simply cannot create the item and you do not waste materials, expend GP (or use XP) as you halt before you can begin the actual enchantment. You cannot retry to enchant the item until you gain a new Warlock level. One Warlock has described this ability as follows: "I can enchant anything, if I *lie to it* hard enough."

Bonus Feat: You receive a Bonus Feat at level 12 and at level 18. For each, you must choose either an Item Creation or a Meta-Spell-Like-Ability feat.

3.2.3 E'evynist – The Twilight Caster

The battle has lasted nearly an hour now, your allies are falling. The Red dragon has come to the aid of the enemy and all hope seems to be fading. Now you stand before him, towering high above you, Kabaon: The Red Dragon that has brought ruin to the field. You turn towards him, facing into the sunset, which is almost at hand. The armies cheer the coming of darkness, but you smile. You face the dragon, preparing to cast what would seem highly illogical for a normal mage. The dragon sees the familiar somatic gestures for a maximized fireball spell, and he stands still, laughing heartily; ready to take it all just to show you up..

And then you speak: the words of power echo on the hills as the sun sinks behind them in the distance and twilight enters the sky. “*Erevo naus, saleoza tas'kyr r'loro!*”, and all fall silent around you, for as you speak these words silvery light begins to dance about you, and the fireball at your fingertips swells to a sudden silver flame, and leaps forth completely immolating the dragon in crackling silver fire, and striking fear into the hearts of the enemy.

For this, this is the time of twilight. The pure magical energy field is now at it's height, and you know how to use it.

Twilight MEA: Pool x5

Lunar Eclipse: MEA Pool x2

Solar Eclipse: MEA Pool x10

3.1 Channelers (Clerics & Divine Mystics)

3.1.1 Priest

3.1.2 Shaman

3.1.3 Paladin

3.1.4 Sage

3.1.5 Druid* *This is a Wilderness Class, reference it to that section.

3.3 Channelers

To all things there must be a balance. As there are masters of magic who use their knowledge to tap into the *MEF* and manipulate its energies, and via an extension of their mind form it into the effects that others call “spells”, so are there people who tap directly into the sources of the universe and channel that energy directly, creating devastatingly potent magic of their own.

Channeling is not the same as other *arcane* spellcasting: The channeler taps directly into a source of power, opening a conduit between themselves and that energy source. From there, they do not directly shape the energy, but they will the source of that power to shape it for them. This is how priests, shamans, and other similar classes direct the energies that they utilize.

Thus, although they lack some of the subtleties of master mages, channelers can tap into energies to achieve a stronger effect than their other, mystic counterparts. As a channeler’s power does not stem from himself, but is rather an exercise of his will upon the conduit that allows him to communicate his desires to his source of power, he does not rely in his Influence or Reasoning to shape spells. Instead, the channeler’s abilities stem from his Willpower, and his Willpower score determines the effectiveness of his magic.

Sources of Power

All channelers must choose a specific source of power when they begin their training. That energy spring must stem from one of the following choices:

Divine Power: The belief and worship of deities and divine beings is a two way street. As a man worships his deity of choice, he offers some of his own mental (and sometimes physical) energies to that being. He transfers these energies via an invisible mystical conduit called a “channel”.

Channelers can tap into this power reserve, reversing the flow, but only so far as their deity permits and consents. Channelers of this type are often called priests, as they usually form the basis of communication between their deity and lesser (mortal) beings.

Naturally, this comes at a price and has its own restrictions. All Priests must both fully believe in their god, and be willing to do his or her bidding within the mortal spheres. This means that they

must also follow a code, and live by the guidelines set forth by their religion. Gods may limit the priest to certain spheres of magic, such as that god's realms of influence on the cosmos, or allow a broader range of spells. In the case of the latter, spells outside that god's spheres of power are usually limited both by the maximum spell circle and by the overall effectiveness of that spell.

Should a priest lose faith in his deity, his ability to use powers or spells will diminish accordingly. Likewise, should anything happen to disrupt his connection, or should he go against the codes set forth by his deity, his source of energy will be diminished, or be cut-off altogether.

Furthermore, most deities totally bar their priests from learning spells of certain, specific spheres that contrast with the nature of that god. For example, a deity whose spheres are healing and life may bar death magic—not merely refuse to channel such magics, but actually *ban his priests from leaning that form of magic as essence spells*—or a deity whose spheres revolve around war and strength may refuse spells that the priest is trying to use outside the realm of his purview.

Unlike arcane spellcasters, priests may at times find themselves at odds with the will of their god, who can cut off the flow or refuse any spell at any time. Take this as a warning, as a priest should never go against the will of his god, or face dire consequences.

General priest concepts: a priest's spells that fall under his god's direct spheres of influence will always be at full power. As he gains levels, the power for these spells increases in die type, duration, range, DC, etc. ~~Spells outside his deity's spheres may suffer penalties such as a 25% to 50% reduction in variables, a decrease in die type, etc.~~

Priests gain access to special *domains*, which are the circles most intrinsically linked to their deity. Through these domains they gain the ability to cast certain spells spontaneously and they also gain supernatural powers associated with their chosen domains.

Benefit: Gods and other Divine powers generally have the greatest number of spheres. Lesser deities will have fewer spheres, but all spheres will be of a higher maximum degree; Intermediate deities have more than lesser, but have fewer specific spheres of power. Greater deities and overdeities may have a mixture of the greatest amount of spheres and high levels of magnitude, but they usually require the most of their followers before providing this power to them.

Downside: Divine powers exist outside of our dimension, and thus their power, great as it may be, is no as strong as it is in their own dimension. Thus, the power is always constant, never growing or diminishing unless you enter another plane. In those cases, the power you channel may be enhanced or demolished by the forces at work in that realm.

Demonic Power

Channelers who gain their powers from demonic sources or other *dark powers*. Such characters, (dark priests, demonologists, etc.) cast spells within the spheres of their chosen power (whatever being to whom they swore their allegiance) with greater potency. Spells that are outside of their demonic conduit's spheres are at normal strength, but they have a greater list of barred spheres.

Additionally, such channelers rapidly accumulate corruption, as they are in perpetual contact with dark and twisted beings that desire nothing more than to dominate their very soul.

Demonologists do not gain domains, but they do gain a *pact* with the force of evil with which they sold their soul. This pact gives them formidable, dark, supernatural powers. The exact nature of these powers varies by their choice of pacts. Not all devils and demons will offer every pact, so depending on the evil entity, the choices may be limited. Some may be as simple as to become smarter or more agile, or to gain material wealth, but others may offer pacts granting such things as immortality (usually a cursed form) or unlimited power (at a very heavy price to the soul).

As such, demonologist channelers also gain Corruption and Depravity taint from using their pact powers, not to mention the initial *Corruption* for making the pact in the first place.

Attempts to subvert such pacts are not uncommon, however, such trial to escape from contract with these entities rarely ends well. Furthermore, as the goals of the energies to work are intended to serve the being with whom the pact was forged, the channeler may occasionally find that the spell he casts is not as intended, but one put in its place to best serve the interests of his source of power.

Such a being who finds the subject of a pact has turned against it will not hesitate to kill, torment or otherwise inflict some horrible fate on the channeler who forswears his agreement with the entity.

Benefit: Demonic beings will usually provide a great amount of power without hesitation, as they expect you to use it on their behalf to achieve some purpose.

Downside: In exchange for this ‘gift’, the Powers of Darkness form a pact with you. You essentially become enslaved to their desires, and develop corruption and depravity when using your abilities.

Supernatural Forces

These channelers tap into other supernatural entities, be them fallen angels, lesser-ascended beings, dryads, powerful undead, sacred spirits, totem animal spirits, strange tribal “gods” (rarely actual deities), or other outsiders or extra-dimensional entities (except demons and devils). Their powers reflect the spheres of their chosen entity, and they receive a partial boost in those spheres, but all other spheres are hampered because the connection is less pure. They do not usually have any barred spheres however, and if they do, they are far fewer with less limitations than other channelers.

Benefit: As long as you are close to your source of power, as they reside in your own dimensional, your channeled powers become far more potent. If you are in extremely close proximity, you may even be able to channel with lessened MEA expenditure, or channel in a weak MEF without suffering the *burn* that would normally occur from a lack of readily available ambient ley-line MEF energy. You will also be more-easily able to contact your source of power, for the purposes of *communion*. These sorts of entities also often don't care as much as actual Deities as to how their power is used, as long as you don't continually go against their ethos.

Downside: The further away you travel, the less power you have, until many some spheres may weaken to become non-functional, and it is possible to move too far away to establish any form of conduit, and this have no spells available to you whatever.

Worshippers

It is always wise to remember that the flow of power is bidirectional. Any being, even a mortal, that has worshipers (who may also be deities) receives a conduit of that energy as a result of their worshipers prayers, sacrifices and general focus of attention. Generally speaking, the more worshipers an entity (even a mortal entity) has, the greater the power available o them is going to be.

This does not include people simply following the commands of a leader, or having a great deal of respect for the character, but only the true devotion and worship that a person would offer their god. In fact, this is part of the path a mortal may take towards becoming a god. In these cases, the character must also execute his reasoning or Influence (in addition to his Willpower) when casting spell, but he has fewer limitations (until he becomes a god and has to choose spheres of influence).

Unfortunately, the power of the spells of such a mortal channeler is often limited, as few mortals can amass enough worshippers to power their magic to the same degree as a priest can. Remember that most gods have billions of worshipers spanning many worlds and dimensions, so a mortal who wishes to pursue this path will be hard set indeed to complete with that level of power.

These self-proclaimed deities (class name: Proclaimed) must work hard to achieve their goals, and thus no character may start his career in the *Proclaimed* class, but rather he may take levels in it only once he has amassed his worshiper base, consisting of no less than 1,000 worshipers.

All gods have class levels in the *Proclaimed* template-class, and gods may receive worship from other (lesser) gods. Worship directly from a deity is equal to half that deity's number of worshipers, and this sort of power-communion can be (and has been) used to create a massive amount of MEA focused towards a single goal by many deities acting in concert through one deity, similar to a *ritual essence spell*. This act permits a single deity to use all the spheres of the deities delivering their power to it as well, which that entity may direct toward its channelers as a temporary set of additional spheres. This need not be global, and the deity in question can limit the effects and power on a per-person and per-case basis; furthermore, the deity providing access

to the additional spheres may cut the connection if he finds that the use goes against his moral or ethical beliefs.

Benefit: You gain your own spheres of power, and these are focused on your mentality and personality. Your spheres grow in power with the more worshipers you have in your service.

Downside: If you lose worshipers, you lose power: In such a chance that you lose all of your worshippers, you will lose **all** of your power. Additionally, you will be required to work on behalf of those who worship you, or they will turn elsewhere. The biggest risk may be ascension, as you could become a deity and thus be unable to directly interact (e.g. interfere) with your home dimension and will need to gain priests of your own to carry on. (In essence, unless the D.M. wishes to permit an ascension-based game, you lose full control over the character and will instead play a priest, using your original character to drive 'direction' to him.).

Priest

The priest is a channeler who directs his will, through the forces of his deity, into a spell. The priest does not himself know all of the elements that go into the spell, but his deity does, and thus he is channeling that spell from a *divine source*.

The divine source of a priest may be a god, or one of the angelic or the dark powers. Priest who wish to create their own spells may attempt to do so, but they must offer the concept to their deity for him to accept, with the final decision being up to that being (and thus the spell must fall within the spheres of influence that that deity controls).

Game Rule Information:

Hit Die: d8

MEA/Level 1d8 per (Will Mod Bonus)

Mystic Affinity: Priests gain +1d10 to their Mystic Affinity score per each 4 levels.

Weapon and Armour Proficiency: priests are familiar with simple weapons and any two other groups. They are proficient in light armor and may also be proficient in medium or heavy armour, depending on the nature of the power that they serve.

Spellcasting:

General: A Priest casts spells without limitations based on level or statistic-based attributes. As long as the Priest is aware of the spell and how to request (intone) it, he may do so. Naturally, if the being that supplies his power is displeased with the way in which the priest intends to use the spell, that being will refuse to channel the power.

Any attempt to commit an act that goes against the teachings of the entity that the priest derives will close his channel, blocking all access to spells until he atones for his actions to the satisfaction of the entity that supplies his power.

Serving the Powers that Be: A priest is a servant of a god, or supernatural entity of great power (*deity*) and must at all times follow in the teachings and philosophy of his deity. If a priest strays too far from the path set forth by that entity or suffer the loss of any and all of the powers and abilities that his deity grants him.

Gaining MEA Points: A priest gains 1d8 MEA per each +1 bonus of his Willpower modifier. That is, a priest with a Willpower of 16 (+3) gains +3d8 MEA per each new level of experience.

Channeling Focus: A priest uses a divine focus, upon which he concentrates in order to establish the channel. This is usually a holy symbol, but may be

something otherwise significant to the power from whom he receives the spell power.

This symbol is usually a physical object, such as a piece of jewelry, a staff, or a weapon, but in rare cases it may be a tattoo. In the case of the latter, it must be large and clearly visible at all times. Often this is a full torso tattoo that covers his chest, arms, back, neck and head, in which case, the priest wears no clothing on his upper body.

A priest's channeling foci are admonished with religious symbols and traces of verse relating to the power from which they receive their spellcasting ability. Because of this, it is possible for the initiated to determine the precise nature of the source of the priest's power, but this requires close examination of the focus and an appropriate Knowledge (Religion) or Knowledge (Supernatural) check with a DC of between 15 and 30.

When casting some spells, it is not unusual for the focus to glow, pulsate, flash, or otherwise illuminate for a brief time. Usually, the more powerful the spell, the more obvious the light source will be, from almost un-noticeable, to blatantly obvious and visible in bright daylight.

The colour of the illumination will usually match the school of the spell that the priest is channeling, but may also reflect the entity that is supplying it. Generally speaking, good entities have a golden, green or white aura, and evil have a deep blue, violet or red aura, while neutral entities have one of silvery hue.

This is not an absolute however, as (for example) spells from Aldus (the god of time) would supply a golden aura, even though he is neither good nor evil.

Furthermore, the aura of the entity may only emit from the scriptures on the focus, while the rest of the motif flashes with the aura colour of the spell.

MEA Costs: A priest's spells use less MEA than their arcane counterparts, as they are only partly derived from the channeler, with the deity supplying the rest of the required force. The counterbalance to this is that a priest can only channel spells allowed by his deity—those that fall within that being's spheres of influence.

This means that a priest can cast more spells per day than some mages, but his selection is more limited, and it is difficult for him to invent spells of his own.

Divine Channel (Connection): A priest derives his power from a direct connection to the power that supplies his spells, which is commonly known as a

Divine Channel. This is important to note, as on any occasion that this connection is unavailable, a priest cannot cast spells.

Situations may arise, such as transferal to another dimension or a different universe that completely cut off the priest from his source of divine energy. In such situations, a priest may attempt to forge a connection to another source, assuming that there is a power with the same spheres of influence in his present location.

There are some ramifications for forging such a connection: Some of the spells that the priest would normally employ may be unavailable through the new divine channel, and all of the priest's spells may suffer an increased MEA cost, due to the strain of channeling from an alien source.

Furthermore, the new source of power may require some form of sacrifice, or may require that the priest perform some activity to prove his worth, before granting spells of a certain degree (or any spells at all).

DM Notes: In the case of a sacrifice, it may be material, or it could be a personal sacrifice. The latter is often a test of worth, and the deity may entirely deprive the priest of spells until it is achieved. Neither of these should be easy or unchallenging, and in the case of the latter, it should involve role-playing, not dice-rolling to complete.

The nature of the test or sacrifice should remain in keeping with the nature of the deity (or entity) from whom the priest is attempting to power his spellcasting, and in the case of darker or more evil entities, may be extremely taxing.

Generally during a test of faith, the entity will deny either all spells, or any spells of 2nd degree or higher to the priest, thus limiting his ability to overcome bad situations by the good graces of that entity, until he proves his worth of such assistance.

Even after passing any such qualifications to receive spells, the deity may still impose an increased MEA cost until they are satisfied with the priest's performance in their service. This cost may be anywhere from +50% MEA to +100% MEA per spell.

Servant of the Gods: To anyone who also worships the deity that the priest serves, his effective *Direct Influence* rating is equal to his normal rating plus the total number of levels that he has in the Priest class. That is, a 5th level Priest with a Direct Influence rating of 13 would have an effective rating of 18 to any follower of his deity. When he reaches sixth level, this increases to 19, but if he takes a new level in another class, it does not stack with these bonuses.

Therefore a 4th level priest, 3rd level wizard would only gain a +4 bonus to his direct influence rating towards followers of his deity, not a +7 bonus (i.e. not his total levels in both classes).

Shaman

The Shaman is a channeler who directs his will, through the forces of his animal totems or tribal spirits (supernatural beings and/or ancestral spirits), into a spell. Like the priest, Shamans do not know all of the elements that go into the spell, but his tribal spirits do, and it is they that construct and form the magical energies needed to shape his magic; The Shaman merely begins the assembly process and requests the guidance of his tribal spirits to do the rest.

Divine Source

Tribal spirits have limited spheres of influence, much like many of the Gods. It is important for the Shaman to know not only the available spheres from his *divine source*, but also any restrictions on their use.

If the *Divine source* is a supernatural being, such as a Genus Loci, the powers of the Shaman are usually tied to that of the land, controlling the forces of nature. If the shaman's *divine source* is ancestral spirits, his powers may be more mystical and connected to the *ancient mysteries*, Ancestral spirits generally provide divination, necromancy, abjuration and illusion abilities, whereas supernatural beings tend to provide transmutation, conjuration, enchantment and (sphere) spells.

Note that these are types of spells (schools of magic) and **not** *Spheres of Influence*.

The spheres of influence provided, for example by a Niad (or a Nymph) would likely be community, healing, control, water, enchantment, and beauty. A Driad on the other hand would likely provide plants, growth, life, poisons & remedies, stealth and wisdom.

Those spheres from ancestral spirits can be anything, depending on the nature and history of the tribe (or civilization). A good tribal example is: law, fire, healing and nature,

Shaman's have greater power in their own land (the land of their divine source, such as the tribe's land or the homeland or graves of their ancestral spirits). Spells cast there take half as much MEA points to cast and gain +50% to all variables.

Totem Spirit

Shaman's of tribal origin may gain a totem spirit, as long as their divine source would not object. As he increases in levels, his totem spirit gains in power and he gains abilities that compliment the nature of the shaman's totem spirit.

Totem Animal: Shamans with divine sources of supernatural nature often gain an *animal totem*. This grants them certain bonuses to skills and they may summon their

totem animal in order to receive its aid. Further, as the shaman increases in power, he gains the ability to assume the form of his totem animal.

At first level, the Shaman must select the animal family; or rather, an totem animal, which is a spirit made manifest as flesh will seek out the Shaman. In truth, it is a mutual effort, as the will of the Shaman calls for his totem, and the totem that best representw the Shaman responds to the call. The GM may require the Shaman to role-play this experience, convincing the totem animal to accept the Shaman, and possibly the taming of the animal I question. The animal totem best represents the iconic personality of the Shaman, based on the personality of the Shaman... Use this table as an example, adjusting for the closest available species:

Lion: Strong, leader, courageous.

Owl: Wise, patient, secretive.

Serpent: Cold, curious, fast.

Bird (Sparrow/hummingbird/etc.): Freedom, gatherer/collector, wants children

Bird of Prey: Hunter, fearsome, keen-sighted.

Carrion Bird: Sly, isolationist/introverted, patient.

Rodent: Cunning, creative, close with family.

Lizard/small legged reptile:

Chameleon: Adaptive, fast, personable.

[ADDMORE]

Additionally, at first level, the Shaman can call this totem animal to him, which has normal hit points for a creature of its size, and hit dice equal to those of the Shaman +3; the animal will act on behalf of the wishes of the Shaman, and had human-level Mental Attributes. The Shaman can freely communicate with the totem animal in his native language, but not any additional languages that the Shaman has learned. This is a verbal, not telepathic link, and thus the totem animal must be in range to hear the Shaman speak.

The totem animal manifestation is not drawn from the surrounding environment, and will appear in any location, even if no such animal is native there. Animals that belong to groups, such as small birds, serpents and the like may manifest in differing forms to best suit the environment. If the environment could not sustain the creature, it will appear and give recognition, then disperse, so that the Shaman is aware that his powers are not at fault. Slaying the manifestation disperses the totem spirit for the rest of the day (until the next day cycle for the Shaman begins—A Shaman chooses whether his daily cycle begins from: Sunrise, Sunset; or Morning or Evening Twilight, or Noon, or Midnight—unless the Shaman is in a vicinity where this occurrence is, perpetuating, rare or impossible, such as near polar north un the winter, in space on a ship, or in another dimension. In this case, assume that every normal amount of time equal to one day where the Shaman originates is a *day cycle*, even if the normal sign that a new day has begin is not readily indicated by the environment.

[DEFINE ABILITIES HERE AND LIST THEIR ASSIGNED LEVELS PLUS AN EXAMPLE LIST OF ANIMALS]

Spirit Guide: A shaman who receives power from ancestral spirits may gain a *spirit guide*. This may be a small supernatural being, such as a brownie or it can be a true spirit, possibly one of his ancestors, or even the spirit of his mentor (such as Obi Wan appearing to Luke in Star Wars). He can call upon his spirit guide for wisdom, and to assist in tasks.

[DEFINE ABILITIES GRANTED BY SPIRIT GUIDES AND CREATE AN EXAMPLE LIST]

Game Rule Information:

Hit Die: d8

ME/Level 1d8 per (Willpower Modifier Bonus)

Mystic Affinity: Shamans gain +1d10 to their Mystic Affinity score per each 4 levels.

Weapon and Armour Proficiency: Shamans are familiar with simple weapons and any two other groups. They are proficient in light armor and may also be proficient in medium or heavy armour, depending on the nature of the power that they serve.

Spellcasting:

General: A Shaman casts spells without limitations based on level or statistic-based attributes. As long as the Shaman is aware of the spell and how to request (intone) it, he may do so, as long as it falls in one of the spheres of influence of his source of divine channeling power (the *divine source*). Naturally, if the *channel* that supplies his power is displeased with the way in which the Shaman intends to use the spell, that *source* will refuse to channel the power.

Any attempt to commit an act that goes against the teachings of the source or tribe that the Shaman derives will close his channel, blocking all access to spells until he atones for his actions to the satisfaction of the *source* that supplies his power.

Serving the Powers that Be: A Shaman is a servant of the spirits, or supernatural entity of great power (*deity*) and must at all times follow in the teachings and philosophy of his *source*. If a Shaman strays too far from the path set forth by that *source* or suffer the loss of any and all of the powers and abilities that his *source* grants him, including some or all of his totem abilities, although his totem guide or animal may try to direct him back onto the correct path.

Gaining MEA Points: A priest gains 1d8 MEA per each +1 bonus of his Willpower modifier. That is, a priest with a Willpower of 16 (+3) gains +3d8 MEA per each new level of experience.

Channeling Focus: A Shaman uses a divine focus, upon which he concentrates in order to establish the channel. This is usually a tribal symbol, but may be something otherwise significant to the power from whom he receives the spell power.

This symbol is usually a physical object, such as a piece of jewelry, a staff, or a weapon, but in rare cases it may be a tattoo. In the case of the latter, it must be large and clearly visible at all times. Often this is a full torso tattoo that covers his chest, arms, back, neck and head, in which case, the Shaman wears no clothing on his upper body.

A Shaman's channeling foci are adorned with ancient symbols and intricate designs relating to the power from which they receive their spellcasting ability. Because of this, it is possible for the initiated to determine the precise nature of the source of the Shaman power, but this requires close examination of the focus and an appropriate Knowledge (Religion) or Knowledge (Supernatural) check with a DC of between 15 and 30.

When casting some spells, it is not unusual for the focus to glow, pulsate, flash, or otherwise illuminate for a brief time. Usually, the more powerful the spell, the more obvious the light source will be, from almost un-noticeable, to blatantly obvious and visible in bright daylight.

The colour of the illumination will usually match the sphere or the school of the spell that the priest is channeling, but may also reflect the entity that is supplying it. Generally speaking, good entities have a golden, green or white aura, and evil have a deep blue, violet or red aura, while neutral entities have one of silvery hue. This is not an absolute however, and should only be used as a guideline.

Furthermore, the aura of the entity may only emit from the scriptures on the focus, while the rest of the motif flashes with the aura colour of the spell.

MEA Costs: A Shaman spells use less MEA than their arcane counterparts, as they are only partly derived from the channeler, with the deity supplying the rest of the required force. The counterbalance to this is that a Shaman can only channel spells allowed by his *source*—those that fall within that being's spheres of influence.

This means that a Shaman can cast more spells per day than some mages, but his selection is more limited, and it is difficult for him to invent spells of his own.

Divine Channel (Connection): A Shaman derives his power from a direct connection to the power that supplies his spells, which is commonly known as a *Divine Channel*. This is important to note, as on any occasion that this connection is unavailable, a Shaman cannot cast spells. Additionally, instead of making a *Spellcraft* check (like a mage) the Shaman uses the skill *Divine Channel* to cast spells. The *Spellcraft* skill is still used when deciphering, creating or understanding magic, such as when attempting to determine the nature of a magical aura.

Situations may arise, such as transferal to another dimension or a different universe that completely cut off the Shaman from his source of divine energy. In such situations, a Shaman may attempt to forge a connection to another source, assuming that there is a power with the same (or similar) spheres of influence in his present location.

There are some ramifications for forging such a connection: Some of the spells that the Shaman would normally employ may be unavailable through the new divine channel, and all of the Shaman's spells may suffer an increased MEA cost, due to the strain of channeling from an alien source.

Furthermore, the new source of power may require some form of sacrifice, or may require that the Shaman perform some activity to prove his worth, before granting spells of a certain degree (or any spells at all).

DM Notes: In the case of a sacrifice, it may be material, or it could be a personal sacrifice. The latter is often a test of worth, and the deity may entirely deprive the Shaman of spells until it is achieved. Neither of these should be easy or unchallenging, and in the case of the latter, it should involve role-playing, not dice-rolling to complete.

The nature of the test or sacrifice should remain in keeping with the nature of the *source* (or entity) from whom the Shaman is attempting to power his spellcasting, and in the case of darker or more evil entities, may be extremely taxing.

Generally during a test of faith, the *source* will deny either all spells, or any spells of 2nd degree or higher to the Shaman, thus limiting his ability to overcome bad situations by the good graces of that entity, until he proves his worth of such assistance.

Even after passing any such qualifications to receive spells, the *source* may still impose an increased MEA cost until they are satisfied with the priest's

performance in their service. This cost may be anywhere from +50% MEA to +100% MEA per spell.

Spiritual Leadership: To anyone who also worships the same *source* that the Shaman serves, his effective *Direct Influence* rating is equal to his normal rating plus the total number of levels that he has in the Shaman class. That is, a 5th level Shaman with a Direct Influence rating of 13 would have an effective rating of 18 to any worshipper of his *source*. When he reaches sixth level, this increases to 19, but if he takes a new level in another class, it does not stack with these bonuses.

Therefore a 4th level priest, 3rd level wizard would only gain a +4 bonus to his direct influence rating towards followers of his *source*, not a +7 bonus (i.e. not his total levels in both classes).

Level	Special Abilities			
1				Divine Channel, Spirit Totem, Spiritual Leadership, Basic Spheres, Channel Focus
2	+3	+3	+0	Bonus 0 Circle Wild Slot, Magical Reverb 36%
3	+3	+3	+1	Magical Reverb 39%
4				Totem Animal
5				Spirit Guide Slot, Magical Reverb 45%
6	+5	+5	+2	Magical Reverb 48%
7	+5	+5	+2	Magical Reverb 51%
8				Totem Spirit
9	6	+6	+3	Magical Reverb 57%
10	+7	+7	+3	Magical Reverb 60% Additional Voluntary Reverb Roll (2 rolls)
11	+7	+7	+3	Bonus 3 rd Circle Wild Slot, Magical Reverb 63%
12	+8	+8	+4	Magical Reverb 66%
13	+8	+8	+4	Magical Reverb 69%
14	+9	+9	+4	Bonus 4 th Circle Wild Slot, Magical Reverb 72%
15	+9	+9	+5	Magical Reverb 75%

					Additional Voluntary Reverb Roll (3 rolls)
16	10	+10	+5	Magical Reverb	78%
17	+10	+10	+5	Bonus 5 th Circle Wild	Slot, Magical Reverb 81%
18	+11	+11	+6	Magical Reverb	84%
19	+11	+11	+6	Magical Reverb	87%
20	+12	+12	+6	Bonus 6 th Circle Wild	Slot, Additional Voluntary Reverb Roll (3 rolls) Magical Reverb 90%

Scale of Balance: Priest and Shaman Abilities at each level:

	Priest	Shaman
1 st :	Wizard's Wand, Spell Matrix	Divine Channel, Channeling Focus, MFE Cost Reduction (-10%), Spirit Totem, Tribal Land, Spheres of Influence (2 max)
2 nd :	Wizard's Staff, Wizard's Signature	Spiritual Leadership +1; Totem Animal (Chosen & Summonable)
3 rd :	Arcane Secret, +1d10 M.A, Craft Scroll Specialty, Specialty Signature Counterspell	MFE Cost Reduction (-20%), Swift
4 th :	+1d10 M.A. +2 Reasoning	Specialty Scroll +1d10 M.A.
5 th :	Forceful Magic, Mystic Craft, Long Life	Totem Animal (Communication & Guidance), MFE Cost Reduction (-30%)
6 th :	Lasting Effect, Arcane Secret	Specialty Resistance +1
7 th :	Improved Counterspell	Specialty Supreme, Lasting Specialty
8 th :	Improved Spell Matrix, +1d10 M.A. Boost,	Lasting Effect Spirit Guide, Specialty Variables
9 th :	Arcane Secret, Permanent Effect	+1d10 M.A. Specialty MEA Boost, Counterspell
10 th :	Instant Spell, Mystic Craft	Specialty Resistance +2, Long Life
11 th :	Instant Counterspell	Instant Specialty
12 th :	Arcane Secret, +1d10 M.A.	Specialty Perfection, +1d10 M.A.
13 th :	Mystic Combat	Improved Counterspell
14 th :	Mystic Craft	Pseudospecialty
15 th :	Arcane Secret, Greater Counterspell	Specialty Resistance +3
16 th :	+1d10 M.A, Enhanced Lifespan	+1d10 M.A., Greater Specialty

17th: Greater Spell Matrix
18th: Arcane Secret, Life & Death
19th: Perfect Counterspell
20th: Ultimate Mastery Matrix

Variables Boost
Instant Counterspell
Specialty Ultimate
Enhanced Lifespan
Specialty Immunity

Druid

The druid is a channeler who directs his will, like priests through the forces of his deity, into a spell, but can also draw upon some essence magic. Druids gain only two of the spheres of their deity, but they also gain all essence magic of the transmutation, divination and enchantment schools..

Druids exist only in primitive cultures, and within their communities, they are masters of the law, presiding over judgments, as well as orators of religion and philosophy, in addition to providing augury and studying the positions and movements of the stars (astronomy) and celestial bodies (astrology).

Hit Die: d6

MGE Die: d6

Skills: like rogue/bard/priest

Psychic Groups

3.1.6 Psion

3.1.7 PsiSoldier

3.1.8 Psychic Intuitive (PsiHunter/Detective)

3.1.9 Psychic Burster (mod of *Wilder & Burster*)

3.2 Psy-Mystic

3.2.1 Meta-Alchemist *Prestige Class*

Adventurer Classes

Adventurer Groups

Adventurer (Scoundrel, Diplomat, Swashbuckler, Bard)

The Scoundrel

(Zoria Rogue Type Class)

The Scoundrel is a talented and versatile character that puts his abilities to what society may deem 'nefarious' purposes. Scoundrels do not have a singular progression of abilities by character level, but instead, upon character creation, you will choose a tree/path for him, and gain abilities from your selected path.

Game Rule Information:

Hit Die: d8

MEA/Level 1d8 per (Will Mod Bonus)

Character Ability Trees: When starting, you select a tree and gain the 1st-level ability listed under that tree for your character. As you progress in levels, you can continue on the same path, or branch out to a different path, picking up its 1st-level abilities and progressing down it. You can freely switch back and forth between paths, or pick up a new one, however you always start each path at 1st-Stage.

The Trees/Paths for the Scoundrel are:

Path of the Miscreant (e.g. Gambler, beguiler, prostitute, con-artist, etc.) [20-Stages]

Path of the Thief (or Expert Treasure hunter, if you prefer...) [20-Stages]

Path of the Assassin (20-Stages)

Path of the Ninja [20-Stages] ** This may need to be its own class due to its involved complexity?

Path of the Bard [20-Stages] ** Should this be its own class?

Path of the Acrobat [20-Stages] ** Maybe roll with Bard into...

Path of the Performer?

At 1st level, choose a path and progress down that chain. Each chain has special abilities of its own. You can change paths and start picking up abilities from another path starting at base 1. To gain a new path, you must have proper experience or training; its somewhat like gaining a new class, but it is a template of the (Rogue) class.

When you change paths, you halt progression in your former path and adopt the new path at Base-1. You can resume progression in your previous path(s) with no restriction, but you may only gain one path ability per level.

Trees/Paths of the Scoundrel

Miscreant Tree

1 **Stealth (Hide in Shadows)**, Honest open face (**minor ability a-set**) Reaction adjustment that people are inclined to trust you., Brokering – Diplomacy and Bureaucracy (Miscreant) Negotiations.

2 **Backstab +1d6, Black Market Contacts, Luck of the Trade (Adds Luck modifier to [Range of skills])** Feign Ignorance (Lower tier than Feign Incompetence) (2) (2), Seduction (Miscreant) Natural ability for people to spot you if you choose to be noticed. You get an automatic reaction adjustment towards them. (Level 2)

3 **[B] Bypass and disarm traps/devices (Traphandling – Should be something Better). Shady Tactics**, Direct Influence provides a bonus or penalty to use magic/psionic device, torture, bureaucracy, diplomacy, intimidate, innuendo, and bluff. Miscreant should gain a high Direct Influence over time. Possibly 1/stage or 1/2 (More likely) stages.

4 **Backstab +1d6, +2 Intuition or Luck, Libra Tangelum (The thief gains a +1 bonus to appraise per each level he has gained in the thief tree, however, this bonus may not exceed his skill ranks in the appraise skill. This may only be used on tangible objects, and may be used to determine Black Market value)** Bewilder – The ability to confuse people just by speaking to them. (Miscreant and Showman.) (More emphasis on Miscreant.), +2 Influence or Luck, Special ability 4/8/12/16/20, (Backstab +1d6)

5 **Impromptu escape route. Escape from facilities, homes, areas, and other such – escape surroundings/escape detection. Find a way out of a tight situation by making a spot, search, etc., Hide in Crowd, Feign Innocence (6) (5), Supernatural Charm 1, minor ability a-set: (Glib cover-up: when a mistake is made while attempting to speak with, or deceive someone, which upon immediate recognition with a reasoning check, can be circumvented your error with rapid communication.)**

6 **Backstab +1d6, Shady Tactics**, Shared Influence: Allows you to share your Direct Influence with one other associate.

7 **[B] Special ability to notice secret doors, compartments, etc., Appraise mark (Miscreant)** Allows to you use appraise on a person to determine how hard it would be to hustle them., Shady contacts: Criminal organization and black market contacts.

8 **Backstab +1d6, Master of Unspoken Words (The Thief now gains a bonus equal to half his Thief tree levels to all of his Cryptology, Innuendo, and Law Checks), Feign Incompetence (10) (8), Special ability 4/8/12/16/20, (Backstab +2d6), Scapegoat:** This ability will give you the ability to set up a crime in advance, with a predetermined scapegoat. The crime must be a petty crime that can not be traced to you. A minimal evidence trail must lead to the Scapegoat.

9 **Shady Tactics, Deceptive victory – 1/day/+1 bonus of your influence level, you may attempt to convince an opponent that you have successfully trounced them, alternatively, you could use this ability to perform a deception of similar nature in non-competitive circumstances to be defined., Shared Influence: Allows you to share your Direct Influence with one other associate., minor**

ability a-set (Convince anyone: You may now attempt Bluff, Bureaucracy, and diplomacy on any target, even hostile targets, and treat them as Neutral (If Hostile), or Friendly (if Neutral).)

10 Backstab +1d6, Hide in Plain Sight, Long Con – Ability to plan out a strategic deception (Miscreant), Supernatural Charm 2

11 [B] Feign Competence (14) (11), Discordant Argument: When faced with a challenge that you may not otherwise avoid you may make a Bluff check (DC=?-10+Targets HD+Intuition modifier) or (make a bluff check that a target must make a Will Save against, maybe at +10 bonus) to so bewilder and confuse their thought process that you may otherwise escape the situation.

12 Backstab +1d6, Shady Tactics, Special ability 4/8/12/16/20, (Backstab +3d6), Shared Influence: Allows you to share your Direct Influence with one other associate.

13 Friendly Fence – Permanent Good contact, that they sell to, and stuff, Shady official: a permanent contact that can get them out of tough situations., minor ability a-set

14 Backstab +1d6, Feign Expertise (18) (14), Profiling To look someone over and deduce what kind of lifestyle they have. Improvement to Appraise Mark.

15 [B], Shady Tactics, Assence (The thief now has access to the supernatural assence skill, however he must put ranks into it as normal.) Supernatural Charm 3, Shared Influence: Allows you to share your Direct Influence with one other associate.

16 Backstab +1d6, Special ability 4/8/12/16/20, (Backstab +4d6), Patsy: Allows you to use our Influence, Contacts, etc. to get you a Chum. You can get the chum to do you a favor. The person will basically walk dull-eyed into the situation that you have set up The Patsy is only applicable for 1 situation. Only one patsy allowed at one time. Must beguile a patsy when attempting to gain a new one.

17 Feign Profession (17), minor ability a-set (Immaculate Lie: 1/day/+1 Luck, you may tell a lie that is automatically believed by the recipient, and the lie is automatically believed by the recipient, for 1 day/Scoundrel level or until it is disproved to the recipient beyond a shadow of a doubt.)

18 Backstab +1d6, Shady Tactics, I am the Winner – Effects causality directly, so that circumstances favor you, even if you are otherwise on the short end of the stick. Usable 1/day/+1 Luck modifier. This essentially inverts causality for 1 action, so that whatever outcome your opponent had is switched with yours., Shared Influence: Allows you to share your Direct Influence with one other associate.

19 [B], A new level over shady official; progression of 6/13/19/25. Fear not the Law. You have established enough connections, both in shady organizations and with unscrupulous individuals in the government that you can escape the legal ramifications of most of your illegal and/or unsavoury actions.

20 Backstab +1d6, Hide while Carefully Observed, Masterful Deceit (20), Supernatural Charm 4, Special ability 4/8/12/16/20, (Backstab +5d6)

Shady Tactics / Deviations:

Ventriloquism

Instinctive Danger Awareness (Add Luck bonus to Intuition bonus when deducing if something is dangerous, such as when using Spot checks when observing Traps, Etc.)

Comprehensive sensory awareness (Mentat)

2 sides of the same coin. Cheater/Gamesmanship. One or the other. Gamesmanship is the ability to outplay other people, and more easily read people that you are playing with. (Miscreant) Go into chart.

Misdirect attention (Miscreant) Say... Multiple levels... Look over there, to distract somebody to perform a slight of hand with a huge circumstance bonus to you, penalty to them. Go on Choose your own thing. Maybe have both be a (General Scoundrel List).

Bullshit . (General Scoundrel List) A bonus to lying to anybody about your circumstances.

Bonus to conversation (Influence based) skills. (Miscreant)

Bonuses to sleight of hand/charming people.

- 3.2.2 Bard
- 3.2.3 Rogue
- 3.2.4 Thief
- 3.2.5 Diplomat
- 3.2.6 Assassin
- 3.2.7 Swashbuckler

Wilderness Classes

- 3.2.8 Ranger
- 3.2.9 Hunter
- 3.2.10 Druid
- 3.2.11 Survivalist

City Classes

- 3.2.12 Artisan
- 3.2.13 Mastercrafter
- 3.2.14 Scientist

Scientist

Scientists, as the name implies, are scholars dedicated to a field, or multiple fields of science. They are not magic users normally, though they can be through multiclassing. Scientists can be very versatile, and are very skilled at their field(s) of expertise.

Adventures: Scientists adventure to gain knowledge and expertise in what they enjoy. They can be very valuable to assist a party in non-magical areas and in strategic planning.

Characteristics: Scientists are the most highly skilled of all adventurers, and they usually concentrate on becoming absolute experts in their fields of practice. While not very useful as a combat class, they have the most beneficial knowledge base of any party member. Scientists also have a natural affinity for devices of technical nature, and indeed can build technological devices that, while not magical in nature, can emulate almost any magical effect.

Alignment: Scientists dedicate themselves to their field of expertise. The process of study of complex concepts usually makes scientists tend to be more lawful than chaotic, though they are very diverse and can be of any alignment.

Religion: Scientists usually dedicate themselves to science and value religion little, though this is often not true in religions where knowledge or logic are highly valued. Scientists often worship Aldus, Haldor, and Jh'karr. Scientists that are also mages (or technomages) also often worship Erevystanya.

Races: Humans, Elves and Gnomes are often the races most dedicated to science. Of all the elves, the Noldor are the most likely to take to science as they are the greatest in ingenuity and craft.

Other Classes: A scientist's attitude on their work often dictates their ability to work with others. Some are very secretive and work poorly with others. Some often discuss their work in vivid detail and can make other classes (usually those with little concern for science (such as paladins, fighters, barbarians, bards, or clerics) uncomfortable around them, or even make others despise their usually absolute logic.

Role: A scientist's role can vary dramatically on their field of expertise. A weapons expert may be very useful to a group of fighters, while an archaeologist can be overly useful to a group of clerics and a chemist to a group of wizards. Scientists usually try to avoid direct combat situations and prefer to resolve disputes using diplomacy rather than with steel.

GAME RULE INFORMATION

Scientists have the following game statistics:

Abilities: Intelligence provides the base for almost all of the scientist's skills, followed closely by charisma and wisdom. A scientist is a very mentally involved character and values little in brute force, making strength and constitution nearly meaningless statistics. Dexterity comes into play for many scientific devices and shouldn't be easily overlooked. Physical beauty is often overlooked: a scientist usually (though not always) values function over aesthetics. Scientists that are very vain often place very high values on not only their own physical beauty, but often also that of their comrades (usually of a sexual nature).

Alignment: Any

Hit Die: d6

Class Features

All of the following are the class features of the scientist.

Weapon and Armour Proficiency: Two weapon groups.

Feat: A scientist may gain a bonus feat in place of a special ability.

Base Attack Bonus and Saves: As Wizard.

Science Skills: many of the class-abilities of the Scientist enhance his *scientific skills*. The following are the specific skills that are covered under this heading:

Alchemy

Applied Science (all)

Computers (all)

Demolitions (any)

Engineering (all)

Knowledge (all)

Use Scientific Apparatus

Enhanced Learning: At 2nd level and every two levels thereafter (4th, 6th, 8th, etc.) a Scientist gains one additional skill-point per level. This is a cumulative effect: At second-level, the scientist gains one extra skill point, at fourth-level he gains two extra skill points, at sixth-level three extra skill points, and so on. The scientist may only use these skill points on *science skills*.

Specialty: At 1st level the scientist selects a *specialty*: Choose one of the following sets:

One Applied Science skill and a matching Knowledge skill or;

Alchemy and Knowledge (Alchemy) or;

One Computers Skill and a matching Engineering skill or;

One Applied Science skill and a matching Engineering skill.

From now on, you gain a +1 insight bonus on all checks made with the two selected skills.

Expanded Specialty: At (5th level and every (5) levels thereafter, you may select an additional specialty, or enhance an existing specialty to a *profound specialty*. A profound specialty grants a +3 insight bonus in place of the original +1 insight bonus.

Focused Learning: At 1st-level and every four levels thereafter, the Scientist selects one skill. The selected skill must be a *science skill*. From now on, the scientist's maximum ranks in that chosen skill are his level +10, rather than his level +3.

On The Spot: At (5th) level, the scientist gains a +2 competence bonus to all tasks using his science-based skills under pressure. He further gains a +2 circumstance bonus to finding a technological or scientific solution to a problem when making an *inspiration check*. These bonuses increase by +1 for every (4) levels beyond (5th)

Quirks: Perhaps due to their different approach to thinking, or their views on society, or the impact of others on them, or a lack of social intermixing, the stronger, and possibly overwhelming persona of a Scientist is often—to other individuals—seen as somewhat flawed. At 1st level, the Scientist chooses two quirks from the following list:

Arrogant: You think you are better than everyone else. You are the smartest, most-skilled, and best-suited to the task, whatever it may be and you don't have a problem letting everyone know this.

Boisterous: You have a tendency to draw attention to yourself—even unwanted attention. You are blunt and speak your mind, usually loudly, and often over-talk others.

Bombastic: You speak and write in a pretentious manner that only fellow high-brows will understand. You couldn't care less if others don't understand what you say, as if they want to understand you, then they should pick up a dictionary or otherwise further their education.

Braggart: You're a boaster. You like to show-off your work, and your opinions, whenever you can. You like being praised, and seek any opportunity for the chance of such.

Driven: You are passionate, work hard, and give more thought to fulfilling your desires than anything else.

Eccentric: You may dress oddly, have unusual hygiene (bad or good), and have a personality that seems strange or alien to your fellows.

Introverted: You have difficulty communicating with others, and like to keep to yourself; you tend to be quiet.

Jovial: You like to crack jokes, even if they are inappropriate or when others don't find them funny. You may have a strange sense of humour (e.g. childish, morbid, etc.). You may try to interject puns into regular conversation, or give anecdotal stories, but you try to lighten the mood on a regular basis, and this may wear on the nerves of your fellows.

Melodramatic: You over-react to your circumstances, and relay your emotions to others readily.

Moody: You have a tendency to be depressed or angered easily. You let things weigh on you and allow your own gloom and disgust at life to envelop others around you.

Obsessed: You become focused on a single subject and won't stop until you're satisfied that you are finished.

Paranoid: Others are out to get you, whether this is your co-workers, allies, enemies (real or imagined), the government (your government or that of another society) or aliens. You tend to keep things from public view, tell no more than you need, encrypt everything, and speak in euphemisms or code-words.

Secretive: You like to keep to yourself, and when dealing with others, you may act or speak with an air of mystery.

Timid: You wait until told to do things before doing them, never taking the lead. You don't often voice your opinion, and let people boss you around.

Workaholic: Your first thought in the morning is to start your tasks, and you get so sucked into them that it's hard to pull you away. You tend to stay up late, after everyone else had finished for the day, to continue perfecting whatever project you're working on completing. When you complete one project, you either move right on to the next, or look for a way to expand upon or enhance the one you just finished.

Other: At the discretion of your GM, you may select another Quirk. The new Quirk should be in-line with the effects and basis of those presented above.

The chosen quirks are part of the personality of the character, and may be mingled with those derived from insanity, taint, or any other source. Quirks that the Scientist already has in place should be exaggerated by taint and sanity loss, whenever possible.

Study: At (6th) level and every (6) levels thereafter, the Scientist's research into a particular area yields fruit. Choose one of the following abilities:

	Secret	Details
1	New Knowledge ^{†1}	Research has given the scientist access to a new skill: He may add a number of ranks equal to his reasoning modifier +1 to any new skill from the following list: <ul style="list-style-type: none">• Knowledge (any science)• Applied Science (any)• Engineering (any)• Craft (any)
2	Special Talent ^{†1}	You may select one skill-feat and immediately add it to your repertoire; no duration of study is required, though it must affect a skill that you had prior to gaining this level/ability
3	Linguistics	You gain a new language with ranks equal to your Knowledge modifier. This may be a normal language, a machine language, a programming language, or any other system of communication. Once you have the new language, you may increase your ranks in it normally by buying them with skill points.
4	Focused ^{†3}	Add your reasoning modifier to your Concentration skill.
5	Mind Over Body ^{†4}	You may apply your Reasoning score modifier to your fortitude saves in place of your Fitness modifier.
6	Reasoning Combat ^{†1}	You may now add your reasoning score modifier when calculating weapon damage rolls: This replaces your Muscle score modifier when applicable, and augments weapon damage rolls from ranged weapons. (i.e.. If a weapon uses your Muscle score modifier when calculating damage, you use your Reasoning score modifier instead; if the weapon does not use your Muscle score modifier, you still add your Reasoning score modifier to weapon damage rolls. You must spend

		one full-round in combat against any single opponent before you can use this ability. improve one that you already have by one step.
7	Mental Health ^{†5}	You may use your Reasoning score modifier in place of your health modifier when calculating your Hit Point adjustments.
8	Increased Sanity ^{†3}	Your sanity increases by 1d10.
9	Inspired	You may make one <i>inspiration check</i> or request per gaming session without the need to spend an Action Die. r
10	Spontaneous Creativity	You may attempt to create a device of any kind using your current skills, on the spot, even using improvised tools with no penalty. This product may be flawed, or have a limited duration of functionality (e.g. will burn-out quickly), but you can build in in 1/10 th the time normally required to construct it under laboratory circumstances.

Strong Mind: At (7th) level, the Scientist may make checks under duress on any of his scientific skills and may Take-10 on these checks without penalty.

Mental Improvement: The focus on learning expands the mind of a Scientist. At 5th level and every (4) levels thereafter, the scientist adds +1 to his Intelligence score; increase Reasoning and Knowledge scores appropriately as normal.

Personal Field of Expertise: At 2nd level, the scientist selects four related scientific skills as his *field of expertise*. From this point onward, he may activate a critical success on these once per gaming session without spending an action die, and the GM must spend two action dice to activate a botch.

Wing & A Prayer: At (14th) level, once per gaming session, when the situation is drastic, the Scientist may try to improvise and use a Take-20 action on any of his science-based skills. This special Take-20 action only takes the normal amount of time that the skill-check would typically require. The player may activate this as a critical success as if he has rolled a natural-20, but must declare he is using this ability before taking any action. The scientist gains an additional use of this per gaming session at 19th level.

Expertise: The Scientist is considered an *expert* in one chosen Scientific skill for the purpose of teaching it to others. If he is already an *expert* (or higher status) in that skill, he advances to the next tier of expertise.

Obscure Knowledge: At 11th level, due to involvement with a myriad of fields and subjects, the Scientist can now make a special check *Obscure Knowledge* when he encounters something that is otherwise not covered by one of his known skills. The base of this check is 1d20 + ½ Scientist Level + Knowledge Modifier Vs. the normal DC of the check. A Scientist may use his *Wing & A Prayer* ability on this check.

Science Triumphs: [Level 20 pinnacle ability](#).

- 1st: Quirks, Specialty, Focused Learning
- 2nd: Enhanced Learning (+1), Personal Field of Expertise
- 3rd: Expertise, On The Spot (+2)
- 4th: Enhanced Learning (+2), +1d4 M.A., +1d5 P.A.
- 5th: Mental Improvement (+1), Focused Learning, Expanded Specialty
- 6th: Enhanced Learning (+3), Study
- 7th: Expertise, On The Spot (+3), Strong Mind
- 8th: Enhanced Learning (+4) , Obscure Knowledge, +1d4 M.A., +1d5 P.A.
- 9th: Mental Improvement (+2), Focused Learning
- 10th: Enhanced Learning (+5), Expanded Specialty
- 11th: Expertise, On The Spot (+3), Obscure Knowledge
- 12th: Expanded Learning (+6), +1d4 M.A., +1d5 P.A., Study
- 13th: Mental Improvement (+3), Focused Learning
- 14th: Enhanced Learning (+7), Wing & A Prayer
- 15th: Expertise, On The Spot (+3), Expanded Specialty
- 16th: Enhanced Learning (+8), +1d4 M.A., +1d5 P.A.
- 17th: Mental Improvement (+4), Focused Learning
- 18th: Enhanced Learning (+10), Study
- 19th: Expertise, On The Spot (+4), Wind & A Prayer (two per session)
- 20th: Enhanced Learning (+10), +1d4 M.A., +1d5 P.A., Expanded Specialty, Science Triumphs

3.2.15 Detective

3.2.16 Politician

Power Classes

3.2.17 Power Bard

3.2.18 Power ...

Gestalt Classes

3.2.19 Normal Gestalt Classes

3.2.20 Double Gestalt Classes

3.2.21

Chapter IV

Skills, Combat Skills and Linguistic Skills

Section 4.0 “Skills and Languages”

Note on Skill Ranks: Some skills may be used untrained, but most skills require training (or suffer from a penalty or inhibition when used untrained). A character with one rank in a skill is *trained* in that skill. This is different from other definitions, as follows:

1 Rank – Trained

5 Ranks – Proficient

10 Ranks - Skilled

15 Ranks – Professional

20 Ranks – Expert

25 Ranks – Master

30 Ranks – Genius

40 Ranks – Legendary

Each level confers its own status upon the character. Thus, a character with 10 ranks in Craft (Weapon) is a *skilled weaponsmith* and a character with 20 ranks in Spellcraft is an *expert* at spellcraft. Sometimes, you must meet one of these criteria in order to perform a certain task. You can also never teach more than you know, and you must be at least *proficient* in a skill to teach it to another character.

Combat Skills

Rather than using a *Base Attack Bonus*, characters in Zoria that enter combat use a set of combat skills and their defense skill to determine hits, misses, critical hits and botches.

When two characters engage in combat, the attacker rolls the most relevant combat skill (e.g. Combat [Heavy Blades]) and the other character rolls his defense skill, or his parry skill, depending on the situation. If the defending character has both Defense (or Parry) and the same combat skill as his attacker, he gains a +1 insight bonus to his parry or defense rolls.

If defending, his defense roll must be higher than the attacker's combat roll to avoid taking a blow. If parrying, his roll must be equal to or greater than his attacker's roll, but when parrying, you risk damaging your weapon and you risk your opponent disarming you.

All defense and parry skills are subject to your armor check penalty. Remember that in the Zoria System, armour does not make it more difficult for your opponents to strike you, but rather the opposite. Armour makes you an easier target, as it slows down your movements, but it affords you damage reduction equal to its *absorb rating*, at least until it can absorb no more damage.

The combat skill groups are as follows:

Combat (Weapon Group): This is the combat skill for its specific weapon group. You may add ranks to this skill as if it was any other kind of skill, but it is only a class skill for you if you have the same Weapon Group Proficiency as the Weapon Group you've selected for this combat skill.

That is, if you have the following WGP's: Weapon Group Proficiency (Heavy Blades), Weapon Group Proficiency (Bows), Weapon Group Proficiency (Chains & Flails), and Weapon Group Proficiency (Basic), then you may add ranks to the following as if they were class skills:

Combat (Heavy Blades)
Combat (Bows)
Combat (Chains & Flails)
Combat (Basic)

You may only add ranks to any other combat skill as if it was a cross-class skill, at least until you gain a WGP for it, by training and spending a feat to learn that WGP.

Note: *This may very well make it too difficult to master multiple weapons. Perhaps this should be simpler and I should use broader weapon groups? Probably not, as it is difficult for one to learn multiple styles of combat.*

Combat (Hand to Hand): Anybody may learn this skill as a class skill. For normal characters, it represents your ability to clobber an opponent with your hands and feet. Characters with *Weapon Group Proficiency (Martial Arts)* deal greater amounts of damage when using Hand to Hand, and do not draw attacks of opportunity from armed combatants.

(or: If you do not have the Weapon Group Proficiency that matches this combat skill, you suffer a -4 penalty on your rolls.)

Defense

Defense breaks down into two groups of three separate skills:

Defense (Self) is your ability to protect yourself during hostile situations or while in combat.

Defense (Others) is your ability to plan defense strategies for military campaigns.

When using defense in combat, you are attempting to evade blows more than parry them. This leaves you more open to taking harm from your attacker, and thus you must have a Defense roll higher than his Combat roll to avoid taking a blow.

Defense (Self) additionally does not allow for automatic disarm attempts.

Parry: The Parry skill allows you to attempt to directly block your foe's attacks with your weapon, spending less time evading them. To parry, your Parry roll must be equal to or higher than your opponent's combat roll. If your parry roll is greater than his combat roll by five or more, you may attempt to *disarm* him as a free action. If you beat his roll by 10 or more, you gain a +2 bonus on your attempt to disarm and you may deal damage to his weapon, or you may attempt an instantaneous *riposte*, gaining a new attack against that target, towards which your opponent may either defend or parry, possibly gaining a *riposte* of his own; one person may have only one riposte per segment per each +1 bonus of his Speed statistic. Thus, a character with a speed of 16 (+3), may *riposte* at most three times per segment.

You may only parry with a similar weapon, or one capable of parrying his attack. Normally, the same weapon types do not damage each other, but they may. Differently sized weapons, or weapon of vastly different types may damage each other, or be crushed in an attempt to parry, offer no protection or carry circumstance penalties (or bonuses) as the chart below indicates.

Weapon Differential Circumstances for Parrying
Insert Table Here

Martial Arts Defense Skills: Unlike other weapon styles, a character with a martial arts skill may roll on that skill rather than on parry or dodge skills when in combat. You can make an opposed roll with the Combat (Martial Arts: HtH Style) or the Combat (Martial Arts: NW) skill against that of your attacker in place of the normal defense/parry roll. If you do not have the same style for hand-to-hand martial arts, you suffer a -4 penalty on your roll to avoid taking a blow.

Basic Skills

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SKILL DESCRIPTIONS

This section describes each skill, including common uses and typical modifiers.

Skill Description Format

Skill Name ([KEY ABILITY]; TRAINED ONLY; ARMOR CHECK PENALTY; [CLASS NAME] ONLY)

The skill name line includes the following information:

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. Exception: Speak Language has "None" listed as its key ability because the use of this skill does not require a check.

Trained Only: If "Trained Only" is included in the skill name line, the character must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Check Penalty: Apply any armor check penalty to skill checks for this skill.

[Class Name] Only: The skill is exclusive to a certain class or classes. No character not of these classes can take the skill. If omitted, the skill is not exclusive.

The skill name line is followed by a general description of what using the skill represents. After the description are three other types of information:

- **Check:** What the character can do with a successful skill check, how much time it takes to make a check, and the check's DC.
- **Retry:** Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty other than consuming additional time.
- **Special:** Any extra facts that apply to the skill, such as rules regarding untrained use, or if this skill has a synergistic relationship with other skills, or benefits that certain characters receive because of class or race.

THE SKILLS

Applied Science (Reasoning; Trained Only)

Note: You may abbreviate *Applied Science* as *A.S.* if needed.

Check: The character uses *Applied Science* to use his scientific knowledge (e.g. knowledge of a specific scientific skill, such as *physics* or *chemistry*) for practical purposes. Examples such as designing a particle accelerator or making a chemical formula or compound, or creating a synthetic or constructed genome (or a modified genetic strand) use *applied science*.

The use of this skill requires materials and devices appropriate to the skill. *Applied Science (Chemistry)* requires a chemical laboratory, whereas *Applied Science (Electronic Engineering)* may require CAD tools, or physical components to assemble, as well as appropriate tools, like soldering equipment.

Each *Applied Science* field (such as *Physics*, *Mechanical Engineering*, *Temporal Mechanics*, etc.) is its own skill. You must place ranks into each separately, as with the *Knowledge* skill. Additionally, the *Knowledge* skill is tied directly to *Applied Science* and all *Applied Science* skills have a corresponding *Knowledge* skill, such as *Knowledge (Electronic Engineering)*.

Check Time: Each *Applied Science* check takes a specific amount of time, as outlined in the following table:

Reasoning Score	Check Time
1-6	1d24 Hours
7-12	1d12 Hours
13-18	1d8 Hours
19-24	1d6 Hours
25-30	1d4 Hours
31-36	1d3 Hours
37-42	1d2 Hours
43-48	1d6 Turns
49-54	1d4 Turns
55-60	1d3 Turns
61-66	1d2 Turns
67-72	1d6 Rounds
73-78	1d4 Rounds
79-84	1d3 Rounds
85-90	1d2 Rounds
91-96	1d4 Segments
97-102	1d3 Segments
103-108	1d2 Segments
109-114	1-Segment
115-120	½ Segment

Check DCs: There are two types of DCs involved with an *Applied Science* check. The first is the **Base Difficulty**, which is the minimum check required to make any progress at all. The second, and more important is the **Total Difficulty**, which is the sum total required (over time if needed) in order to achieve the desired result. When using an *Applied Science* skill, a character makes an initial check, which counts both towards the base and total difficulties. If the check exceeds the *base DC*, they make progress towards the *total DC*. If their initial check exceeds both, then they complete the check.

Every time a character makes an *Applied Science* skill check, they roll to determine how long the check took based on their Reasoning score. Thus, a character with a Reasoning score of 17 rolls 1d8, and the check takes that many hours. If they make progress, or exceed the total DC required, then they note either. Assuming they exceed the total DC required, the time they spend completes the check.

If they meet the minimum base DC, but do not meet or exceed the total DC required, they may continue to check, each time rolling to see how much time they spend on the check. Each additional check (after the *initial check*) adds to the total DC sum. Thus an *Applied Science* check of 21, followed by an *Applied Science* check of 24 make a **total** of 45.

Failure: When you are making any check towards a Total DC and fail to meet the Base DC on any single check, the difference between that check and the Base DC is **subtracted** from the present total you have accrued. That is, if the Base DC is 20 and you roll a 19, you subtract 1 from your total. If you botch (roll a natural 1), the GM may activate that to subtract twice the base DC from your total. If this would reduce your total to zero or less, then you critically botch with a *disaster* of proportions related to the exact nature of your project.

If you fail your initial check by 5 or more, you are considered to have blundered with a negative result of some consequence. If you **botch** on your initial check, the GM may activate your botch for a *disaster* of proportions related to the nature of your check.

It is not required for a character to realize they have botched! A good player will role-play as if they have made proper progress, and a player metagaming such a botch should be penalized with the loss of one action die each time they metagame a botch. Similarly, a player who skillfully portrays his character under these circumstances, or who turns a botch into something good (in game, and in character, without metagaming it) should be awarded an action die for his acting ability.

Group Work & Assistance: It is possible to make *Applied Science* checks as a group. Under these circumstances, you must designate a group leader. That person makes the **lead check** each time new progress can be made, and every other individual makes an *assistance check*. Those assisting each check against the Base DC, and add a bonus (or penalty) to the *lead check*.

Each person assisting checks against the Base DC. Those who do so successfully add a +2 bonus to the *lead check*, and an additional +1 bonus for every +5 beyond the base DC that they score, plus their Reasoning score modifier.

Therefore, if the Base DC is 20, each check of 20-24 adds +2, plus the reasoning score modifier of that person. If the DC is 20, and the person rolls a check of 25, they add +3; if they roll a 30, they add +4, and an additional +1 for each five points they roll. Similarly, if the Base DC was 30, then a check of 31 would be a +2, and a 35 a +3, and a 40 a +4.

They also always add their Reasoning modifier, whether positive or negative. Thus, if the DC is 20, and a person with a Reasoning score of 16 rolls a 25, they add a +6 bonus to the *lead check*: +3 for the 25 (5 over the DC) and +3 for their Reasoning score modifier. If Someone with a Reasoning score of 8 was assisting, and rolled a 20, they add a +1 to the *lead check* (+2 for the 20 Base DC, and -1 for their Reasoning score modifier).

If a person assisting fails by five or more, they instead subtract from the base result. Compare their check result with the base DC, and subtract the difference from the *lead check*. Thus, if the base DC is 20 and they roll an 11, subtract 9 from the *lead check*.

A team may work as fast as each individual can check. If one person is rolling every segment and another every 1d4 hours and a third every 1d6 rounds, each may make checks as soon as they are able to add to the *lead check*. Total the lead check either every day and add this to the *Total DC Sum*, or total the check at the longest period of time that any single person on the team requires. That is, in the above example, you could add the check to the *Total DC Sum* every 1d4 hours (whatever that person rolls). If you add a fourth person that rolls every 1d8 hours, his check might take longer. Whomever rolls the longest time-period sets the basis of the **Totaling DC Period**. If the person who rolls 1d8 rolls a 2, and the person who rolls 1d4 rolls a 3, then you still sum the result every three hours. People may continue to check to add to the assistance as frequently as they are permitted during that time.

Thus, a person that can check every round may do so, adding an additional bonus to the Total DC every round, summed at the end of that three-hours. Thereafter, everybody rolls again to determine the length of time of the next check.

Group work of this nature is less-efficient than singular stacking of checks due to division of labour, and the potential for overlap.

Surpassing the Total DC and Time If you surpass the Total DC, whatever percentage over the Total DC that your check result generates is deducted from the time required. Thus, if the Total DC is 100, and your check is 106, the time you spend is reduced by 6%. Should you exceed the Total DC by the amount of the Total DC (e.g. a Total DC of 40 and a check of 80), your time spent is dropped by one increment, as if you had a higher Reasoning score. Each time your Total check surpasses the Total DC by **one span** (e.g if the Total DC is 40, each span is 40, so a check of 80 exceeds it by one span, and a check of 120 exceeds it by two spans), you drop one additional time bracket as if your reasoning score was six-points higher than it actually is.

Therefore, if you would normally roll 1d8-hours on your *Applied Science* check, and beat the Total DC by one span, you instead roll 1d6-hours; if you beat that check by two spans, you roll 1d4-hours, and so on.

Metaconcert When a group is linked telepathically via a metaconcert (or similar ability that shares intellect, skill and knowledge), each character joined in the telepathic metconcert rolls 1d20. Total these d20 rolls, then add to this the total sum the Reasoning score modifiers of each participating character, and then add to this the sum of all skill ranks of each participating

character for the most applicable *Applied Science* skill, treating characters without the required *Applied Science* skill as having zero ranks, but as if they were trained, due to sharing the skills with the group), plus any additional applicable bonuses.

When rolling for time, first total the Reasoning cores of all the characters involved. This is the Reasoning score of the *metaconcert*. This method allows for absurdly-fast, purely mental development of sciences.

When in a *metconcert*, additional checks are added to the Total DC as if a single person was making the checks.

Difficulties: The base and total difficulty are set using the following bases and circumstantial modifiers:

Base Difficulty

Project Type	Base DC
Easy Project	10
Somewhat Complex	15
Moderately Complex	20
Complex	25
Very Complex	30
Extremely Complex	35
Severely Complex	40
Absurdly Complex	50
Close to Impossible	60

Total Difficulty

Easy Project	20
Somewhat Complex	30
Moderately Complex	40
Complex	50
Very Complex	80
Extremely Complex	120
Severely Complex	250
Absurdly Complex	500
Close to Impossible	1000

Modifiers

The modifiers below are illustrated and expressed with a value, an slash and a value (e.g. +5/+25). The first value (i.e. +5) is what you apply to the Base DC, and the value after the slash (i.e. +25) is what you apply to the Total DC.

Conceptual Modifiers

A totally new idea, not based on any existing concept: +5/+100

Alien Technology/Xenotech/Science (without having *Knowledge: Xenotechnology, Xenobiology*, etc. skills): +5/+25

Unfamiliar Technology/Science: +5/+20

Very-familiar concept, device or science (e.g. something you do often): -5/-20

Building something from existing blueprints or formulae: -5/-20

Requires a *Knowledge* skill that you do not have: +5/+30

Each failed (and required) *Knowledge* Check +10/+50

Each required *Knowledge* check failed by 5 or more: +20/+100†

Required *Knowledge* not available in this location or is otherwise unheard-of to you. +35/+500††

Each **Botched** required *Knowledge* check: +50/+1000††

(This represents the possibility to plod on after failing a *Knowledge* check without doing further research by experimenting in order to develop the required knowledge.)

Tools, Equipment and Materials Modifiers

Working without proper tools, but with tools barely adequate (substandard tools/equipment): +10/+50

Working without any proper tools, and tools on hand need to be modified to be useful: +20/+100*

Working with substandard/inferior materials or parts: +10/+50

Working with parts or materials other than what is actually needed: +20/+100**

Working in an unsuitable, or distracting environment: +5/+40

Project requires tools that you do not have, and you elect to work without them: +30/+200

Superior Tools or Materials: -5/-50

Extremely-Advanced Tools or Materials: -10/-100***

Personal Modifiers

Working while tired: +5/+0

Working while ill: +10/+0

*This replaces and overlaps, but does not stack with 'Working without proper tools, but with tools barely adequate (substandard tools/equipment)'.
**This replaces and overlaps, but does not stack with 'Working with substandard/inferior materials or parts' and 'Working without proper tools, but with tools barely adequate (substandard tools/equipment)'.
***This replaces and overlaps, but does not stack with 'Superior tools and/or materials'. Extremely-Advanced meaning devices such as programmable material synthesizers, psychic tools, A.I. (10+) or Computer Power (40+) guidance, etc.
†This replaces and overlaps, but does not stack with 'Each failed (and required) *Knowledge* Check'.
††This replaces and overlaps, but does not stack with 'Each required *Knowledge* check failed by 5 or more' and 'Each failed (and required) *Knowledge* Check'.

Tech Level Modifiers

Note: Tech-level modifiers are always calculated last, after all other modifiers have been considered and applied

+1 *Tech Level* above your accustomed: +5/x2 to all difficulties

Each +1 *Tech Level* above that +5/+1x (e.g. +2 *Tech Levels* is a +10/x3, and +3 *Tech Levels* is a +15/x4)

-2 Tech levels below what your accustomed: **+5/x2** to all difficulties

Each -1 *Tech Level* below those two **+5/+1x** (e.g. -3 *Tech Levels* is a **+10/x3**, and -4 *Tech Levels* is a **+15/x4**)

(That is, if you are used to working with Tech-13 science, and re working on a tech-14 project, you add +5 to the Base DC and double the Total DC. If you were working on a Tech-15 project, you would add +15 to the Base DC and *quadruple* the total DC. Likewise, if you are accustomed to Tech-13 science and work on a project from tech-11 era sciences, you add +5 to the Base DC and double the Total DC, and if you work with a Tech-10 project, you add +10 to the Base DC and triple the Total DC. This represents the forgetting of older techniques, ides and concepts after the long periods of time when sci3nce evolves that impede working with older Tech-Level sciences, and the difficulty in working with something beyond and above the Tech-Level of your culture.)

Applied Science Types

Alchemy: The creation and activation of alchemic arrays. Operates on *Knowledge (Alchemy)*, *Knowledge (Biology)*, *Knowledge (Chemistry)*, *Knowledge (Geology)*, *Knowledge (Physics)*, *Knowledge (Electronics)*, *Knowledge (Mechanical)*, *Knowledge (Quantum Mechanics)*, *Knowledge (Quantum Mathematics)*, *Knowledge (Xenotech)*, *Knowledge (Xenocomputers)*, *Knowledge (Xenobiology)*, *Knowledge (Xenochemistry)*, *Knowledge (Dimensional Physics)*, *Knowledge (Dimensional Elements)*, *Knowledge (Temporal Field Physics)*, *Applied Science: Engineering (Any)*, and *craft (Any)*.

Anthropology & Archaeology: Excavation and investigation of ancient cultures and people; examination of other cultures, including living cultures. Operates on: *Knowledge (Anthropology)*, *Knowledge (Archaeology)*, *Knowledge (Ancient History)*, *Knowledge (History)*, *Knowledge Mythology & Lore)*, *Knowledge (Geography)*, *Knowledge (Architecture)*.

Chemistry: The creation of chemical compounds. medicines, explosives, etc., including nanochemical design and custom atomic structures, and subatomic chemistry. Operates on: *Knowledge (Biology)* *Knowledge (Chemistry)*, *Knowledge (Medicine)*, *Knowledge (Physics)*, *Knowledge (Quantum Mechanics)*, *Knowledge (Temporal Field Mechanics)*, *Knowledge (Dimensional Physics)*, *Knowledge (Xenobiology)*, *Knowledge (Xenochemistry)*.

Finance, Economics & Accounting:

Engineering: Civil: Covens from the design and layout of cities, to building star-empires. Layout of living areas and society modeling/structuring. Operates on *Knowledge (History)*, *Knowledge (Ancient History)*, *Knowledge (Architecture)*, *Knowledge (Psychology)*, and other applicable skills.

Engineering: Electronic/Mechanical: The creation of blueprints, schematics and finished electrical, electronic and mechanical devices of any scale, from the nano to the macro. Chemical nanites apply to this skill as qually as designing a car or a space-station or battleship. Operates on: *Knowledge (Physics)* *Knowledge (Electronics)*, *Knowledge (Computers)*, *Knowledge (Mechanical)*, *Knowledge (Quantum Mechanics)*, *Knowledge (Quantum Mathematics)*, *Knowledge (Xenotech)*, *Knowledge (Xenocomputers)*, *Knowledge (Dimensional Physics)*, *Knowledge (Dimensional Elements)*, *Knowledge (Temporal Field Physics)*, *Applied Science: Engineering (Any)*, and *craft (Any)*.

Engineering: Genetic: The modification, alteration, augmentation, splicing and even the design of genetic code. You can use this for anything from modifying a microbe or plant up to designing a custom species, including viral special all the way up to advanced, sentient life. It is also possible to use this to augment existing life forms, or design something more-advanced than yourself. Operates on: *Knowledge (Biology)*, *Knowledge (Xenobiology)*, *Knowledge (Medicine)*,

Knowledge (Chemistry), Knowledge (Physics), Knowledge (Quantum mechanics), Knowledge (Temporal Field Physics), Knowledge (Genetics)

Engineering: Techno-Mystic: The engineering of mystical devices that blend magic and technology; blending technology an mystic powers, or developing technology to augment, generate or replicate mystic/magical powers or augment mystic potential. Operates on: *Knowledge (Arcana), Knowledge (Occult), Knowledge (Weird), Knowledge (Dimensional Physics), Knowledge (Dimensional Elements), Applied Science (Mystic Theory), Spellcraft, Knowledge (Electronics), Knowledge (Computers), Knowledge (Mechanical), Knowledge (Quantum Mechanics), Knowledge (Quantum Mathematics), Knowledge (Xenotech), Knowledge (Xenocomputers), Knowledge (Dimensional Physics), Knowledge (Dimensional Elements), Knowledge (Temporal Field Physics), Applied Science: Engineering (Any), and Craft (Any)..*

Engineering: Techno-Psychic: The design, blueprinting, engineering, and construction of psychic technology; blending technology an psychic powers, or developing technology to augment, generate or replicate psychic/psionic powers or augment psychic potential. *Knowledge (Psionics), Knowledge (Occult), Knowledge (Weird), Knowledge (Dimensional Physics), Knowledge (Dimensional Elements), Psycraft, Knowledge (Electronics), Knowledge (Computers), Knowledge (Mechanical), Knowledge (Quantum Mechanics), Knowledge (Quantum Mathematics), Knowledge (Xenotech), Knowledge (Xenocomputers), Knowledge (Dimensional Elements), Knowledge (Temporal Field Physics), Applied Science: Engineering (Any), and Craft (Any).*

Engineering: Structural: The design of large-scale structures, such as buildings, vehicles, space vessels, etc.

Medicine: General: Medical procedures on living (or non-living) entities, such as surgery, or advanced healing techniques, autopsies, diagnosis of the cause of symptoms, selection and administration of drugs and treatments, etc. Operates on: *Knowledge (Biology), Knowledge (Xenobiology), Knowledge (Medicine), Knowledge (Chemistry), Knowledge (Physics), Knowledge (Quantum mechanics), Knowledge (Temporal Field Physics), Knowledge (Genetics)*

Medicine (Specialized): A named specialization, such as (INSERT)

Mathematics: Development of new mathematical formulae and solving equations. Operates on: *Knowledge (Quantum Mathematics), Knowledge (Time), Knowledge (mathematics), and Knowledge (Temporal Field Physics).*

Mystic Theory: Mystical sciences research, to develop new mystical concepts, or to wor towards a new mystical device. Operates on: *Knowledge (Arcana), Knowledge (Occult), Knowledge (Weird), Knowledge (Dimensional Physics), Knowledge (Dimensional Elements), Knowledge (Quantum Mechanics), Knowledge (Quantum Mathematics), Knowledge (Xenotech), Knowledge (Xenocomputers), Knowledge (Dimensional Physics), Knowledge (Dimensional Elements), Knowledge (Temporal Field Physics), and Knowledge (Time).*

Physics: The creation of proof of Newtonian physical laws, or new formulations in the field of physics. Operates on: *Knowledge (Physics), Knowledge (Quantum Mechanics), Knowledge (Time), and Knowledge (Temporal Field Physics).*

Quantum Mechanics: The development of quantum mechanics theories, or similar theories or the proving of such theories into laws. Operates on: *Knowledge (Quantum Mechanics), Knowledge (Time), and Knowledge (Temporal Field Physics).*

Quantum Mathematics: The development of new quantum mathematical formulae and equations; solving such equations. Operates on: *Knowledge (Quantum Mathematics)*, *Knowledge (Time)*, *Knowledge (mathematics)*, and *Knowledge (Temporal Field Physics)*.

Temporal Field Mechanics: The development of equations, physical laws, and concepts in the fields of temporal mechanics, surpassing quantum mechanics and quantum mathematics, such as 'Unified Field Theory', or proving such as fact instead of theory.

Alchemy (Reasoning; TRAINED ONLY)

Check: The character uses the *Alchemy* skill in order to activate a *transmutation circle array*. The difficulty is based on the degree of the *array*, and based on additional circumstantial factors. The *alchemy* skill is also used to devise **new** *transmutation circle arrays*, much like devising new spells. This can take anywhere from a few minutes to years of research, based on whether the array is completely new, based on an existing array, derived from already known arrays, or is very complex. Arrays that have never been done before, for which you have little or no reference material require long-term study and experimentation.

The DM may also allow an alchemist to perform other tasks related to alchemy via this skill. Note that most uses of the *alchemy* skill also require the *Knowledge (Alchemy)* skill, as well as other scientific skills such as *Knowledge (Physics)* and *Engineering* to perform.

Task	DC	Notes
-----	--	-----
Create Array	20 + Degree of Transmutation Array	
" based on Known Array	15 + Degree of Transmutation Array	

Retry: Yes, but in the case of making items, each failure ruins the half the raw materials needed, and the character has to pay half the raw material cost again. For identifying substances or potions, each failure consumes the cost per attempt.

Special: The character must have alchemical equipment to make an item or identify it. For identifying items, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

Animal Empathy (Influence; TRAINED ONLY; ~~DRUID, RANGER ONLY~~)

Check: The character can improve the attitude of an animal with a successful check. To use the skill, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions.

Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

This skill works on animals. The character can use it with a –4 penalty on beasts and magical beasts.

Retry: As with attempts to influence people, retries on the same animal generally don't work (or don't work any better), whether the character has succeeded or not.

Appraise (Reasoning)

Check: The character can appraise common or well-known objects within 10% of their market value or cost to create (DC 12). Failure means the character estimates the value at 50% to 150% of actual value. The DM secretly rolls 2d6+3, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. (For a common or well-known item, the character's chance of estimating the value within 10% is fairly high even if the character fails the check—in such a case, the character made a lucky guess.)

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, the character estimates the value at 70% to 130% of its actual value. The DM secretly rolls 2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. Failure means the character cannot estimate the item's value.

A magnifying glass gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives a +2 circumstance bonus to Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Appraising an item takes 1 minute.

Retry: Not on the same object, regardless of success.

Special: If the character is making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

Assess Situation (Intuition; TRAINED ONLY)

You use the *Assess Situation* skill to deduce from a situation, methodology to turn it to your advantage. This is a key swordmaster skill, used for many swordmaster class abilities but is available to any class.

Astrogation (Ingelligence)

Autohypnosis (Willpower; TRAINED ONLY)

Check: The DC and effect depend on the task attempted.

Task	DC
Resist fear	15
Memorize	13

Ignore caltrop wound 13
Tolerate poison Poison's DC
Willpower 15

Resist Fear: In response to a fear effect, the character can make an Autohypnosis check on his or her next round even if overcome by fear. A successful check grants another saving throw with a +4 morale bonus to resist the fear effect.

Memorize: The character can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information (but can't memorize magical spells or similarly exotic scripts). Each successful check allows the character to memorize up to 800 words (or strange sigils or numbers that would fill one piece of regular parchment, though multiple checks allow the character to remember multiples of 800). A character always retain this information; however, he or she can only recall it with another successful Autohypnosis check.

Ignore Caltrop Wound: If the character is wounded by stepping on a caltrop, his or her speed is reduced to one-half of normal. A successful Autohypnosis check removes this movement penalty for a period of 10 minutes. The wound doesn't go away—it is just ignored through self-persuasion.

Tolerate Poison: In response to being poisoned, the character can make an Autohypnosis check on his or her next action. A successful check grants a +4 morale bonus on the saving throw to resist the poison's secondary damage.

Willpower: If reduced to 0 hit points (staggered), the character may make an Autohypnosis check. If successful, he or she can take a normal action while at 0 hit points without taking 1 point of damage. The character must make a check for each strenuous action taken. A failed willpower check carries no penalties other than failure—the character can choose not to take that strenuous action. If the character does so anyway, he or she drops to -1 hit points.

Retry: See above.

Balance (Balance; ENCUMBRANCE PENALTY APPLIES)

Check: The character can walk on a precarious surface as a move-equivalent action. A successful check lets the character move at half the character's speed along the surface for 1 round. A failure means that the character can't move for 1 round. A failure by 5 or more means that the character falls.

The difficulty varies with the surface:

Surface	DC
-----	--
7-12 inches wide	10
2-6 inches wide	15
Less than 2 inches wide	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*
*Cumulative; if both apply, use both.	

Being Attacked while Balancing: Attacks against the character are made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to AC. If the character has 5 or more ranks in Balance, then the character can retain the Dexterity bonus to AC (if any) in the face of attacks. If the character takes damage, the character must make a check

again to stay balanced.

Accelerated Movement: The character can try to walk a precarious surface more quickly than normal. If the character accepts a –5 penalty, the character can move at normal speed as a move-equivalent action. (Moving twice the character's speed in a round requires two checks.)

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

Bluff (Influence)

Check: A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: The bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the DM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

Feinting in Combat: The character can also use Bluff to mislead an opponent in combat so that he can't dodge the character's attack effectively. Doing so is a miscellaneous standard action that does not draw an attack of opportunity. If the character is successful, the next attack the character makes against the target does not allow him to use his Dexterity bonus to Armor Class (if any). This attack must be made on or before your next turn. Feinting in this way against a nonhumanoid is difficult because it's harder to read a strange creature's body language; the character suffers a –4 penalty. Against a creature of animal Intelligence (1 or 2) it's even harder; the character suffers a –8 penalty. Against a nonintelligent creature, it's impossible.

Creating a Diversion to Hide: The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Retry: Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another one in the same circumstances. For feinting in combat, the character may retry freely.

Special: Having 5 or more ranks in Bluff gives the character a +2 synergy bonus on Intimidate and Pick Pocket checks and a +2 synergy bonus on an Innuendo check to transmit a message. Also, if the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

Bureaucracy (Influence; SOCIAL STATUS & DIRECT INFLUENCE APPLY)

You use the *Bureaucracy* skill to navigate the sticky red-taped entwined circles of politics, including military affairs.

Channel Energy (Willpower TRAINED ONLY)

You use the *Channel Energy* skill to draw energy from a divine channel, or other mystic conduit, such as one provided by some items. This is the channeling compliment to the *Spellcraft* skill used by essence magicians (although a channeler can still use *spellcraft* to create or identify spells). The channeler uses the *channel energy* skill when casting spells, with a DC as outlined below.

Climb (Muscle & Balance; ENCUMBRANCE PENALTY APPLIES)

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds) one-half the character's speed as a miscellaneous full-round action. The character can move half that far, one-fourth of the character's speed, as a miscellaneous move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height the character has already attained.

A climber's kit gives a +2 circumstance bonus to Climb checks.

The DC of the check depends on the conditions of the climb.

DC	Example Wall or Surface
--	-----
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.

- 10 A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
- 15 Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope.
- 20 An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
- 25 A rough surface, such as a natural rock wall or a brick wall.
- 25 Overhang or ceiling with handholds but no footholds.
- A perfectly smooth, flat, vertical surface cannot be climbed.
- 10* Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
- 5* Climbing a corner where the character can brace against perpendicular walls (reduces DC by 5).
- +5* Surface is slippery (increases DC by 5).
- *These modifiers are cumulative; use any that apply.

Since the character can't move to avoid a blow while climbing, enemies can attack the character as if the character were stunned: An attacker gets a +2 bonus, and the character loses any Dexterity bonus to Armor Class.

The character cannot use a shield while climbing.

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from the character's current height and sustains the appropriate falling damage.

Accelerated Climbing: The character tries to climb more quickly than normal. As a miscellaneous full-round action, the character can attempt to cover the character's full speed in climbing distance, but the character suffers a –5 penalty on Climb checks and the character must make two checks each round. Each successful check allows the character to climb a distance equal to one-half the character's speed. By accepting the –5 penalty, the character can move this far as a move-equivalent action rather than as a full-round action.

Making the character's Own Handholds and Footholds: The character can make his or her own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut holds in an ice wall.

Catching the One's Self When Falling: It's practically impossible to catch the one's self on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch the one's self on (DC = slope's DC + 10).

Special: A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

Concentration (Willpower)

Check: The character can use this skill to maintain concentration in the face of other distractions.

The table below summarizes various types of distractions that cause the character to make a Concentration check while casting a spell. "Spell level" refers to the level of the spell the character is trying to cast.

DC	Distraction
--	-----
10 + damage dealt + spell level time of 1 opportunity spell being action).	Injury or failed saving throw during the casting of a spell (for spells with a casting time of 1 full round or more) or injury by an attack of or readied attack made in response to the cast (for spells with a casting time of 1
10 + half of continuous damage + spell level	Suffering automatic continuous damage
10 + damage dealt + spell level Distracting spell's save DC + spell level have	Damaged by spell. Distracted by nondamaging spell. (If the spell allows no save, use the save DC it would
20 + spell level without component is	if it did allow a save.) Grappling or pinned. (Can only cast spells somatic components and whose material
10 + spell level wagon ride, storm-tossed	in hand.) Vigorous motion (on a moving mount, bouncy small boat in rough water, belowdecks in a
15 + spell level wagon ride, ship).	ship). Violent motion (galloping horse, very rough small boat in rapids, on deck of storm-tossed
20 + spell level 5 + spell level or sleet.	Affected by earthquake spell. Weather is a high wind carrying blinding rain
10 + spell level Distracting spell's save DC + spell level spell).	Weather is wind-driven hail, dust, or debris. Weather caused by spell, such as storm of vengeance (same as distracted by nondamaging
15 + spell level attacks of	Casting defensively (so as not to provoke opportunity).
15	Caster entangled.

Special: A character with the Combat Casting feat gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

Retry: Yes, though a success doesn't cancel the effects of a previous failure.

Craft (Varies; Often Reasoning or Reasoning + Stamina or Reasoning + Agility)

Craft is actually a number of separate skills. For instance, the character could have the skill Craft (trapmaking). The character's ranks in that skill don't affect any checks the character happens to make for pottery or leatherworking, for example. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something; if it is not, it is a Profession.

Check: The character can practice a trade and make a decent living, earning about half the check result in gold pieces per week of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

However, the basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

All crafts require artisan's tools to give the best chance of success; if improvised tools are used instead, the check is made with a –2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus.

To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the DM set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC equals the price of the item multiplied by 10, then the character has completed the item. (If the result times the DC equals double or triple the price of the item (multiplied by 10), then the character has completed the task in one-half or one-third the time, and so on.) If the result times the DC doesn't equal the price multiplied by 10, then it represents progress the character has made this week.

Record the result and make a check for the next week. Each week the character makes more progress until the character's total reaches the price of the item multiplied by 10.

If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

Progress by the Day: The character can make checks by the day instead of by the week, in which case the character's progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through being magical).

To create a masterwork version of an item on the table below, the character creates the masterwork component as if it were a separate item in addition to the standard item.

The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Repairing Items: Generally, the character can repair an item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

Item	Craft	DC
-----	-----	--
Armor, shield bonus	Armorsmith	10 + AC
Longbow, shortbow	Bowmaking	12
Composite longbow, Composite shortbow	Bowmaking	15
Mighty bow bonus	Bowmaking	15 +2/Str
Crossbow	Weaponsmith	15
Simple melee or thrown weapon	Weaponsmith	12
Martial melee or thrown weapon	Weaponsmith	15
Exotic melee or thrown weapon	Weaponsmith	18
Very simple item	Varies	5
Typical item	Varies	10
High-quality item	Varies	15
Complex or superior item	Varies	20

In some cases, the "fabricate" spell can be used to achieve the results of a Craft check without the character's needing to make the check. However, the character must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.).

A Craft check related to woodworking in conjunction with the casting of the "ironwood" spell enables the character to make wooden items that have the strength of steel.

When casting the spell "minor creation", the character must succeed at an appropriate Craft check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

Retry: Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

Decipher Script (Reasoning; TRAINED ONLY)

Check: The character can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, the character understands the general content of a piece of writing, reading about one single page of text (or its equivalent) in 1 minute. If the check fails, the DM makes a Wisdom check (DC 5) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The DM secretly makes both the skill check and (if necessary) the Wisdom check so the character can't tell whether the conclusion the character draws is true or false.

Retry: No.

Special: If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls.

Demolition (Intelligence; TRAINED ONLY)

You use the *demolition* skill to set explosives.

Diplomacy (Influence; SOCIAL STATUS AND DIRECT INFLUENCE APPLY)

Check: The character can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Charisma checks to influence NPCs are generally untrained Diplomacy checks.

If the character has 5 or more ranks in Bluff or Sense Motive, the character gets a +2 synergy bonus on Diplomacy checks. These bonuses stack.

Disable Device (Agility + Intuition; TRAINED ONLY)

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, etc.). Attempting a Disable Device check without a set of thieves' tools carries a -2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

Check: The DM makes the Disable Device check so that the character doesn't necessarily know whether the character has succeeded. The amount of time needed to make a check and the DC for the check depend on how tricky the device is. Disabling a simple device takes 1 round (and is at least a full-round action). Intricate or complex devices require 2d4 rounds. The character also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Disabling (or rigging or jamming) a fairly simple device has a DC of 10. More intricate and complex devices have a higher DC. The DM rolls the check. If the check succeeds, the character disables the device. If the check fails by up to 4, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

Device	Time	DC*	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a wagon wheel
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap, cleverly sabotage a clockwork device

*If the character attempts to leave behind no trace of the tampering, add 5 to the DC.

Retry: Yes, though the character must be aware that the character has failed in order to try again.

A rogue who beats a trap's DC by 10 or more can generally study a trap, figure out how it works, and bypass it (along with his companions) without disarming it.

Special: Rogues (and only rogues) can disarm magic traps. A magic trap generally has a DC of 25 + the level of the magic used to create it.

Disguise (Influence -or- Reasoning)

The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

The character can also impersonate people, either individuals or types, so that, for example, the character might, with little or no actual disguise, make the character seem like a traveler even if the character is a local.

Check: The character's Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The DM makes the character's Disguise check secretly so that the character is not sure how good it is.

If the character doesn't draw any attention to him or herself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the DM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance:

Disguise	Modifier
Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2
Disguised as different age category	-2*
Disguised as specific class	-2

*Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable).

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

Familiarity	Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and each hour thereafter. If the character casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the DM can make one Spot check per hour for the people she encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

Special: If the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

Engineering (Reasoning; TRAINED ONLY)

Escape Artist (Agility; ENCUMBRANCE PENALTY APPLIES)

Check: Making a check to escape from being bound up by ropes, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping a net or entangle spell is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Restraint	DC
-----	--
Ropes	Binder's Use Rope check at +10
Net	20
Manacles	30
Tight space	30
Masterwork manacles	35
Grappler	Grappler's grapple check
Animate rope spell, command plants spell, control plants spell, or entangle spell	20
Snare spell	23

Ropes: The character's Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a special +10 bonus on her check.

Manacles and Masterwork Manacles: Manacles have a DC set by their construction.

Net: Escaping from a net is a full-round action.

Tight Space: This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the DM may call for multiple checks. The character can't fit through a space that the character's head does not fit through.

Grappler: The character can make an Escape Artist check opposed by the enemy's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is a standard action, so if the character escapes the grapple the character can move in the same round. See "Wriggle Free" under Other Grappling Options.

Spell: Escaping from an animate rope, command plants, control plants, or entangle spell is a full-round action.

Retry: The character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks or even take 20 as long as the character is not being actively opposed.

Special: A character with 5 or more ranks of Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds.

First Aid (Knowledge)

Check: The DC and effect depend on the task the character attempts.

Task	DC
-----	--
First aid	15
Long-term care	15
Treat caltrop wound	15
Treat poison	PoisOn's DC
Treat disease	Disease's DC

First Aid: First aid usually means saving a dying character. If a character has negative hit points and is losing hit points (at 1 per round, 1 per hour, or 1 per day), the healing character can make her stable. The injured character regains no hit points, but she does stop losing them. The check is a standard action.

Long-term Care: Providing long-term care means treating a wounded person for a day or more. If successful, the character lets the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate: 2 hit points per level for each day of light activity, 3 hit points per level for each day of complete rest, and 2 ability score points per day. The character can tend up to six patients at a time. The character needs a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands.

Giving long-term care counts as light activity for the healer. The character cannot give long-term care to him or herself.

A healer's kit gives a +2 circumstance bonus to Heal checks.

Treat Wound that Reduces Base Speed: A creature that has its speed reduced can be treated by the Heal skill. A successful Heal check removes this movement penalty. Treating such a wound is a standard action.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect).

Every time the poisoned character makes a saving throw against the poison, the character makes a Heal check. The poisoned character uses the character's result in place of her saving throw if the character's Heal result is higher.

Treat Disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, the character makes a Heal check. The diseased character uses the character's result in place of his or her saving throw if the character's Heal result is higher.

A creature wounded by a spike growth or spike stones spell must succeed at a Reflex save or take injuries that slow his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding at a Heal check against the spell's save DC.

Special: If the character has 5 or more ranks in Profession (herbalist), the character gets a +2 synergy bonus on Heal checks.

Forgery (Reasoning)

Check: Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (if appropriate), and some time. Forging a very short and simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), the character needs only to have seen a similar document before and gains a +8 bonus on the roll. To forge a signature, an autograph of that person to copy is needed, and the character gains a +4 bonus on the roll. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The DM makes the check secretly so the character is not sure how good the forgery is. As with Disguise, the character doesn't need to make a check until someone examines the work. This Forgery check is opposed by the person who examines the document to check its authenticity. That person makes a Forgery check opposed to the forger's. The reader gains bonuses or penalties to his or her check as described in the table below.

Condition	Reader's Check Modifier
-----	-----
Type of document unknown to reader	-2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	-2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	-2

As with Bluff, a document that contradicts procedure, orders, or previous knowledge or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Retry: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Special: To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.) Barbarians can't learn the Forgery skill unless they have learned to read and write.

Gather Information (Influence)

Check: By succeeding at a skill check (DC 10), given an evening with a few gold pieces to use for making friends by buying drinks and such, the character can get a general idea of what the major news items are in a city, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information.

If the character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher.

Retry: Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Handle Animal (Influence; TRAINED ONLY)

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
-----	-----	--
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD of animal
Rear a beast	1 year	20 + HD of beast
Train a wild animal	2 months	20 + HD of animal
Train a beast	2 months	25 + HD of beast

Time: For a task with a specific time frame, the character must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't teach, rear, or train that animal. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Handle a Domestic Animal: This means to command a trained dog, to drive beasts of labor, to tend to tired horses, and so forth.

"Push" a Domestic Animal: To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

Teach an Animal Tasks: This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, and the character can teach them general tasks. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come when whistled for or teaching a falcon to pluck objects from someone's grasp.

Rear a Wild Animal or a Beast: To rear an animal or beast means to raise a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal or beast can be taught tricks at the same time that it's being raised, or can be taught as a domesticated animal later.

Train a Wild Animal and Train a Beast mean train a wild creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable.

Retry: For handling and pushing domestic animals, yes. For training and rearing, no.

Special: A character with 5 or more ranks of Animal Empathy gets a +2 synergy bonus on Handle Animal checks with animals. A character must have 9 or more ranks of Animal Empathy to get the same +2 synergy bonus on Handle Animal checks with beasts.

A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks.

An untrained character can use a Charisma check to handle and push animals.

Hide (Balance or Intuition; ENCUMBRANCE PENALTY APPLIES)

Check: The character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to one-half normal speed and hide at no penalty. At more than one-half and up to the full speed, the character suffers a –5 penalty. It's practically impossible (–20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses and size penalties on Hide checks: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

If people are observing the character, even casually, the character can't hide. The character can run around a corner or something so that the character is out of sight and then hide, but the others then know at least where the character went. If the character's observers are momentarily distracted (as by a Bluff check; see below), though, the character can attempt to hide. While the others turn their attention from the character, the character can attempt a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to

be within 1 foot per rank the character has in Hide.) This check, however, is at –10 because the character has to move fast.

Creating a Diversion to Hide: The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Innuendo (Reason + Intuition or Reason + Influence; TRAINED ONLY)

Check: The character can get a message across to another character with the Innuendo skill.

The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters who are using this skill. The DC is the skill check of the character using Innuendo, and for each piece of information that the eavesdropper is missing, that character suffers a –2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a –2 penalty if he doesn't know about the diplomat. Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred.

The DM makes the character's Innuendo check secretly so that the character doesn't necessarily know whether the character was successful.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on the check to transmit (but not receive) a message. If the character has 5 or more ranks in Sense Motive, the character gets a +2 synergy bonus on the check to receive or intercept (but not transmit) a message.

Intimidate (VARIES; often Influence, or Muscle)

Check: The character can change others' behavior with a successful check. The DC is typically 10 + the target's Hit Dice. Any bonuses that a target may have on saving throws against fear increase the DC.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Intimidate checks.

Intuit Direction (Intuition)

Check: By concentrating for 1 minute, the character can determine where true north lies in relation to the character (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identify a random direction as true north.

The DM makes the character's check secretly so that the character doesn't know whether the character rolled a successful result or a 1.

Retry: The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction the character is at that point in the day. Use the most recently rolled number for all other checks in the same day

Special: Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

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Jump (Muscle; ENCUMBRANCE PENALTY APPLIES)

Check: The character jumps a minimum distance plus an additional distance depending on the amount by which the character's Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

Type of Jump -----	Minimum Distance -----	Additional Distance -----	Maximum Distance -----
Running jump* 6	5 ft.	+1 ft./1 point above 10	Height X
Standing jump 2	3 ft.	+1 ft./2 points above 10	Height X
Running 1 1/2	2 ft.	+1 ft./4 points above 10	Height X
high jump* Standing	2 ft.	+1 ft./8 points above 10	Height
high jump Jump back	1 ft.	+1 ft./8 points above 10	Height

*The character must move 20 feet before jumping. A character can't take a running jump in heavy armor.

The distances listed are for characters with speeds of 30 feet. If the character has a lower speed (from armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally. If the character has a higher speed (because the character is a barbarian or an experienced monk, for instance), increase the distance jumped proportionally.

Distance moved by jumping is counted against maximum movement in a round normally.

If the character intentionally jumps down from a height, the character might take less damage than if the character just fell. If the character succeeds at a Jump check (DC 15), the character takes damage as if the character had fallen 10 feet less than the character actually did.

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Jump checks.

A character who has the Run feat and who makes a running jump increases the distance or height he clears by one-fourth, but not past the maximum.

Knowledge (Knowledge; TRAINED ONLY)

Check: Answering a question within the character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what the character knows, and thinking about a topic a second time doesn't let the character know something the character never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

Knowledge (Alchemy)

Knowledge (Ancient History)

Knowledge (Anthropology)

Knowledge (Antiquities)

Knowledge (Arcana)

Knowledge (Architecture)

Knowledge (Archaeology)

Knowledge (Astrological)

Knowledge (Astronomy)

Knowledge (Biology)

Knowledge (Botany)

Knowledge (Brewing & Beverages)

Knowledge (Chemistry)

Knowledge (Civilization-Specific)

Knowledge (Clockworks)

Knowledge (Computers)

Knowledge (Culinary)

Knowledge (Culture-Specific)

Knowledge (Dimensional Elements)

Knowledge (Dimensional Physics)

Knowledge (Economics)

Knowledge (Electronics)

Knowledge (Drugs)

Knowledge (Games)

Knowledge (Gemology)
Knowledge (Genetics)
Knowledge (Geography)
Knowledge (Geology)
Knowledge (Heraldry)
Knowledge (Herbology)
Knowledge (History: General)
Knowledge (History: Specific)
Knowledge (Horrors)
Knowledge (Literature)
Knowledge (Mathematics)
Knowledge (Mechanical)
Knowledge (Medicine)
Knowledge (Metallurgy)
Knowledge (Music)
Knowledge (Mythology & Lore)
Knowledge (Nature)
Knowledge (Nobility)
Knowledge (Occult)
Knowledge (Pharmacology)
Knowledge (Physics)
Knowledge (Planet-Specific)
Knowledge (Pre-Universe)
Knowledge (Psionics)
Knowledge (Quantum Mathematics)
Knowledge (Quantum Mechanics)
Knowledge (Religion: General)
Knowledge (Religion: Specific)
*Knowledge (Sexual & Sensual Acts) *including Tantric*
Knowledge (Space Vessels)
Knowledge (Sports)
Knowledge (Technology: Specific)
Knowledge (Temporal Field Physics)
Knowledge (Time)
Knowledge (Trivia)
Knowledge (Undead)
Knowledge (Void)
Knowledge (Weapons)
Knowledge (Weird)
Knowledge (Xenobiology)
Knowledge (Xenochemistry)
Knowledge (Xenocomputers)
Knowledge (Xenocultures)
Knowledge (Xenomedicine)
Knowledge (Xenophysics)

Knowledge (Xenososexuality)
Knowledge (Xenotech)
Knowledge (Zen)

Listen (Intuition)

Check: Make a Listen check against a DC that reflects how quiet the noise is that the character might hear or against an opposed Move Silently check.

The DM may make the Listen check so that the character doesn't know whether not hearing anything means that nothing is there, or that the character rolled low.

DC	Sound
--	-----
0	People talking
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	A 1st-level rogue using Move Silently within 10 ft. of the listener
19	A cat stalking
30	An owl gliding in for a kill
+1	Per 10 ft. from the listener
+5	Through a door
+15	Through a stone wall

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result (or close to it).

Retry: The character can make a Listen check every time the character has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something the character failed to hear previously.

Special: When several characters are listening to the same thing, the DM can make a single 1d20 roll and use it for all the listeners' skill checks.

Move Silently (Agility; ENCUMBRANCE PENALTY APPLIES)

Check: The character's Move Silently check is opposed by the Listen check of anyone who might hear the character. The character can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Nautical (Intelligence)

Open Lock (Agility + Intuition; TRAINED ONLY)

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.). Attempting an Open Lock check without a set of thieves' tools carries a -2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

Check: Opening a lock entails 1 round of work and a successful check. (It is a full-round action.)

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing Lock	40

Perform (Varies; Often Influence, Agility, or Knowledge)

Possible Perform types include ballad, buffoonery, chant, comedy, dance, drama, drums, epic, flute, harp, juggling, limericks, lute, mandolin, melody, mime, ode, pan pipes, recorder, shalm, storytelling, and trumpet. The character is capable of one form of performance per rank.

Check: The character can impress audiences with talent and skill.

DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. The character earns 1d10 cp/day.
15	Enjoyable performance. In a prosperous city, the character can earn 1d10 sp/day.
20	Great performance. In a prosperous city, the character can earn 3d10 sp/day. With time, the character may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, the character can earn 1d6 gp/day. With time, the character may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, the character can earn 3d6 gp/day. With time, the character may draw attention from distant potential patrons or even from extraplanar beings.

A masterwork musical instrument gives a +2 circumstance bonus to Perform checks that involve the use of the instrument.

Retry: Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking, and spells (especially illusions).

Pilot (Varies; Often Agility or Reasoning)

When you learn a *pilot* skill, chose one type of vessel, such as *Pilot (Small Aircraft)*, *Pilot (Automobile)*, or *Pilot (Small Spacecraft)*. Each type of vessel requires its own *pilot* skill, and you must learn each independently.

Profession (Varies; TRAINED ONLY)

The character is trained in a livelihood or a professional role, such as apothecary, boater, bookkeeper, brewer, cook, driver, farmer, fisher, guide, herbalist, herdsman, innkeeper, lumberjack, miller, miner, porter, rancher, sailor, scribe, siege engineer, stablehand, tanner, teamster, woodcutter, and so forth.

Like Craft, Profession is actually a number of separate skills. The character could have several Profession skills, each with its own ranks, each purchased as a separate skill.

While a Craft skill represents skill in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. To draw a modern analogy, if an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

Check: The character can practice a trade and make a decent living, earning about half the check result in gold pieces per week of dedicated work. The character knows how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a sailor knows how to tie several basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The DM sets DCs for specialized tasks.

Retry: An attempt to use a Profession skill to earn an income cannot be retried. The character is stuck with whatever weekly wage the check result brought the character. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried.

Special: Untrained laborers and assistants earn an average of 1 silver piece per day.

Psicraft (Reasoning; TRAINED ONLY)

Use this skill to identify psionic powers as they manifest or psionic effects already in place.

Check: The character can identify psionic powers and psionic effects.

DC

Task

15 + power level Identify a power as it manifests. (The character must sense the power's display, or see some visible effect, to identify a power.)

No retry.

15 + power level Learn a power from a power stone. No retry for that power until

the character gains at least 1 rank in Psicraft (even if he or she finds another source to try to learn the same power from).

20 + power level Identify a power that's already in place and in effect. (The character must be able to see or detect the effects of the power.) No retry.

20 + power level Identify materials created or shaped by psionics. No retry.

30 or higher Understand a strange or unique psionic effect. No retry.

Additionally, certain powers allow a character to gain information about psionics provided that he or she makes a Psicraft check as detailed in the psionic power description.

Retry: See above.

Special: A psion gets a +2 bonus when dealing with a power or effect from his or her primary discipline.

If a character has 5 or more ranks of Use Psionic Device, he or she gets a +2 synergy bonus on Psicraft checks to decipher powers encoded in power stones.

Read Lips (Intuition; TRAINED ONLY)

Check: The character must be within 30 feet of the speaker and be able to see her speak. The character must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and the character can't perform some other action during this minute. The character can move at half speed but not any faster, and the character must maintain a line of sight to the lips being read. If the check succeeds, the character can understand the general content of a minute's worth of speaking, but the character usually still misses certain details.

If the check fails, the character can't read the speaker's lips. If the check fails by 5 or more, the character draws some incorrect conclusion about the speech.

The DM rolls the character's check so the character don't know whether the character succeeded or missed by 5.

Retry: The skill can be used once per minute.

Ride (Balance)

When the character selects this skill, choose the type of mount the character is familiar with. For this purpose, "horses" includes mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a giant lizard when the character is used to riding horses), the character's rank is reduced by 2 (but not below 0). If the character uses this skill with a very different mount (such as riding a griffon when the character is used to riding horses), the character's rank is reduced by 5 (but not below 0).

Check: Typical riding actions don't require checks. The character can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a move-equivalent action. Some tasks require checks:

Riding Task	DC
-----	--
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Leap	15
Control Mount in Battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	15

*Armor check penalty applies.

Guide with Knees: the character can react instantly to guide the character's mount with the character's knees so that the character can use both hands in combat. Make the check at the start of the character's round. If the character fails, the character can only use one hand this round because the character needs to use the other to control the character's mount.

Stay in Saddle: The character can react instantly to try to avoid falling when the character's mount rears or bolts unexpectedly or when the character takes damage.

Fight with Warhorse: If the character directs a war-trained mount to attack in battle, the character can still make the character's own attack or attacks normally.

Cover: The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character can't attack or cast spells while using the character's mount as cover. If the character fails, the character doesn't get the cover benefit.

Soft Fall: The character reacts instantly to try to take no damage when the character falls off a mount, such as when it is killed or when it falls. If the character fails, the character takes 1d6 points of falling damage.

Leap: The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the character needs to roll to stay on the mount when it leaps.

Control Mount in Battle: As a move-equivalent action, the character can attempt to control a light horse, pony, or heavy horse while in combat. If the character fails, the character can do nothing else that round. The character does not need to roll for warhorses or warponies.

Fast Mount or Dismount: The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move-equivalent action. (The character can't

attempt a fast mount or dismount unless the character can perform the mount or dismount as a move-equivalent action this round.)

Special: If the character is riding bareback, the character suffers a –5 penalty on Ride checks.

If the character has 5 or more ranks in Handle Animal, the character gets a +2 synergy bonus to Ride checks.

If the character's mount has a military saddle, it gives a +2 circumstance bonus to Ride checks related to staying in the saddle.

Scry (Reasoning; TRAINED ONLY)

Check: The character can't use this skill without some magical means to scry. Use of this skill is described in association with those spells and items. These items allow the character to spy on others, and this skill just lets the character do it better. This skill also improves the character's chance to notice when the character is being scried, as detailed in the descriptions of the arcane eye and detect scrying spells.

Special: Although this skill is exclusive to certain classes, it can be used untrained. This means that a character with no ranks in Scry, and who is not allowed to buy ranks in this skill, can still make an Intelligence check to notice when he is being scried.

Search (Reasoning)

Check: The character generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side; doing so is a full-round action.

Task	DC
-----	--
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult nonmagical trap not of stone (rogue only)*	21+
Find a magic trap (rogue only)* used to create	25+ spell level
Notice a well-hidden secret door	30

*Dwarves who are not rogues can use Search to do this if the trap is built into or out of stone.

Active Abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give characters a +4 bonus to Search checks to locate such Abjuration spells.

While anyone can use Search to find a trap whose DC is 20 or less, only a rogue can use Search to locate traps with higher DCs. Finding a nonmagical trap has a DC of at least 20, and the DC is higher if it is well hidden. Finding a magic trap has a DC of 25 plus the level of the spell used to create it. Identifying the location of a snare spell has a DC of 23.

Special: A character who does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Sense Motive (Intuition)

Check: A successful check allows the character to avoid being bluffed. The character can also use the skill to tell when something is up (something odd is going on that the character were unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and the character could spend a whole evening trying to get a sense of the people around the character.

Sense Motive Task	DC
-----	--
Hunch	20
Sense enchantment	25

Hunch: This use of the skill essentially means making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as when the character is talking to an impostor. Alternatively, the character can get the feeling that someone is trustworthy.

Sense Enchantment: The character can tell that someone's behavior is being influenced by an Enchantment effect (by definition, a mind-affecting effect), such as charm person, even if that person isn't aware of it herself.

Retry: No, though the character may make a Sense Motive check for each bluff made on the character.

Sensuality (Knowledge + Agility)

Check:

Sexual Performance (Physical Beauty + Stamina)

Check:

Slight of Hand (Agility + Speed; TRAINED ONLY; ENCUMBRANCE PENALTY APPLIES)

Check: A check against DC 10 lets the character palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went.

When performing this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

If the character tries to take something from another creature, the character must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if her check result beats the character's check result, regardless of whether the character got the item.

DC	Task
--	----
10	Palm a coin-sized object, make a coin disappear
20	Lift a small object from a person

Retry: A second *slight of hand* attempt against the same target, or when being watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or if the attempt was noticed.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on *slight of hand* checks.

Spellcraft (Reasoning; TRAINED ONLY)

Check: The character can identify spells and magic effects.

DC	Task
--	----
13	When using read magic, identify a glyph of warding.
15 + spell level	Identify a spell being cast. (The character must see or hear the spell's verbal or somatic components.) No retry.
15 + spell level	Learn a spell from a spellbook or scroll. (Wizard only.) No retry for that spell until the character gain at least 1 rank in Spellcraft (even if the character find another source to try to learn the spell from).
15 + spell level	Prepare a spell from a borrowed spellbook. (Wizard only.) One try per day.
15 + spell level	When casting detect magic, determine the school of magic involved in the aura of a single item or creature the character can see. (If the aura is not a spell effect, the DC is 15 + half caster level.)
19	When using read magic, identify a symbol.
20 + spell level	Identify a spell that's already in place and in effect. (the character must be able to see or detect the effects of the spell.) No retry.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No retry.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
20	Draw a diagram to augment casting dimensional anchor on a summoned creature. Takes 10 minutes. No retry. The DM makes this check.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream.

No retry.

Additionally, certain spells allow the character to gain information about magic provided that the character makes a Spellcraft check as detailed in the spell description.

Retry: See above.

If the character has 5 or more ranks of Use Magic Device, the character gets a +2 synergy bonus to Spellcraft checks to decipher spells on scrolls.

Spot (Intuition)

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result of greater than 20 can generally let the character become aware of an invisible creature near the character (though the character can't actually see it).

Spot is also used to detect someone in disguise.

Condition	Penalty
Per 10 feet of distance	-1
Spotter distracted	-5

Retry: the character can make a Spot check every time the character has the opportunity to notice something in a reactive manner. As a full-round action, the character may attempt to spot something that the character failed to spot previously.

Survival (Knowledge + Intuition)

Check: The character can keep him or herself and others safe and fed in the wild.

DC	Task
10	Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
15	Avoid getting lost or avoid natural hazards, such as quicksand.

Retry: For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Special: If the character has 5 or more ranks of Intuit Direction, the character gets a +2 synergy bonus on Wilderness Lore checks to avoid getting lost.

Swim (Fitness & Stamina; ENCUMBRANCE PENALTY APPLIES)

Check: A successful Swim check allows the character to swim one-quarter of the character's speed as a move-equivalent action or one-half the character's speed as a full-round action. Roll once per round. If the character fails, the character makes no progress through the water. If the character fails by 5 or more, the character goes underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), the character suffers a cumulative -1 penalty to the character's Swim check for each consecutive round the character has been underwater.

The DC for the Swim check depends on the water:

Water Conditions	DC
-----	--
Calm water	10
Rough water	15
Stormy water	20

Each hour that the character swims, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, the character suffers a penalty of -1 for each 5 pounds of gear the character is carrying or wearing.

Tumble (Balance -or- Agility; TRAINED ONLY; ENCUMBRANCE PENALTY APPLIES)

The character can't use this skill if the character's speed has been reduced by armor, excess equipment, or loot.

Check: The character can land softly when the character falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Perform skill).

DC	Task
--	----
15	Treat a fall as if it were 10 feet shorter when determining damage.
15	Tumble up to 20 feet (as part of normal movement), suffering no attacks of

opportunity while doing so. Failure means the character tumbles 20 feet but suffers attacks of opportunity normally.

25 Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 20 feet and can move through enemy-occupied areas but suffers attacks of opportunity normally.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction once per fall. The character can attempt to tumble as part of movement once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge AC bonus when executing the fight defensively standard or full-round action instead of a +2 dodge AC bonus.

A character with 5 or more ranks in Tumble gains a +6 dodge AC bonus when executing the total defense standard action instead of a +4 dodge AC bonus.

If the character has 5 or more ranks in Jump, the character gets a +2 synergy bonus on Tumble checks.

If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

Use Magic Device (Influence; TRAINED ONLY)

Check: The character can use this skill to read a spell or to activate a magic item. This skill lets the character use a magic item as if the character had the spell ability or class features of another class, as if the character were a different race, or as if the character were a different alignment.

Use Magic Device Task	DC
-----	--
Decipher a written spell	25 + Spell Level
Emulate spell ability	20
Emulate class feature	20
Emulate ability score	See Text
Emulate race	25
Emulate alignment	30
Activate blindly	25

When the character is attempting to activate a magic item using this skill, the character does so as a standard action. However, the checks the character makes to determine whether the character is successful at emulating the desired factors to successfully perform the activation are instant. They take no time by themselves and are included in the activate magic item standard action.

The character make emulation checks each time the character activates a device such as a wand. If the character is using the check to emulate an alignment or some other quality in an ongoing manner, the character needs to make the relevant emulation checks once per hour.

The character must consciously choose what to emulate. That is, the character has to know what the character is trying to emulate when the character makes an emulation check.

Decipher a Written Spell: This works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher.

Emulate Spell Ability: This use of the skill allows the character to use a magic item as if the character had a particular spell on the character's class spell list. To cast a spell from a scroll or use a wand, the character has to have a particular spell on the character's class spell list. By using the skill this way, the character can use such an item as if the character did have the spell on the character's class spell list. The character's effective caster level is the character's result minus 20. (It's okay to have a caster level of 0.) For wands, it doesn't matter what caster level the character is, but it does matter for scrolls. If the character's effective level is lower than the caster level, the character must roll to see if you use the scroll successfully.

This skill does not let the character cast the spell. It only lets the character cast it from a scroll or wand as if the spell were on the character's class list. Note: If the character is casting it from a scroll, the character has to decipher it first.

Emulate Class Feature: Sometimes the character needs to use a class feature to activate a magic item. The character's effective level in the emulated class equals the character's result minus 20.

This skill does not let the character use the class feature of another class. It just lets the character activate magic items as if the character had the class feature.

If the class whose feature the character is emulating has an alignment requirement, the character must meet it, either honestly or by emulating an appropriate alignment as a separate check (see below).

Emulate Ability Score: To cast a spell from a scroll, the character needs a high ability score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, and Charisma for sorcerer or bard spells). The character's effective ability score (appropriate to the class the character is emulating when the character tries to cast the spell from the scroll) is the character's result minus 15. If the character already has a high enough score in the appropriate ability, the character doesn't need to make this check.

Emulate Race: Some magic items work only for certain races, or work better for those of certain races. The character can use such an item as if the character were a race of the character's choice. The character can emulate only one race at a time.

Emulate Alignment: Some magic items have positive or negative effects based on the character's alignment. The character can use these items as if the character was of an alignment of the character's choice.

The character can emulate only one alignment at a time.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. The character can activate such items as if the character were using the activation word, thought, or action even if the character is not and even if the character doesn't know it. The character does not have to use something equivalent. The character has to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a special +2 bonus if the character has activated the item at least once before.

If the character fails by 10 or more, the character suffers a mishap. A mishap means that magical energy gets released but it doesn't do what the character wanted it to do. The DM determines the result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets released, dealing 2d6 points of damage to the character. Note: This mishap is in addition to the chance for a mishap that the character normally runs when the character casts a spell from a scroll and the spell's caster level is higher than the character's level.

Retry: Yes, but if the character ever rolls a natural 1 while attempting to activate an item and the character fails, then the character can't try to activate it again for a day.

Special: The character cannot take 10 with this skill. Magic is too unpredictable for the character to use this skill reliably.

If the character has 5 or more ranks in Spellcraft, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. These bonuses stack.

Use Psionic Object (Influence; TRAINED ONLY)

Check: The character can use this skill to read a spell or to activate a magic item. This skill lets the character use a magic item as if the character had the spell ability or class features of another class, as if the character were a different race, or as if the character were a different alignment.

Use Magic Device Task	DC
-----	--
Decipher a written spell	25 + Spell Level
Emulate spell ability	20
Emulate class feature	20
Emulate ability score	See Text
Emulate race	25
Emulate alignment	30
Activate blindly	25

When the character is attempting to activate a magic item using this skill, the character does so as a standard action. However, the checks the character makes to determine whether the character is successful at emulating the desired factors to successfully perform the activation are instant. They take no time by themselves and are included in the activate magic item standard action.

The character make emulation checks each time the character activates a device such as a wand. If the character is using the check to emulate an alignment or some other quality in an ongoing manner, the character needs to make the relevant emulation checks once per hour.

The character must consciously choose what to emulate. That is, the character has to know what the character is trying to emulate when the character makes an emulation check.

Decipher a Written Spell: This works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher.

Emulate Spell Ability: This use of the skill allows the character to use a magic item as if the character had a particular spell on the character's class spell list. To cast a spell from a scroll or use a wand, the character has to have a particular spell on the character's class spell list. By using the skill this way, the character can use such an item as if the character did have the spell on the character's class spell list. The character's effective caster level is the character's result minus 20. (It's okay to have a caster level of 0.) For wands, it doesn't matter what caster level the character is, but it does matter for scrolls. If the character's effective level is lower than the caster level, the character must roll to see if you use the scroll successfully.

This skill does not let the character cast the spell. It only lets the character cast it from a scroll or wand as if the spell were on the character's class list. Note: If the character is casting it from a scroll, the character has to decipher it first.

Emulate Class Feature: Sometimes the character needs to use a class feature to activate a magic item. The character's effective level in the emulated class equals the character's result minus 20.

This skill does not let the character use the class feature of another class. It just lets the character activate magic items as if the character had the class feature.

If the class whose feature the character is emulating has an alignment requirement, the character must meet it, either honestly or by emulating an appropriate alignment as a separate check (see below).

Emulate Ability Score: To cast a spell from a scroll, the character needs a high ability score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, and Charisma for sorcerer or bard spells). The character's effective ability score (appropriate to the class the character is emulating when the character tries to cast the spell from the scroll) is the character's result minus 15. If the character already has a high enough score in the appropriate ability, the character doesn't need to make this check.

Emulate Race: Some magic items work only for certain races, or work better for those of certain races. The character can use such an item as if the character were a race of the character's choice. The character can emulate only one race at a time.

Emulate Alignment: Some magic items have positive or negative effects based on the character's alignment. The character can use these items as if the character was of an alignment of the character's choice.

The character can emulate only one alignment at a time.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. The character can activate such items as if the character were using the activation word, thought, or action even if the character is not and even if the character doesn't know it. The character does have to use something equivalent. The character has to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a special +2 bonus if the character has activated the item at least once before.

If the character fails by 10 or more, the character suffers a mishap. A mishap means that magical energy gets released but it doesn't do what the character wanted it to do. The DM determines the result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets released, dealing 2d6 points of damage to the character. Note: This mishap is in addition to the chance for a mishap that the character normally runs when the character casts a spell from a scroll and the spell's caster level is higher than the character's level.

Retry: Yes, but if the character ever rolls a natural 1 while attempting to activate an item and the character fails, then the character can't try to activate it again for a day.

Special: The character cannot take 10 with this skill. Magic is too unpredictable for the character to use this skill reliably.

If the character has 5 or more ranks in Spellcraft, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. These bonuses stack.

Use Rope (Agility- or- Knowledge)

Check: Most tasks with a rope are relatively simple.

DC	Task
--	----
10	Tie a firm knot
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around oneself one-handed
15	Splice two ropes together (takes 5 minutes)

When the character binds another character with a rope, any Escape Artist check that the bound character makes is opposed by the character's Use Rope check. The character gets a special +10 bonus on the check because it is easier to bind someone than to escape from being tied up.

The character doesn't make the character's Use Rope check until someone tries to escape.

Special: A silk rope gives a +2 circumstance bonus on Use Rope checks. If the character casts an animate rope spell on a rope, the character gets a +2 circumstance bonus to any Use Rope checks the character makes when using the rope. These bonuses stack.

If the character has 5 or more ranks in Escape Artist, the character gets a +2 synergy bonus on checks to bind someone.

Use Scientific Apparatus (Reasoning)

Check: The character can use this skill to read a spell or to activate a magic item. This skill lets the character use a magic item as if the character had the spell ability or class features of another class, as if the character were a different race, or as if the character were a different alignment.

Use Magic Device Task	DC
-----	--
Decipher a written spell	25 + Spell Level
Emulate spell ability	20
Emulate class feature	20
Emulate ability score	See Text
Emulate race	25
Emulate alignment	30
Activate blindly	25

When the character is attempting to activate a magic item using this skill, the character does so as a standard action. However, the checks the character makes to determine whether the character is successful at emulating the desired factors to successfully perform the activation are instant. They take no time by themselves and are included in the activate magic item standard action.

The character make emulation checks each time the character activates a device such as a wand. If the character is using the check to emulate an alignment or some other quality in an ongoing manner, the character needs to make the relevant emulation checks once per hour.

The character must consciously choose what to emulate. That is, the character has to know what the character is trying to emulate when the character makes an emulation check.

Decipher a Written Spell: This works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher.

Emulate Spell Ability: This use of the skill allows the character to use a magic item as if the character had a particular spell on the character's class spell list. To cast a spell from a scroll or use a wand, the character has to have a particular spell on the character's class spell list. By using

the skill this way, the character can use such an item as if the character did have the spell on the character's class spell list. The character's effective caster level is the character's result minus 20. (It's okay to have a caster level of 0.) For wands, it doesn't matter what caster level the character is, but it does matter for scrolls. If the character's effective level is lower than the caster level, the character must roll to see if you use the scroll successfully.

This skill does not let the character cast the spell. It only lets the character cast it from a scroll or wand as if the spell were on the character's class list. Note: If the character is casting it from a scroll, the character has to decipher it first.

Emulate Class Feature: Sometimes the character needs to use a class feature to activate a magic item. The character's effective level in the emulated class equals the character's result minus 20.

This skill does not let the character use the class feature of another class. It just lets the character activate magic items as if the character had the class feature.

If the class whose feature the character is emulating has an alignment requirement, the character must meet it, either honestly or by emulating an appropriate alignment as a separate check (see below).

Emulate Ability Score: To cast a spell from a scroll, the character needs a high ability score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, and Charisma for sorcerer or bard spells). The character's effective ability score (appropriate to the class the character is emulating when the character tries to cast the spell from the scroll) is the character's result minus 15. If the character already has a high enough score in the appropriate ability, the character doesn't need to make this check.

Emulate Race: Some magic items work only for certain races, or work better for those of certain races. The character can use such an item as if the character were a race of the character's choice. The character can emulate only one race at a time.

Emulate Alignment: Some magic items have positive or negative effects based on the character's alignment. The character can use these items as if the character was of an alignment of the character's choice.

The character can emulate only one alignment at a time.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. The character can activate such items as if the character were using the activation word, thought, or action even if the character is not and even if the character doesn't know it. The character does have to use something equivalent. The character has to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a special +2 bonus if the character has activated the item at least once before.

If the character fails by 10 or more, the character suffers a mishap. A mishap means that magical energy gets released but it doesn't do what the character wanted it to do. The DM determines the

result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets released, dealing 2d6 points of damage to the character. Note: This mishap is in addition to the chance for a mishap that the character normally runs when the character casts a spell from a scroll and the spell's caster level is higher than the character's level.

Retry: Yes, but if the character ever rolls a natural 1 while attempting to activate an item and the character fails, then the character can't try to activate it again for a day.

Special: The character cannot take 10 with this skill. Magic is too unpredictable for the character to use this skill reliably.

If the character has 5 or more ranks in Spellcraft, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. These bonuses stack.

Use Sensory Equipment (Reasoning+Intuition)

Check: The character can use this skill to read a spell or to activate a magic item. This skill lets the character use a magic item as if the character had the spell ability or class features of another class, as if the character were a different race, or as if the character were a different alignment.

Use Magic Device Task	DC
-----	--
Decipher a written spell	25 + Spell Level
Emulate spell ability	20
Emulate class feature	20
Emulate ability score	See Text
Emulate race	25
Emulate alignment	30
Activate blindly	25

When the character is attempting to activate a magic item using this skill, the character does so as a standard action. However, the checks the character makes to determine whether the character is successful at emulating the desired factors to successfully perform the activation are instant. They take no time by themselves and are included in the activate magic item standard action.

The character make emulation checks each time the character activates a device such as a wand. If the character is using the check to emulate an alignment or some other quality in an ongoing manner, the character needs to make the relevant emulation checks once per hour.

The character must consciously choose what to emulate. That is, the character has to know what the character is trying to emulate when the character makes an emulation check.

Decipher a Written Spell: This works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher.

Emulate Spell Ability: This use of the skill allows the character to use a magic item as if the character had a particular spell on the character's class spell list. To cast a spell from a scroll or use a wand, the character has to have a particular spell on the character's class spell list. By using the skill this way, the character can use such an item as if the character did have the spell on the character's class spell list. The character's effective caster level is the character's result minus 20. (It's okay to have a caster level of 0.) For wands, it doesn't matter what caster level the character is, but it does matter for scrolls. If the character's effective level is lower than the caster level, the character must roll to see if you use the scroll successfully.

This skill does not let the character cast the spell. It only lets the character cast it from a scroll or wand as if the spell were on the character's class list. Note: If the character is casting it from a scroll, the character has to decipher it first.

Emulate Class Feature: Sometimes the character needs to use a class feature to activate a magic item. The character's effective level in the emulated class equals the character's result minus 20.

This skill does not let the character use the class feature of another class. It just lets the character activate magic items as if the character had the class feature.

If the class whose feature the character is emulating has an alignment requirement, the character must meet it, either honestly or by emulating an appropriate alignment as a separate check (see below).

Emulate Ability Score: To cast a spell from a scroll, the character needs a high ability score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, and Charisma for sorcerer or bard spells). The character's effective ability score (appropriate to the class the character is emulating when the character tries to cast the spell from the scroll) is the character's result minus 15. If the character already has a high enough score in the appropriate ability, the character doesn't need to make this check.

Emulate Race: Some magic items work only for certain races, or work better for those of certain races. The character can use such an item as if the character were a race of the character's choice. The character can emulate only one race at a time.

Emulate Alignment: Some magic items have positive or negative effects based on the character's alignment. The character can use these items as if the character was of an alignment of the character's choice.

The character can emulate only one alignment at a time.

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. The character can activate such items as if the character were using the activation word, thought, or action even if the character is not and even if the character doesn't know it. The character does

have to use something equivalent. The character has to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a special +2 bonus if the character has activated the item at least once before.

If the character fails by 10 or more, the character suffers a mishap. A mishap means that magical energy gets released but it doesn't do what the character wanted it to do. The DM determines the result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets released, dealing 2d6 points of damage to the character. Note: This mishap is in addition to the chance for a mishap that the character normally runs when the character casts a spell from a scroll and the spell's caster level is higher than the character's level.

Retry: Yes, but if the character ever rolls a natural 1 while attempting to activate an item and the character fails, then the character can't try to activate it again for a day.

Special: The character cannot take 10 with this skill. Magic is too unpredictable for the character to use this skill reliably.

If the character has 5 or more ranks in Spellcraft, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. These bonuses stack.

New Skills

Assense

Astrogation (Astro-Navigation)

Overchannel

Pilot

Arcane Theory

Applied Science

Nautical

Bureaucracy

Supernatural Skills

Supernatural skills are special skills available only to characters with the appropriate class, race or bloodline required to use them. They are innate powers, attributed to the ancestry or racial properties of the character and cannot be taught to another individual unless that person also possesses the requisite traits. Supernatural skills generally come from ancestry of draconic or outsider types, or divine entities.

Manifest Power [Supernatural]

You can manifest special racial, class-based or bloodline supernatural or spell-like powers.

Sense Universe [Divine/Ascended]

You can connect with the Universe and use the Universal knowledge to see or know anything within your sphere(s) of influence.

Sense Void [Supernatural] [Voice Mage and Void Creature Only]

You can use your connection to the Void, which touches all the realms, planes, layers and dimensions of reality (including alternatives of the continuum) to use your natural and supernatural senses at an immense distance and across the dimensions.

Assense (Intuition) [Trained Only] [Supernatural]

Sorcerer, Wild Mage, Draconic, Outsider, Greater Undead, Deity, Void Mage, Void Creature, Saerosian Lineage

Just as light reflected off objects allows creatures with eyes to see, so does the Magical Energy Field resonate; reflect off of and through objects and places. Those with mystical abilities who are so trained learn to attune their inner-senses to “see” this energy pattern.

This supernatural skill is said to originate from draconic and divine beings, such as the Elder Dragons, Guardians and the Greater Gods, and has passed into the bloodlines of all true dragons, some outsiders, void creatures, greater undead (via N’tra), and the Saerosian bloodline.

Sorcerers, Wild Mages and Void Mages, whose powers also stem from these sources also gain access to this supernatural skill, which cannot be learned by anybody not of the requisite class, race or bloodline.

Learning to “see” the MEF requires extensive training, and can never be used without the character being taught the proper techniques (unless the mage is a Sorcerer; see below). Worse yet, characters without the ability to cast spells (not including the ability to utilize spell-like abilities) can never do this. To be able to learn the Assense skill, the character must meet the following pre-requisites before taking any ranks in this skill:

Perception 13+, Ability to cast Cantrips or 1st Level spells, Magical Aptitude 20%+.

Once the character has been trained, which does not require a feat, the character may add ranks in this skill normally. Sorcerer characters may take ranks in Assense at first level, but if they

elect not to do so they must seek training to take ranks in it later on. Wizards and other mages may only take ranks if trained and therefore, unless they were fortunate enough to done their apprenticeship under a master with the skill (20% chance), may not take at 1st level, or at any later level it until they are trained in its use. Sorcerers have the upper hand of being more magically attuned and thus have this “second sight” naturally.

Why is it so difficult to learn to Assense?

Assense is potentially one of the most versatile and powerful skills in the game, at least as a character progresses with it. Not only does it allow a character to “see” the field of magic, potentially replacing spells such as *Detect Magic* entirely, with a high enough check result a character can replicate many divination effects (those with a range of personal or are within the range of the character’s ability to use Assense). In addition, a character may be able to see through solid objects, see in total darkness (including some forms of magical darkness), or see the otherwise unseen. Assense is priceless to any person who is blind, has lost his eyes or is otherwise deprived of his normal sight.

A character with the Assense skill may “see” with it at a range equal to 10 feet per 1 point of his check result. Thus, a character with 4 ranks in Assense that has a +3 modifier to his Intuition skill uses the *take-10* action to yield a 17 for his check result. The distance he could use the Assense skill at is 0 to 170 feet.

Optionally, this field of “second sight” may be used at half its normal range **in every direction**. Doing so gives the character the ability to use all-around vision, meaning the character may make an automatic Assense check against sneak-attacks, opposed by the attacker’s Bluff skill. If the character’s Assense check is higher, the sneak attack does not deal extra damage or catch the mage off guard. Using Assense this way is very disorienting, imposing a -4 penalty to all attacks or other actions.

Characters who are sightless, through **natural** (but not magical) means, or have had their eyes damaged or removed enjoy double the normal range of “second sight” in contrast to their normally-sighted compatriots. These characters learn to use Assense in place of their normal vision, and need not actively concentrate on it to see around them. At first, the vision granted to them is textural only, much like darkvision.

Once the character has 8 or more ranks however, they gain the ability to see in color. Once the character has 15 or more ranks, they may see as though they had *Arcane Sight* active at all times. Sighted characters do not gain these benefits. In addition, non-sighted characters do not become disoriented by using their “second sight” in all directions, effectively giving them the ability to have unilateral vision in a globe equal to their Assense score +10 (*as if always taking-10*) x 10 feet at all times.

Seeing through objects is obviously harder, and severely limits the range of this ability. Consider any character attempting to see “through” an object to have his range of vision decreased by 30 feet for every 6 inches of thickness he attempts to see through.

Thus, Tolko uses his Assense skill to see into a room beyond a one-foot thick stone wall. His Assense skill is +8 (5 ranks and +3 Intuition), and he rolls a 12 on his dice check, resulting in a total DC of 20. Tolko is able to see 120 feet in front of him (200 feet, minus 60 feet for the thickness of the wall).

Metal objects double this penalty, and lead quadruples it, effectively almost entirely blocking it. Thus, if the wall was made of steel Tolko would be able to see 80 feet in front of him (200 feet – 120 feet for the steel wall's thickness); similarly if the wall was lead, Tolko's range of sight would not penetrate it, as the wall would block off the first 240 feet of vision.

Of course, Assense can also reveal objects or metals within the wall, or beneath the surface of an object. You could attempt to see into a chest, or see if there are any interesting foreign objects within a stone surface. Highly detailed discrimination is difficult at best, and in completely solid substances it is only possible to differentiate between materials of widely varying mass. Thus, if Tolko the Dwarven mage uses his Assense skill on the walls of a stone cavern, it may reveal a vein of metal, but not a cache of turquoise. It is also hard to determine exactly what the object or material is except that it has a higher density. Tolko could say with certainty that there is a vein of dense ore in the wall, but not whether it is precious gold or common lead. He could, if skilled highly determine the difference between something as dense as gold or lead and as light as tin or aluminum.

Seeing within a hollow object (like a chest) is easier, though abjuration spells or other magical effects may distort the image. Even something as simple as a *light* spell sheds off enough magical resonance to partially scramble the vision given through the Assense skill. Abjuration spells such as *protection from scrying* work normally, forcing the character utilizing his Assense skill to make whatever save is applicable, if any.

Attempting to see into deep water, such as a lake, imposes a -2 penalty to the Assense score for each foot of depth. The constant swirling waves of particles in the water are very difficult to discern through.

Seeing into the MEF with Assense is much more valuable than seeing who is lurking beyond the wall in the next room, though peeping toms may disagree. The most prized use of this skill is the ability to replicate Divination effects. To replace a divination spell, the character must have twice as many ranks in Assense as the spell's level.

Furthermore, the spell must have an effect that takes place within the character's range of his Assense ability, and the character must make a check. The base DC of the check is 15 + (3/Spell Level). This, to replicate *Detect Undead* with Assense, the DC would be 18, whereas *Detect Magic* has a DC of 15. *Detect Invisibility* and similar effects cannot be directly replicated, but Assense does give a +2 circumstance bonus per 5 points of the check to spot *invisible* creatures, but does not actively reveal them. It is easier to spot them due to distortions in the MEF around them. Thus, an Assense check of 20 would grant a +8 circumstance bonus to spot an *invisible*

creature. Invisibility does distort the MEF, but because of the way its energies envelopes around the *invisible* entity, it is still very difficult to spot them.

~~Furthermore, the spell must have an effect that takes place within the character's range of his Assense ability, and the character must make a check. The base DC of the check is $20 + (\text{Spell Level} \times 2)$. This, to replicate *Detect Undead* with Assense, the DC would be 22, whereas *Detect Magic* has a DC of 20.~~

~~{Should this be a base DC of 15, + 3/Spell Level instead? This would make relatively low-level effects easy to replicate, such as Detect Magic, but higher level spells almost impossible. DM would have a DC of 15, but *Detect Undead* would be 18?}~~

Characters who fail may retry again in 1 minute, but after two consecutive failures in one day it becomes magically fatiguing, and each additional retry cumulatively uses 1MEA. A character trying to *detect magic* may retry twice that day freely, but if he failed both of these attempts, his next attempt costs 1MEA. If he fails that, the next attempt costs 2MEA, then 4MEA and so on. Of course, this could cost more than casting the spell in question!

Assense can never replicate a spell that has an expensive material component (more than 1GP) unless you supply that component. The GM may substitute something different in place of the required component with something more reasonable (and in-line) with the nature of the Assense skill/power. Often this may need to be something imbibed, applied to the eyes (drops, ointment or paste), or to the head in some way.

A character that succeeds on his check may continue to use the power as long as he can continue to concentrate. This becomes more difficult each round. The base DC for maintaining concentration is 10. Each additional round the character continues to concentrate on his Assense check adds +1 to the DC. This, the fourth round of concentration has a DC of 13. This usually doesn't matter very much, unless the mage is trying to scan an entire 50-foot long by 10-foot wide hall for secret doors, which would require him to concentrate for 100 rounds. Of course, he may re-roll his Assense ability for each square, but may suffer penalties for successive failure.

Assense can provide some assistance to identifying spells in place. A character may use an Assense roll along with an appropriate Spellcraft roll to identify a spell in place as if *Detect Magic* is being used. This requires an Assense check DC 15, plus a Spellcraft check of $15 + \text{Spell Level}$ to identify the spell's school. If the character can cast this spell, he also knows the spell's effects. Otherwise, to identify the effects requires a Spellcraft DC of $25 + \text{Spell Level}$.

Assense can assist in identifying magical objects, but can never replace the power of the Identify spell, or any similar effect. Using this skill on a magical item will reveal the relative power of the item, plus one or more of the schools of energy infused within it. The base DC for this is 10. For each 5 points exceeded, one school of energy is revealed. This, a +1 magical sword that also shoots fireballs will reveal that it is magical on a DC of 10, that it has *light transmutation* on a

DC of 15, and that is has both *light transmutation* **and** *moderate evocation* properties on a DC of 20. Revealing one function has a DC modifier of +6. This carries a base chance of 50% - 5% of failure per 2 magic user levels. Thus, a 4th Level Sorcerer would have a 40% chance of misidentifying the function, but a 12th Level Sorcerer would only suffer a 20% chance of failure. A mage who misidentifies a function may retry only once he has attained the next level of experience. Identification of such functions does not reveal the way to activate them or the requisite command word or though, if any. This can be done through separate research.

Thus, with the above example Tolko would know that he is holding a +1 sword that also has some evocation effect on a DC of 26, but on a DC of 32 would know that the evocation effect allows the wielder to cast a 6-die fireball once per day.

It is not possible to replicate a spell that like *True Strike*, which grants an insight bonus with Assense, as such spells grant the caster knowledge of the immediate future. Assense only grants knowledge of the ever-present now.

Assense may replace also line of sight when a character is casting a spell in an area he can't normally see into, such as a darkened room or a room beyond a wall, but **only if the character succeeds at a Concentration check**. The DC for casting a spell while using Assense for this purpose is 20+Spell Level. If the concentration check fails, the spell may fail (80%) or go off in a **visible area** (20%) with standard deviation.

Overchannel (Con) Trained Only

This skill allows you to cast spells without expending spell slots to do so. You can even *overchannel* spells that you cannot normally cast (e.g. spells that are not on your spell list or spells that you have not learned, but may have heard about). This all comes with a hefty price: Overchanneling is a deadly art that can cost you your life.

Essentially, when you attempt to *Overchannel* a spell, rather than drawing on the MEF, then balancing and refining it within yourself (by using your internal energy reserve in order to shape the effects), you convert your body into a form of a mystic conduit (a channel) and attempt to convert the raw (unrefined) essence of the MEF into a spell. That is, at least something that has an effect which *resembles* a spell. The final product is limited only by your imagination and your knowledge of Spellcraft, as well as your degree in control with the overchannel skill.

Overchannel is a class skill for Wild Mages, but any character with mystic training can attempt to learn it, although it is a trained-only skill. Despite the fact that Overchannel bypasses the need for MEA, only a character with an MEA reserve may learn this skill.

When replicating an existing spell, the time required to complete the overchanneled effect is equal to that spell's casting time. If you are attempting to generate an entirely new effect, the DM will adjudicate a "casting time" which shall be no less than 2.

Overchanneling is a three-step check, and is a non-action. (It is part of the casting time of the spell.)

Step 1:

To successfully overchannel a spell you must first make an overchannel check, which begins by declaring the spell level you are attempting to overchannel. Failure to succeed on the check results in magical recoil damage. The DCs for overchanneling and damage for failure are outlined on the table below:

Spell Type	DC	Overchannel Recoil
Class Spell	20+Spell Level	1d4 Con / Spell Level
Non-Class Spell	30+ Spell Level	2d4 Con / Spell Level

Step 2:

If you succeed on the overchannel check you move on to a Spellcraft check. You must declare the actual spell you are trying to cast and make a Spellcraft check from the following table:

Spell Type	DC	Failure Result
Class Spell	15+Spell Level	None
Non-Class Spell	20+Spell Level	Waste Highest Available

Spell Slot

Step 3

If you succeed on all of the above, whoopee for you! Your DM probably hates you now, and you're probably going to die very soon. Now that you succeeded in creating your effect you think that the worst is over, but it isn't! There remains one final check to make: **Secondary recoil**.

Secondary recoil is backlash damage caused by the rush of magical energy you just pulled out of your pants. It reflects the physical trauma to your body caused by transforming yourself into a cross between a mystical conduit and lightning rod: pulling in massive amounts of energy and then rapidly expelling it.

We determine the potential for secondary magical recoil by rolling a d100 against a percentile chance of taking recoil damage (the *Recoil Aversion Roll*), as follows:

10% per spell circle - 5% per caster level — Minimum 5%, Maximum 95%.

There is always a 5% chance of taking no recoil damage, even with the most obscene effects (i.e. 01 to 05 on a d100/percentile roll) and an equal chance of taking recoil damage on even the most innocuous effect (96-100 on a d100/percentile roll).

For example: Tulkas overchannels a Fireball which is a 3rd level spell. That's 10% x 3, 30%, but Tulkas is also a 2nd level Sorcerer, that's a mitigating factor of -10%.

Normally Tulkas would have to roll an 01-70 to avoid taking secondary recoil damage, but we also have to factor in his level. So 01-70% becomes 01-80%. -10% off of the difficulty, get it? Good discount for the damage you'd take.

Furthermore, for each 10% (20% for 0-circle spells) by which you miss your percentile roll, you take additional damage. For example, if you have a 40% chance of avoiding secondary recoil, and you roll a 66, you are off by 20%. If you roll a 41, you are off by less than 10% and you don't have to worry about it, but if you roll a 90, then you are off by 60% and better start praying.

To calculate your total secondary recoil damage, first determine the level of the effect in the table below, then add the recoil damage and any applicable recoil damage for missing your recoil aversion roll.

Spell Circle	Recoil Damage	Additional damage for every 10% off of DC
0	1 Con	+1 / 20%
1	1 Con	+1 / 10%
2	1d4 Con	+1 / 10%
3	1d4 Con	+1 / 10%
4	2d4 Con	+2 / 10%

5	2d4 Con	+2 / 10%
6	3d4 Con	+2 / 10%
7	3d4 Con	+2 / 10%
8	4d4 Con	+3 / 10%
9	4d4 Con	+3 / 10%
E	5d4 Con	+4 / 10%

To illustrate, following the example above where Tulkas attempts to overchannel a 3rd-degree spell and needs to roll an 01-80 on his recoil aversion roll for the secondary recoil effects, he rolls a 100. This means that he takes 1d4+2 Con damage. The 1d4 is from the base secondary recoil damage, and the +2 is from missing the recoil aversion roll DC by 20% (+1 for each 10% off).

To overview: If you overchannel a 7th level spell and fail to meet the *recoil aversion* DC, you take 3d4 con damage + 2 points of Con damage for every 10% you missed the DC by. The best chances you can ever have are 95%, so there is always a 5% chance of frying yourself. Good luck.

Psychic Attacks (skills)

Deluge: Although not intended as an attack, this ability can flood a target's mind with your own memories and knowledge, potentially overwhelming the target with a form of mental sensory overload

Speak Language (Int)

Speak Language is now a skill based on intellect. The complexity of a language and what your total bonus in it determines the difficulty of using it. See the Languages section for Linguistic DCs.

Fluency table:

Spattering: You understand the basic concept of what is being said/is written. You can say very simple phrases such as “I need help” and “I need food”, but more complex communication is almost impossible.

General understanding: General understanding of a language allows you to communicate with most speakers of the language, though many things may not come across very well. You will immediately be recognized as a non-native speaker and many phrases will escape you entirely. With general understanding, you can purchase services, and communicate on a basic level with anyone that speaks the language *well*.

Spoken well: You speak the language very well, and you can understand 99% of what is being said/written, but you still speak with a slight accent. You can do anything that a native speaker of the language can.

Fluent in use: You speak the language fluently. In fact, you speak the language better than most native speakers. You have no noticeable accent (unless you wish to display one) to other speakers of the language.

Advanced use: You understand the language at a higher vocabulary than most normal people (at least three times the vocabulary of a native speaker). Complex and scientific terminology is available to you, and your knowledge of vocabulary can be used to better further diplomatic goals; e.g. write contracts or negotiate treaties.

Language Points

At first level a new character has language points equal to four times its intellect score modifier. Unless it is a class with illiteracy, each new character can choose one language to speak *well* without spending any language points. This is the character’s *base language*. Language points in a language related by one step to a character’s *base language* can be purchased at half the cost of other language points. For example, if you speak Italian it is easier to learn Spanish than Russian because you already understand a lot of the base of the language you are trying to learn.

Languages spoken across the Zorean Empire

Imperial: Imperial is the trade language of the Empire, and almost everyone speaks at least smatterings of it. It is the national language of Zoria and every Zorian citizen speaks it at least at a basic level of understanding.

DCs	
5	Smattering
10	Basic
15	Well
20	Fluent
25	Advanced

Freyr; Freyr is spoken by the people of northern Zoria and the people of southern Qex. It is a slightly harsh language like Nørsk and is somewhat difficult to learn.

DCs	
10	Smattering
15	Basic
20	Well
25	Fluent
30	Advanced

Forstaan; Forstaan is spoken by the people of northern Qex (mostly in Forstaanis) and is a fairly complex language to learn. It is a smooth, musical language resembling in part Eternal and Lena.

DCs	
12	Smattering
18	Basic
24	Well
30	Fluent
36	Advanced

Eldrian; Eldrian is a language once spoken in Zoria and across the Zorean Empire. Its use is antiquated and there are very few speakers of it in the modern world (past era 3). It resembles Zoraec and Eternal. Imperial is a derivative of Eldrian.

DCs	
12	Smattering
18	Basic
24	Well
30	Fluent
36	Advanced

Minya (Ancients/The First)

Zo'Ran (Psions of Varia)

Zoraec; Zoraec is the native language of the Zorian race. Though it has written and spoken forms, the Zoraec language was developed into a highly complex method of psychic communication. Zoraec is also the ancient language of the

Saerosian and Searenan Empires, though it has slightly different dialectical concepts in either of those alternative variations.

Note that because all actual words in Zoraec are formed of glyphs that represent their sounds, and each of those glyphs/sounds has a specific source of meaning, the actual meaning of a written or spoken word can always be traced to its source (and thus understood) from the glyphs that form its composition. Glyphs can also be used as stand-alone symbols, and their colour may determine their actual meaning, as can context.

In any of its forms, it uses a series of glyphs, each conveying either a unique meaning or a sound, representing an idea or philosophy. These symbols can be combined to create compound glyphs of ever-increasing complexity and these super-glyphs often convey full and abstract concepts, and can be read by a psychic to fully understand the meaning they intend to convey. It is also possible to incorporate all of a skill, method of thinking, or power into a psychic glyph so that the reader automatically gains this knowledge, but this is very difficult and can be harmful to those with lesser-minds and is impossible to use for those with no psychic ability. Zoraec glyphs are also very powerful *sonic keys* and the language is often used for the intoning of spells via ***Words of Power***.

DCs

15	Smattering
20	Basic
25	Well
30	Fluent / Minor Composite Glyph
35	Advanced / Normal Composite Glyph
40	Medium Composite Glyph
45	Complex Composite Glyph
50	Severe Composite Glyph
55+	Super-Glyph

High Elven

Grey Elven

Wood Elven

Sea Elven

Dwarven (each clan has a slightly different language, adjust DCs by +5 for off clan languages)

Touchspeak (for trade)

Sign

Durroweth (Drow)

Mardë (For Mardean continent; plus sub-languages)

Sepvu (For Sepvtaria continent; plus sub-languages)

Forthank (For Forthanyx continent; plus sub-languages)

Divine Languages

Halmo; Halmo is the language of good, light and music. It is spoken in the upper planes and by clerics of good deities. It traces its origins back to the god Haldor and is spoken by his people.

DCs

10	Smattering
15	Basic
20	Well
25	Fluent
30	Advanced

Avanno; Avanno is the language of creation, truth and brotherhood. It is jolly in sound, and strong of tone and inflexion. None who hear Avanno can ignore its persuasive voice and its moving melodies, though those of truly evil mindset usually find it distasteful. Avanno is the creation of Jh'karr, and many of the followers of Jh'karr speak it as well.

DCs

10	Smattering
15	Basic
20	Well
25	Fluent
30	Advanced

Rhonian; Rhonian is the language of freedom and righteousness. It is vibrant and bright, yet strong and undeniable. The tone of Rhonian is ever-changing and can go from lighthearted and joyous to strong and stern in mid sentence, which is both bewildering to those who are not fluent in its use, and a greater part of its charm. Rhonian is the creation of Omande, and many of the followers of Omande speak it as well.

DCs

10	Smattering
15	Basic
20	Well
25	Fluent

30 Advanced

Alian; Alian is the language of machines, inevitable, and other intelligent constructs (and other axiomatic creatures). It is the language of structure, law and time, created by and spoken by the god Aldus and his followers. Alian is the language of supreme structure and is very difficult to learn properly: only those who truly dedicate themselves to the task will ever completely master it.

DCs

- 15 Smattering
- 20 Basic
- 25 Well
- 30 Fluent
- 40 Advanced

Lena; Lena is the language of chaos, anarchy and luck. It is a fair, flowing and every changing series of tones and words; strung together like those of a small child trying to imitate his father. Invented by Levian, it follows very few patterns and is fairly easy to learn, though smatterings are useless because of its basic foundation of undetermined structure (or lack thereof). There are very few *advanced* speakers of Lena: once one reaches the highest level of understanding of the vocabulary, he tends to find out that the words make very little sense whatsoever. Lucky charms are often etched with words in Lena.

DCs

- Smattering
- 10 Basic
- 15 Well
- 20 Fluent
- 30 Advanced

Toronian; Toronian is the language of devils and other dwellers of hell. It is the language of terror and pain. The spoken form of Toronian is shrill and harsh of tone, demanding (yet respectful) in its very essence. Weldankh created Toronian for his outsiders to speak, and his followers have taken to it as well. While no more difficult than Avanno to learn, Toronian does not see as widespread a usage base.

DCs

- 10 Smattering
- 15 Basic
- 20 Well
- 25 Fluent
- 30 Advanced

Separat; Separat is similar to Toronian in sound, but is much louder, bolder and dark of tone. It is the language created by Keldor and its vocabulary utterly lacks

words that describe creation, love, peace, or kindness. However, it is said that there are over ten thousand different words to describe pain, and as many defining ways to destroy. In fact, it is so utterly evil in nature that it can make even the most generally normal person crack just to attempt to decipher. Because Separat is a very difficult language for the sane to learn, *PCs with a Madness bonus may apply it to their Language (Separat) modifier.*

DCs	
15	Smattering
20	Basic
25	Well
30	Fluent
40	Advanced

Felosian; Felosian is, as its name reflects, the language crafted by goddess of vanity, Felosa. Being the language of vanity, beauty and evil, Felosian is by far the most intoxicating spoken language, though it expresses its beauty with bold tones that overpower rather than mingle, and subdue rather than coexist. Felosian is similar to Halmo, but instead of slow, sweet melodies of sound it is overbearing and borderline obnoxious strings of enchanting sounds and profound words that border on the operatic, which serve to bewilder with their intricate beauties. Felosian is fairly taxing to learn, but not much more than Halmo. Shockingly, when the words of Halmo and Felosian are intermixed, they form melodies that resemble the Songs of Creation.

DCs	
10	Smattering
15	Basic
20	Well
25	Fluent
35	Advanced

Eternal; Eternal is the language of life and death; birth and rebirth. It is slow, with low notes of the purest sadness, and triumphant so potent of joy and life that they cannot help but move even coldest heart. Eternal is the language of everlasting cycles of life and death, created by Balda so that all deities would have a neutral ground on which to communicate. Mere mortals have a difficult time learning Eternal, and its use is *very* rare indeed. Those that do gain a new respect for life, and for death; realizing that both are necessary parts of a balance of the whole, and inseparable from each other.

DCs	
20	Smattering
25	Basic
30	Well
40	Fluent
50	Advanced

Draak (ascended Dragons)

Draak is to Ascended Dragons what Eternal is to the Gods. It is a neutral ground on which they can communicate without misunderstandings or misinterpretations. Being a dragon invented language, it is difficult for Human, and Humanoid races to learn, but normal, un-ascended dragons pick it up easily enough. Draak has also been noted as the predecessor to Drakon, and not the other way around, and is used on the higher planes as the primary Draconic tongue because of its age and diversity in vocabulary.

When asked by those who encounter them, ‘Is Draak the elder Draconic language?’, dragons often reply along these lines: “Who can determine whether one was spoken before the other, that cannot see the uttermost beginnings of time, or unravel the mysteries of the first, or look beyond the furthestmost endings of the universe? We, the long blooded can only surely say that it is ancient, and is spoken well by our kind, and was, if not invented by dragons, devised for us by one who knows us more truly than we know ourselves.”

This is, of course the long-winded nature of Dragons, and one should never pose them a question if they do not have the patience to listen to the entire answer in full detail. To do so is considered very rude, and often results in a bold adventurer meeting the inner digestive system of even the (normally) most friendly dragon.

In any case, Draak is exceptionally difficult for Humanoids to learn, as it is devised for a serpentine tongue, though the closely dragon blooded get an easier time with it. Smatterings are totally useless as well, for no-one who speaks Draak will reply to another who speaks it in a broken fashion.

DCs

—	Smattering
30	Basic
40	Well
50	Fluent
60	Advanced

Deci

Deci is a language of pure thought and mathematical logic. Even the Gods do not make common use of it, though it is assumed that (at least) Aldus can speak it. Deci is spoken by the Great Old Ones, by the Four Deific Makers, and by the High One, Uloro himself. Though not impossible for a mortal or lesser deity to learn (or speak) Deci, it is highly impractical and only very powerful mortals could ever achieve even its most basic usage.

To use Deci, one must possess a Reasoning score of 50 or greater, a Psychic Aptitude of 90% or greater, and an Intuition of 30 or greater.

DCs	
—	Smattering
—	Basic
100	Well
200	Fluent
500	Advanced

Sono (Deities with the music domain, very high level bards)

Arcane Languages

Evarost (Language of magic and wizardry)

Evarost is used by arcane masters, and students of both wizardry and sorcery alike. It is a complex, orderly and precise language, which makes use of many of the virtues of Drakon, Eternal, and Words of Power. Evarost is, in some ways, a mingling Words of Power and the Draconic languages, weaving them together in a way that they can be written as spells in books and scrolls containing both mundane and magical writings as one flowing text.

Despite its seeming complexity, Evarost is nowhere near as tricky to learn as its parent languages (as it has been adapted for humanoid use), and it can be used (without using Words of power, of course) to speak and communicate on a day to day basis, and is used in this manner by some cities as a prime language.

DCs	
15	Smattering
20	Basic
25	Well
30	Fluent
40	Advanced

Sigilia (Language of Rune magic)

Geom (language of magical mathematics)

Drakon (Draconic, language of sorcery)

Alchemical: Alchemy can be dangerous, and the language used is often cryptic to prevent the untrained from dabbling with it. The alchemic language includes odd uses of words and syntax, metaphorical words to elude to another abstract, and many signs and symbols unique

to alchemy, or symbols used elsewhere with specific connotation within alchemic usage. Additionally, this is the method of encoding alchemic texts.

Languages of Zoria

Chapter V

Actions, Action Dice and Difficulty Ratings

Section 5.0 “Actions and Difficulties”

Actions

Segments, Rounds, Turns and so on...

15-seconds per ‘segment’, 4-segments per ‘round’ (1-minute), ten-rounds per ‘turn’ (10-minutes).

Action Dice

Action Dice represent a way of adding elements of randomness (e.g. good luck or misfortune) into routine play; they are a mandatory element of the Zoria RPG system and have a variety of uses. Each session, each of the players and the Gamemaster begin play with a specific pool of action dice that they may use in any way prescribed below under ‘Using and Spending Action Dice’.

Action dice are a precious commodity, and play a large factor in both balancing scenarios and in storytelling. They can promote the plotline both in favour of the players (and characters) and in favour of the GM (and NPCs). A player may use or ‘spend’ an action die only for players directly under their control with two exceptions:

Some classes permit using an action die to influence another player-character. In these instances, only the player controlling that character may spend an action die to do this. Players may never give away or ‘sell’ an action die to another player, and any action dice not used during any single session are lost at the end of that gameplay session.

Players may also spend action dice in a limited way to influence other PC and NPC characters, but only by *activating a botch*. This is covered in ‘Using and Spending Action Dice’ described below.

Action Dice by Character level

Each player gains action dice based upon the level of his character as shown in the chart below. Players only begin with one set of action dice: Controlling more than one character does not increase the action dice pool of a player, but may modify it, if the GM so chooses (‘see Action Dice: Optional Rules’)

Character Level	Die Type	Number of Dice
0-1/2*	d3	2
1-5	d4	3
6-10	d6	4
11-15	d8	5
16-20	d10	6

21-25	d12	7
26-30	d14	8
31-35	d16	9
36-40	d16	10
41 and Beyond	d16	+1 per 5 levels

The die type never expands beyond d16 dice. If players do not have d14 and d16 dice, please encourage them to buy these types. They are made by Gamescience. D16 dice may be substituted by rolling 1d8 and 1d6. On a 1-3 on the d6, the d8 roll is normal, on a 4-6, the roll is 8-16 (as if it was 1d8+8).. If d14 dice are unavailable, then use a d12+1, which cascades on a 12.

Action Dice for the Gamemaster

The Gamemaster begins each session with a number of Action Dice equal to the largest number of dice in the Action Dice Pool of any single player, plus one per active player. For example: In a game with one 3rd-level, two 4th-level and one 6th-level character, controlled by four separate players, the GM begins with eight action dice. The GM gains four action dice to match the dice pool of the 6th-level character, plus one per player (four players). Further, the GM gains one action die every time he awards one to a player. Additionally, the Gamemaster's action dice are always of higher die types than those of the players. Please use the following table:

Player Highest Die Type	Gamemaster Die Type
d3	d6
d4	d8
d6	d10
d8	d12
d10	d14
d12	d16
d14	d20
d16	d24

Utilizing Action Dice

Players may utilize action dice in one of two ways Either by *using* them, which involves actually rolling one of the dice (which removes it from that players' Action Dice Pool, or by *spending* one for a specific effect, which also removes it from his Action Dice Pool. Whether used, or spent, action dice removed from the pool do not regenerate, although the GM may award extra action dice during play (see: 'Awarding Action Dice'). Action dice not used during a game session do not 'carry-over' to the next session of play, so it is not possible to accumulate more over time. Therefore, players are encouraged to use them during the course of a game.

Using Action Dice

A player may *use* an action die, first by declaring that he wishes to do so. This must be done before he receives the results of his actions: A player cannot retroactively use an action die (e.g. if he fails a check or save, then decides to add it). For this reason, it is best for the GM to not disclose DCs where action dice may be required.

In order to prevent GM abuse of the rules, please keep in mind that a GM should not declare results until the player states he has stated the total result of his actions. Players should also remember not to give the total result of any check, saving throw, or other roll if they wish to use action dice to augment or modify it, to avoid confrontations. It is advised to allow novice players a three-strike system, where if they forget about the rules for declaring use of action dice, the GM warns them up to three times, but accepts the use anyway; once past this 'three-strike' limit, the player ought to know better and no leeway should be afforded them.

Using an action die represents any time that the player spends one, but is required to roll it. This is usually done to increase results of other rolls.

Increasing any die-roll: A player may spend action dice to *increase*, but **not decrease** any die roll made for one of that player's characters. This includes increasing d20 rolls made for skill (including weapon skill and defense skill) checks, saving throw rolls, and damage rolls. You may spend more than one action die to do this, and you may spend them one at a time. (A player need not state he wishes to use three action dice at one time, but may roll one, and if dissatisfied, continue to use as many action dice as he has left in his Action Dice Pool, so long as the GM does not declare a result.)

In effect, any roll that a player makes may be augmented by *using* an action die, then adding the result of the action die roll to his total roll. This includes *initiative-phase* rolls, but only when those rolls are initially made, **before** entering into *initiative phase*. A player cannot alter his *initiative phase number* once it is set.

Cascading

When used to augment a roll, the largest natural roll (e.g. a 6 on 1d6, an 8 on 1d8, a 14 on 1d14, etc.) causes the action die to *cascade*. When this occurs, the player re-rolls the die (spending no extra action dice in the process) and adds the result of both the first and second rolls of that action die to his total. A single action die may cascade an unlimited number of times, and naturally, the smaller die types do so with greater frequency. Thus, as the player gains in level, and gets larger die-types for his action dice, the chance of any action die-roll *cascading* lessens greatly.

Spending Action Dice

In addition to using an action die to augment a die-roll, a player may *spend* an action die for a specific effect, from the following list:

Re-roll any single die roll: This is like augmenting a die-roll, except that the character does not roll one of his action dice, but instead spends it (thus, removing it from his pool of available action dice) to re-roll his last die roll. For example, if he is making a skill check, using a d20 and rolls poorly, he may spend an action die to re-roll that d20 and use the new result in place of the old (even if it is lower). A player may spend as many action dice as he has remaining in his Action Dice Pool to re-roll any single other die roll, one at a time or until he is satisfied with the results. This can be combined with *augmenting* a die-roll, although each action uses an action die. (e.g. one action die to re-roll a natural 2 on 1d20 and then augmenting that roll with another action die by rolling the action die and adding the result to that of the 1d20 roll).

Players may spend an action die to re-roll a potential botch (usually a natural 1 on 1d20, but possibly other numbers and other dice as well). This action does not permit the GM to spend one of his own action dice to activate the botch, but must be declared by the player before the GM decides to activate it. Remember that in Zoria, when making a skill check (including defense and attack skills) where a 1 is normally successful (e.g. a 1 with a +14 modifier to *Defense* is still a DC15 *Defense* check), the GM may spend an action die to activate that **Natural-1** to create a *botch*. Some actions also have a botch threat that is higher than 1; Weapons may have a botch-factor of 1, 1-2, 1-3 and 1-4, depending on the weapon.

This includes *initiative-phase* rolls, but only when those rolls are initially made, **before** entering into *initiative phase*. A player cannot alter his *initiative phase number* once it is set.

Activate a Botch: The player may spend one or more action dice to *activate a botch* from any other character, whether an NPC or another PC. The number of dice the player wishes to spend must be declared, as the more action dice spent activating a single botch increases the severity of the botch. The desire to activate a botch must be expressly stated, and the number of dice the player wishes to use must be stated at that time. Multiple players may spend dice together to activate a single botch.

Activate a Critical Threat: A player may spend action dice to activate critical threats made by one of his characters, but not other characters (unless his class has a feature that permits this).

The number of dice the player wishes to spend must be declared, as the more action dice spent activating a single *critical success* increases the severity of the botch. The desire to activate a botch must be expressly stated, and the number of dice the player wishes to use must be stated at that time. Critical successes on normal skill checks give the maximum possible result for that check. Checks that involve time-consuming processes usually are reduced in time, or checks gathering information or tasks that will either be successful or fail (e.g. Computer Hacking) are often automatically successful. Knowledge checks may reveal some very rare and useful piece of information.

Activating a critical threat on a check involving combat or defense has special effects: When making an attack, the damage done has a special effect (see 'Combat. '); critically successful defense rolls may gain an insight bonus to defense against that opponent for either the rest of that *initiative phase* or for the foreseeable future; critically successful parry checks permit instant, guaranteed retaliation of some kind, or may sunder the opponents weapon or instantly disarm him.

Obviously, the more action dice a player spends to activate such a critical success increases the positive results he gains from doing so. If activating a critical success can have no special effects (e.g. if nothing can be gained from it), then the GM should declare this and return the spent action die to the player. (In effect, it was never spent because spending it can have no special benefit.)

Activate a Critical Threat (Saving Throws): A character may also activate a Natural-20 as a critical success for saving throws. Where a saving throw would not be possible because of the characters' situation, it becomes possible. If it is possible normally, with *save for 1/2* as the normal result, the character can *save for 1/4* (or *save for zero*, depending on the situation and severity of the circumstances). Obviously, a character can spend two action dice to reduce *save for 1/4* to *save for zero*.

Gain Insight: When a player is perplexed and has no idea what to do in a situation he may request to make an *inspiration check*. If the Gm agrees, then he may spend action dice (usually one, though very complex problems may require more) to get a clue from the GM as to how to proceed. A clever GK may use this to further the plot of the story, and the information gained should be useful, even if somewhat cryptic. The more action dice a player spends, the more information he should gain, or the less cryptic the information should be. Under no circumstances should the GM give away information the character would have no way of knowing at all, such as the battle plans of an invading army, unless he has had some way (in the story) to gain such insights.

The GM may have the character make an Insight Roll if he feels it necessary, against an appropriate DC for the desired information. This check for an Insight Roll is **1d20+Character Level+Appropriate Modifier**, where the Modifying statistic is Reason, Intuition, or Knowledge (whichever is most-appropriate to the information requested). Characters may use action dice to augment (or re-roll) this roll, as normal (before the GM determines the results) however if the insight roll fails, the player cannot spend another action die to re-try (although another player may try to make a separate Inspiration Check on the same subject).

Lucky Break

This option is available only to any player who has **spent no action dice during the entire session of gameplay**, no-matter their normal starting total or how many they were awarded during play.

Such a player may spend his entire dice pool either to gain the benefit of *Gain Insight*

without having to make an *Insight Roll*, or to stumble upon something important to the character (or the party) by pure folly.

To do this, the player expends his entire action dice pool for the session (and can not be awarded any extra action dice for that session) and the GM will determine what happens that is out of the ordinary or of extreme value. It is up to the character to make the most of whatever situation occurs.

Whatever the result, it occurs as a story event during that game session, so doing this at the very end of a game (that is, doing this just because you didn't have a reason to spend action dice) session has no positive result as there is no time left in that game session to have any event that stems from this, and it does not carry over to the next game session.

Gamemaster Uses of Action Dice

The Gamemaster gains an Action Dice Pool at the beginning of each game session equal to the number of players (excluding the GM) plus the largest number of dice in the Action Dice Pool of any single player. That is, if there are six players, he gains six action dice from this alone, and if one of those players has four action dice, he gains an extra four dice for a total of ten action dice. If there were three players and one had a Level-11 character, the GM would have nine action dice to use during that session (3 from the players and 6 from the Level-11 character's pool of 6d8 action dice). The Gamemaster also gains one action die every time he awards one to a player.

The Gamemaster may spend his dice in exactly the same manner allowed to players, however he may also do any of the following:

Activate a Potential Botch or Critical: The GM may activate a potential botch or critical for any character, PC or NPC that is involved in the story whatsoever, even characters that the PCs aren't (yet) aware exist. The GM may also activate a special botch by spending an action die for a check made by any player that fails by 5 or more (e.g. rolling a check of 13 on a DC18 *Climb* check). The special botch will have an additional, undesired effect, but not as great as those posed by a natural botch roll (usually a natural-1 on 1d20).

Like the players, the GM may spend multiple action dice to achieve a greater effect for either a botch or a critical success.

Remember: Critical botches can lead to new story arcs as well. This is especially true if a character breaks or loses an important item, weapon or piece of data and a new story twist is in order to repair, replace or recover it.

Saving throw Botches and Critical Successes: He may also activate a botch on a saving throw for an additional undesired effect for any character, or a critical success on a saving throw for any character, which usually renders any effects to be negated (some that are save for ½ become save for zero, others save for ¼).

Dark Agenda: The GM should consider using his action dice on Inspiration checks for his NPC villains as well. This will give them insight into their plans or possibly into their actions.

and motives of the PCs. These checks should be noted and tracked by the GM, but not announced to the players.

Awarding Action Dice

The starting Action Dice Pool is always in flux: Generally, players spend all of their action dice each gaming session, but it is also possible to earn one or more action dice as ad-hoc awards during the course of a session...

When a player does something spectacular, especially something that advances the story, pieces together clues that help the party, puzzles out a nasty riddle, finds a secret room, discovers how to use a piece of alien technology, or does something generally positive or rewarding, The GM should award an action die.

Of course, the GM shouldn't give out action-dice willy-nilly, but in terms of awards (especially with the system standard 'No-XP' set-up), awards for performance and even awards for 'acting true to form/in-character' are given as bonus action-dice. The player adds these to his Action Dice Pool as normal and the player may accrue as many as the GM awards; this allows a player to gain more action-dice than his starting amount, though the die-type does not change.

The GM should award clever or amusing character actions solely for in-game events; out-of-character discussion and banter never merits an action die, and in fact, excessive banter generally warrants forfeiture of earning action dice during a game (due to breaking up the gameplay). Remember: Awarding action dice is a tool used to re-enforce positive play and reward players for insightful ideas and take actions that you want them to repeat on a regular basis. They serve as an inspirational incentive and aren't just some token currency (although some...ahem...*less scrupulous GMs* may award a bonus starting action die to any player who bribes him with premium beer or the like).

Some classes give extra (bonus) action dice to a specific character. It is important to track,—at least if a player is running multiple characters—to which character that specific action die can be used. A player who controls a Wizard that gains a *bonus action die per gaming session* that also controls a Scientist can use his basic starting action dice (and dice awarded by the GM for either character, but the bonus die from the Wizards class ability can be used by *that* Wizard alone.

Under no circumstances should a GM award an action die from any action that directly stems from using or spending an action die.

Action Dice: Optional Rules

In the case of a player that controls characters of differing levels, the GM may decide one of the following:

The player gains action dice appropriate to the highest-level player that he controls.

Alternatively, the GM may elect to use a more balanced style of action dice appropriation: If the characters are within three levels of each-other, the player gains action dice for the highest-level character, but if the characters are four (or more) levels apart, then he gains one

either die less of the type allocated to the player or one extra die, but based on the type allocated to the lower level character.

A third option is to assign action dice from each character, but divide the number of dice allocated to that player by the number of controlled characters, so a player with a 2nd-Level character and an 8th-level character would gain 1d4 and 2d6 action dice. Remember that smaller action dice have a greater probability to cascade.

Under no circumstances does a player gain extra action dice for playing multiple characters.

Prohibited Uses

A player cannot use action dice to re-roll or augment his character's physical statistics with action dice. Not only is it illogical (as an un-made character has no action dice), but it is game un-balancing. He may also not use them to augment or re-roll any increases to abilities (including physical attributes, aptitudes, MEA, PPE, etc.) and he cannot force the GM to re-roll a die (or dice) **for any reason**, even if it is due to something happening to him (such as taking damage). Action dice must be used on the player's own characters, with the only exceptions being activating a botch (which he can use on anyone) or if he has a class-ability that permits specific uses of action dice on other characters.

You cannot use action dice to augment percentile (d100) rolls for Aptitudes (Affinities) or Memory Checks. These require the lowest-possible roll, and action dice can only augment a die roll with a positive number: They never subtract from a die roll.. (You can, of course, use them to re-roll these percentile-based die rolls.)

Un-Spent Action Dice

Action Dice that the player does not spend by the end of the game session are, under normal circumstances, wasted. The player may not stock up on them, and cannot reserve them until the next session of a campaign. There are two exceptions, both of which are optional:

- ❖ If the GM awards an action die to a player near the end of a game, but the player does not have a reasonable chance to use it, then he may keep it to use on the following game session. If the player fails to use it during the next game session, then it is wasted.
- ❖ Players who are actively studying a new skill may also use un-spent Action Dice to gain a rank or two in a new skill, or add ranks to an existing skill between leveling. The suggestion for this is that each un-spent action die is worth 1/10th to 1/20th of one skill rank, and no more than two dice per game session can be used in this manner. The skill, new or old, must be one that the character is actively studying or perfecting. It may not be a passive increase; this is considered a *story award* and is useful for helping a character towards a new class, or for learning a language, or for learning a new combat or science skill. It is especially beneficial for low-level or slow-advancement campaigns, or games using the *Mission Completion Advancement/Level*

System as opposed to *XP Award Based Advancement/Leveling System*. The normal amount of time required to learn a skill is still required using this bonus skill-rank system, and the maximum skill ranks for a character may still not exceed their normal caps. Any skill ranks purchased using this optional rule should be denoted on the character sheet, for the sake of easier later bookkeeping.

Initiative Phase

Actions during *initiative phase*.

Encounters & Encounter Difficulty

In the Zoria System, there are three types of encounters:

Planned Encounters, Fortunate Random Encounters, and Unfortunate Random Encounters

It is not required especially to have specific tables to determine each type, for the first type, a planned encounter can be anything the storyteller wishes to use to further the plot. No-matter the situation, this encounter will happen, however the characters may influence this event to make it either positive or negative in nature, and their actions, which affect causality as a whole can avert or subvert it. Further, via temporal spells, powers or technology, it is possible to foresee such events and use this knowledge to manipulate them—or in more drastic cases—use *paradox* or any other form of time-travel to avoid or alter them.

Despite all of this, these events are part of the general overall story, and it is not required to make rolls to determine the overall causal effect of the *luck* of the characters (and players) to determine their difficulty. The storyteller merely establishes the events, and lets people handle them as best as they can. Such story events, should by definition be fair, and have solutions. It is not fair to present a no-win situation, although some storytellers may be shocked at how a creative player can overturn a no-wi scenario and put events in their favour.

Such an action of course, naturally deserves a bonus award, either in the form of an awarded Action Die, bonus Experience (if you are using the XP system and not the Level by Accomplishment system), or some tangible award. This award can be something as simple as knowledge, a contact, new skills, new technology or gear, an item, or a anything that aids the person or party and furthers the plot.

Random events, on the other hand, depend on the luck of both the character and the player. They function on the concept model that the luck of every sentient being (anything with a Luck statistic) affects reality on a quantum level. Any time people are wandering, where either or both danger and good rewards are possible, the storyteller may call for an encounter roll. This is done by rolling at first, 1d6 per character with a *Luck* statistic.

Follow these steps for each such character—even if the player is not present of they are an NPC—and then follow the outlined procedure.

Start with a base of zero (0): This is the *base factor*.

Consider any mitigating factors, such as walking in enemy territory. Each mitigating factor that is dangerous to the party adds +1 to the base factor, and each mitigating factor that grants an overall positive situation to the party adds -1 to the base factor.

Note: If people stumble into a vastly dangerous area, a mitigating factor of +2, +3 or whatever is appropriate can be employed by the storyteller, but restraint should be used given the infinite possibilities used for the checking of causal harmonics using this system.

Have the players (for each character) Roll 1d6

On a roll of Two, Three, Four or Five (2-5), they have no change to the base encounter value, unless they have a very poor or very high luck score (as outlined below).

On a roll of One (1), they gain a -1 to the base factor. They then re-roll, using the same steps through this chart. Thus, if they roll a One (1), they gain another -1 to the base factor, and roll again (indefinitely). If they roll a Two, Three, Four or Five (2-5), they have no change to the base encounter value, unless they have a very poor or very high luck score (as outlined below). The reverse applies to a roll of a Six (6), which adds a +1 to the base factor. Likewise, these cascade, so have them re-roll a six, following this chart. Rolls of 1s negate 6s, and 6s negate 1s. Continue checking until a neutral result is rolled.

For example, a group of four, Milan, Edras, Tulkas and Searul are walking in an open countryside, with a base factor of Zero (0)

Milan rolls 1d6 and gets a 6, making the new base factor +1. He then re-rolls, rolling another Six (6), making the base factor +2. He then re-rolls again, rolling a Four (4), setting his base factor at +2, which is bad for him.

Then, his friend Edras rolls 1d6, rolling a Three (3), which does not change the base factor.

Tulkas rolls, rolling 1d6 and getting a One (1), reducing the factor by -1 to a base factor of +1, then re-rolling a Six (6), bringing the base factor up by +1, back to a base factor of +2, and then rolls a One (1), again reducing the base factor to +1.

When Searul rolls, he rolls a Five (5), not changing the base factor, which is now **fixed** at +1.

Once you establish the base factor based on these rolls, calculate the average party level (APL). This number is added to the base factor. Let us assume that Milan is level five, Edras level six, Tulkas level 7 and Searul level 6. This averages out to an APL of Six (6). This is the *base encounter level*, to which you add the *base factor*, to generate the **Challenge Rating** of the encounter, which is a CR of 7. (APL 6 + base factor +1).

This produces a CR7 encounter that poses a potential threat (is initially hostile) to the party.

If the base factor is negative however, the system works in reverse. If The group had rolled multiple 1s, to get a *base factor* of -2, then they would instead have a n encounter of CR8 that is a positive experience initially. Of course, a negative encounter can be turned around with skill, and a positive encounter botched with bungling.

If the *base factor* is positive, in excess of the APL (so, for an APL of Six, a base factor of +7 or more), it is an **immediate threat**, such as a mortal enemy of great power. If the *base factor* is a negative number in excess of the APL (so, for an APL of Six, a *base factor* result of -7), then there is an immediate reward. These can be used as story hooks as well.

Luck plays a further part. It is important to know both the average group luck at all times. This is determined by calculating and summing the luck scores of all party members, and averaging them. This determines any extra reward that might be gained from this encounter, either from immediate reward, or overcoming the encounter. Remember that even positive encounters have a C and should be treated as such in terms of determining awards. The average luck score increases or decreases the CR value of the reward equal to the modifier of that average.

Thus, if the average luck modifier is +2, then the reward for a CR8 encounter would be the reward given by overcoming a CR10 encounter. This applies to physical rewards, or knowledge gained, but not to experience if you use the XP system.:XP awards are based on the actual CR.

Luck in either extreme also plays a part in rolling the encounter as follows:

A Luck score of 2 produces a base factor increase of +1 on rolls of both Five (5) and Six (5). Only the six cascades, so the player does not re-roll the 5: it merely adds +1 to the base factor and the roll stops.

A Luck Score of 1, likewise does the same for Rolls of Four (4), Five (5) and Six (6). Again, the rolls of 4 and 5 do not cascade, but merely add +1 to the base factor.

A Luck of 0 (Zero!), ups the ante: Treat rolls of Three (3), Four (4), Five (5) and Six (6) as if they were a six, but only re-rolling an actual Six (6). Furthermore, rolls of 1 are meaningless, and do not decrease the base factor.

If the character has a luck of 20 or higher, treat rolls of One (1) as a double-result, modifying the base factor by -2.

Characters with a luck of 30 or higher gain an additional bonus: Treat rolls of 1 as a triple-result, modifying the base factor by -3.

For every additional ten point in the Luck score, a result of a One (1) modifies the base factor by an additional -1. Thus at Luck 40, a roll of a One (1) modifies the base factor by -4, at Luck 50, it modifies the base factor by -5, at Luck 60, it modifies the base factor by -6, and so on. These rolls of One (1) do cascade as normal, calling for a re-roll, which can be another One (1) or Six (6), continuing to re-roll and tallying the final base factor until a Two (2), Three (3), Four (4) or Five (5) is rolled for that character.

All of this sets the encounter level. The actual nature of the encounter should be up to the storyteller, and should fit into the logical theme of the location and theme. A chart of encounters on a universal scale is beyond the scope of this section, but a table of suggestions based on location may be concocted if it is helpful to speed the process.

For example, in space, an encounter could be an alien vessel, or a detected anomaly, or a derelict ship. In a city, a patrol, or a bandit, or even a gang of marauder, or a new contact. In the wilderness, any creature appropriate to the region, or another person, or a random cave entrance. Traps are also valid, as are puzzles and objects. A ship at a space station is as valid an encounter as an extra-dimensional horror. Even a mechanical breakdown that presents the appropriate challenge rating (CR) is appropriate if it can be explained in the context of the story.

Chapter VI

Character Feats, Weapon Groups, Hindrances and Other Enhancements

Section 6.0 “Feats”

Zoria feats break into six categories, structured and organized in groups based on their relationship to each-other and their general use to every character. The categories are Combat Feats, General Feats, Science Feats, Mystic Feats, Psychic Feats and Xenonatural Feats. Often, a character class will have abilities that permit a character to select a feat from one of these groups, such as a scientist gaining a Science Feat, or a swordmaster gaining a Combat Feat.

Many feats may have pre-requisite character abilities; if a feat lists a prerequisite that you do not have, you cannot select that feat until you meet the pre-requisite.

Combat Feats

Combat feats are divided into three categories, *Weapon Group Feats*, *Armour & Defense Feats* and *Active Combat Feats*. The latter are general feats for use when in combat, whereas the former two are passive, and permit or expand the character’s offensive and defensive repertoire of arms, combat equipment training and protection.

Weapon Group Feats

All characters start with a specified allotment of Weapon Group Proficiency (WGP) Feats. Essentially, all classes have four starting WGP feats, but some are always taken up by the players choice of class. Some WGP feats are only available to specific classes, as outlined in the table below.

Class	Required Starting WGP	Extra WGP Slots
Wizard	Spells & Rays	3
Sorcerer	Spells & Rays	3
Channeler	Spells & Rays	3
Swordmaster	Light Blades?	3 or 4?
Alchemist	?	4?
Mystic Engineer	?	4

A player, upon character creation may elect to set-aside weapon group allocation ‘slots’; in place of determining all of his weapon groups, he may leave all free WGP Slots open, allowing him to learn such proficiencies during the course of the story without spending additional feats on them.

This is useful if the player is unsure of what weapons will be available, or does not have a background that reflects such training. A scientist in a peaceful area would be unlikely to have been trained in the use of four weapon groups, so the player may leave them blank and add them as he learns them over time in the unfolding adventure, rather than setting his initial groups in stone at the beginning of the story (or at character generation at any point).

Note that many mages have ‘Spell’ as a WGP: This is used for aiming all magic that has a ranged attack roll as part of the spell description. If a mage does not use any spells of this nature upon character creation, he may elect to take a different WGP or to leave this one blank until such time as it is used, and he is trained in its use during the story. If a mage decides to take this route and forego the *Spell WGP* at creation (which he can only do if he does not know or use spells that require it), and then selects a substitute WGP in its place, then it is important to remember that he will need to wait until he has earned a *Bonus Feat* that would allow him to select a WGP, such as the general bonus feat that is earned at every three levels of experience.

This is in addition to the normal training required to learn a new weapon group proficiency. Human characters may select an additional WGP feat as their racial starting bonus feat if they so desire.

WGP Feat Descriptions

Melee Weapon Groups

WG: Basic & Simple Weapons — This WGP covers very simple weapons, such as knives, daggers, staves, one-handed spears (and similar very primitive weapons), and similar items.

WG: Light Blades — This WGP includes rapiers, short swords, long swords, electro-blades, E-blades, vibro-knives, and other one-handed bladed weapons, such as the cutlass, scimitar, dirk, etc..

WG: Heavy Blades — This WGP covers heavier, two-handed bladed weapons, such as the greatsword, claymore and bastard swords.

WG: Chain Weapons — This WGP covers any weapon based on a chain, including flails and spiked chains, whether one or two-handed.

WG: Maces & Clubs — This WGP includes maces, clubs, blackjacks, saps and similar weapons, including electro-maces.

WG: Robotic — This WGP covers the use of robotic weapons, such as robotic battle suits.

WG: Axes — This WGP covers all axes, including throwing axes and both one-handed and two-handed axes.

WG: Energy Blades — This WGP covers both pure-energy blade weapons, similar to the *light saber* and electro-blades (*E-Blades*), which are electrified bladed weapons.

WG: Claw & Hook — This WGP includes claw-weapons and similar devices, usually worn on the hand and used like gloves with spiked or hooked attachments. It also covers claws and hooks on other gear, such as on armour, on clothing, or grafted to the body.

WG: Picks & Hammers — This WGP includes all forms of one-handed and two-handed picks, hammers and other similarly-used weapons.

WG: Spear & Lance — This WGP includes javelins, lances, large thrown (or hurled) darts, and both melee and throwing usage of spears (both long and short), but **not** other slashing or melee polearms.

WG: Polearms — This WGP includes all polearm weapons, such as the glaive, ranseur, trident, pitchfork, halberd, longspear (but not throwing spears), pollaxe, bardich, and similar striking, thrusting or swung (but not thrown or hurled) weapon mounted on a long shaft, including electrified weapons.

Ranged Weapon Groups

WG: Bows — This WGP covers all forms of bows that have hand-knocked projectiles, such as the shortbow, longbow, composite bow, etc.

WG: Crossbows & Light Projectiles — This WGP covers all mechanical bow-like devices, such as the crossbow, harpoon, etc. and other small projectile weapons that are neither based on energy projectiles or on explosive compounds to launch the projectile ammunition. This group does cover crossbows and similar items that fire a physical, electronic, electrified or chemical-infused bolt. Some such weapons may also require *WG: Exotic*.

WG: Handguns & Pistols — This WGP includes all one-handed guns that rely on an explosive charge to launch their projectiles (e.g. gunpowder, black powder, etc.) plus one-handed guns that rely on compressed air or a similar air-based delivery system.

WG: Semi-Automatic Rifles — This WGP includes all long-guns that rely on an explosive charge to launch their projectiles (e.g. gunpowder, black powder, etc.), such as rifles, shotguns, etc., plus two-handed or fixed/mounted guns that rely on compressed air or a similar air-based delivery system.

WG: Fully Automatic Rifles & Machine Guns — This WGP includes all guns less than 2 –metres in length that rely on an explosive charge to launch their projectiles (e.g. gunpowder, black powder, etc.) plus similar-sized guns that rely on compressed air or a similar air-based delivery system.

WG: Energy Pistols — This WGP covers all one-handed energy pistols and energy guns, plus one-handed mass drivers (railguns).

WG: Energy Rifles — This WGP includes all two-handed, or braced energy rifles, energy blasters, and small mass-drivers (railguns) that are less than 1-metre in length. Note: Energy Staffs require this **and** *WG: Exotic*.

~~WG: Sling & Thrown~~

WG: Hurlled and Thrown — This WGP includes all grenade-weapons, whether or not an explosive force is involved, such as grenades, thrown bombs, slings, chakram, and hurled or thrown objects.

WG: Siege Equipment — This WGP includes siege towers and similar large-war devices, including tanks.

Martial-Arts Weapon Groups

WG: Hand-to-Hand

WG: Martial Arts (Subcategory):

WG: Martial Arts (Unarmed Style)

WG: Martial Arts (Ninja Weapons): “Staff, sai, and shuriken” is a common expression to describe the weapons carried by a martial artist who favours conventional

weapons to hand-to-hand combat.0

Large Ballista Weapon Groups

WG: Large Energy Weapons & Canons — This WGP includes all energy guns and canons over 2-metres in length. These weapons are normally either stationary (fixed), or mounted to very large, mobile devices that require manual location and aiming via mechanical or electronic means. Systems that have computer-guidance systems also require *WGP: Computer-Controlled*.

WG: Artillery Launchers — This WGP includes weapons based on launched artillery items, such as rockets, missiles, and torpedoes. Some such systems may also require *WGP: Computer Controlled*.

WG: Large Guns — This WGP includes all large guns, usually over 2-metres in length that fire a shell based on an explosive charge. This includes canons, anti-aircraft guns, ship.s guns, etc..

WG: Ballista — This WGP includes all large ballista where the projectile is not fired via an explosive charge (or energy-based device) such as the trebuchet and similar items for launching objects at a target

Mystic & Psychic Weapon Groups

WG: Mental Construct — This WGP is used for weapons constructed from pure mental (whether psychic or mystic) force, as well as for mental battle, such as within a mentally constructed environment where more than one mind is joined in a ‘dreamscape’.

WG: Spells & Rays — This WGP includes all aimed spell-based effects, such as rays. It may also be used for aiming area-based spell effects.

WG: Psycho-Etheric — This WGP covers all psychic powers that require precise aim.

WG: Double Weapon [Should I drop this; use *Exotic capsule* instead?]

Weapon Group Capsule Proficiencies

A *Weapon Group Capsule Proficiency* is a special WGP that adds its function to any and all other WGP that a character knows or learns. These WGP do nothing in and of themselves, but permit a character to use weapons of special types without a penalty. A character using a weapon considered special (one that is covered by these capsules) suffers a -4 penalty if he does not have the correct weapon group capsule proficiency for that weapon; this stacks with the normal -4 penalty if he is not proficient in the weapon category. Thus, a soldier from a renaissance-era technological society that wants to use an energy stazer must have both the weapon category WGP *WG: Energy Pistol* and *WGC: Futuristic* to use it normally, or he suffers a -8 penalty on every attack that he makes with that weapon.

WGC: Exotic — This includes any weapon that is unusual in make, but otherwise appropriate to the time-period and planet. Such weapons should be intended for subjects with the number of limbs and general bodily composition of the wielder, else they are possibly Xeno-tech. Often, *exotic weapons* simply have a different balance, or additional features, or special design elements, but are reasonably similar to other weapons available on a normal basis. Weapons made from unusual substances are not covered under this—these are *rarified material weapons*—however a character with WGC: Exotic suffers only a -3 penalty (in place of the normal -4 penalty) on rarified weapons if he does not have *WGC: Rarified Materials* due to training in weapons with unusual configurations.

WGC: Rarified Materials — This includes any weapon constructed from *rarified materials*, such as Adamantium or Coraeum, assuming the character can normally hold the weapon, given its mass versus his Muscle score. This WGC feat includes the special training in balancing and aiming weapons made from these highly exotic materials and elements.

WGC: Primitive Weapons — Often, as a people develop new technologies, abandoning the old, they tend to forget the proper method of using the weapons of antiquity. This feat allows the character to use weapons based on technology one or more tech-levels prior to that native to the character.

WGC: Futuristic Weapons — This includes weapons one tech level or later than that natural to the character. Weapons from tech levels three or more stages away will likely require suitable *Reasoning* checks to understand.

WGC: Xeno-Tech — This allows the character to use weapons designed for alien races. Such weapons may require bizarre methodologies of thinking, unusual bodily configurations, or other things that a normal person from the character's race does not possess! The character has learned how to be adaptive to these situations, and can attempt to use such weapons without a proficiency penalty, although if the weapon absolutely requires something that the character can't easily replicate, such as sucker-cups in place of fingers, or a special genome the he will need to modify it for his use (if possible). Note that when a character encounters Xeno-tech items, he will have to make appropriate skill check(s) and know (or learn how) to use them. This WGC only permits the use of items that the character does understand without a severe penalty.

WGC: Computer Controlled / Targeted Weapons — This allows the character to use computer-controlled and/or computer-targeted weapons, via a suitable computer interface. This is not the same as mystically or psychically controlled weapons, although some mystic and psychic weapons may have a technological interface. If this is the case, then a character with this WGC feat, but without the appropriate WGC Mystic/Psychic Control feat may attempt to use the weapon with a -2 penalty (in place of the normal -4 penalty). have an appropriate *Computers* skill.

WGC: Psionic & Psychically Controlled Weapons — This allows a character to use psychically-controlled weapons, be they crystals that require psychic activation, or a gun with a mental operator signature, or a computer guidance device that directly interfaces with the mind on psychic wavelengths. Note that if the weapon is both psychic, and has a computer-interface, which is common in highly advanced civilizations, that this WGC only

partially covers the requirements.

A character without this WGC and without *WGC Computer Controlled Weapons* suffers a -2 penalty when using such a weapon if the computer component is a primary interface (and thus a reasonable understanding of computer guidance is mandatory).

If the interface is psionic and the internal workings of the system are computer-controlled, then the computer-interface must be something that the user would need to interact with in order for it to be a problem. Therefore, if a device is fully mentally controlled, but uses a computer to fire missiles, and the user does not need to direct the computer guidance system in any way, then there is no penalty.

Note that operation of psychically-controlled weapons always requires a successful P.A. check, often per connection, or per activation, or even per use of the weapon.

WGC: Mystic & Mystically Controlled Weapons — This functions identically to *WGC: Psychically controlled Weapons*, except that it instead permits the use of *Mystically Controlled Weapons*, be they made by an Artificer, a Mystic Engineer, or any other mage or channeler. It is unusual for mystic weapons to be computer-controlled in such a way that both mystic and computer-controlled WGC proficiencies are required, but it is not impossible.

Furthermore, this WGC permits the character to charge mystically charged *artificer* and *mystic engineer* items and weapons using their own MEA (or other suitable energy), as the knowledge of this procedure is taught to students who learn this proficiency. Note that many mystic weapons require a successful M.A. check often per connection, or per activation, or even per use of the weapon

Special: A character using such a weapon that is both mystic (or psychic) **and** computer controlled that has both this WGC feat and the appropriate mystic or psychic controlled weapons feat gains a +2 competence bonus on its operation. Note that use of a computer-controlled weapon also requires that the character

WGC: Telekinetics — This WGP includes all weapons wielded by telekinetic force. The psychic must have the normal WGP for the object he is manipulating, or he will suffer a -4 penalty for non-proficiency. Weapons handled via telekinesis will use the psychic's Reasoning score modifier for an attack and damage modifier. A psychic without this WGC will suffer a -4 penalty when attempting to control a weapon via telekinetic power; this if he does not have this WGC and he does not have the appropriate WGP for the weapon he is manipulating, he will have a combined penalty of -8 to his combat skill checks with the telekinetically controlled weapon.

Weapon Group Training Time

Learning a new weapon group proficiency takes time and practice. As with any skill the time is reduced if you have a suitable teacher or mentor that is trained in the skill, and the reduction in time is based on the ranks your mentor has in that skill.

Active Combat Feats

Ambidexterity [Combat]

Prerequisite: Agility 15+. Ad Reasoning 13+

Benefit: The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

Blind-Fight [Combat]

Benefit: In melee, every time a character misses because of concealment, the character can reroll the miss chance percentile roll one time to see if the character actually hit.

An invisible attacker gets no bonus to hit the character in melee. That is, the character doesn't lose his Agility bonus to Defense/Parry, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

The character suffers only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces the character's speed to three-quarters of normal, instead of one-half.

Cleave [Combat]

Prerequisites: Muscle 13+, Power Attack.

Benefit: If the character deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), the character gets an immediate, extra melee attack against another creature in the immediate vicinity. The character cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The character can use this ability once per round.

Combat Casting [Combat]

Benefit: The character gains a bonus equal to $\frac{1}{2}$ his total caster level to all *Concentration* skill checks when casting spells defensively. **The character gets a +4 bonus to Concentration checks made to cast a spell while on the defensive. [Equal to $\frac{1}{2}$ his caster level?]**

Combat Reflexes [Combat]

Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to the character's *Speed* modifier. The character still may only make one attack of opportunity per enemy.

The character may also make attacks of opportunity while flat-footed.

Special: A rogue with the Combat Reflexes feat still can only make one attack of opportunity in a round if he uses his opportunist ability to make that attack.

Far Shot [Combat]

Prerequisite: Point Blank Shot.

Benefit: When the character uses a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

Flyby Attack[Combat]

Prerequisite: Fly speed.

Benefit: When flying, the character can take a move action (including a dive) and another partial action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move.

Great Cleave [Combat]

Prerequisites: Muscle 13+, Power Attack, Cleave, One Combat Skill (other than Defense) with 8 or more ranks.

Benefit: As Cleave, except that the character has no limit to the number of times the character can use it per round.

Improved Bull Rush [Combat]

Prerequisites: Muscle 13+, Power Attack.

Benefit: When the character performs a bull rush, the character does not draw an attack of opportunity from the defender.

Improved Critical [Combat]

Select a single Weapon Group; the critical threat range of hits made with a weapon of that WG increase.

Prerequisites: One Weapon Group, 12 Ranks in one Combat Skill of the same WG.

Benefit: When using the chosen Weapon Group character selected, the character's threat range is doubled.

Special: This feat applies to one WG Proficiency. The character can gain this feat multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Note: "Keen" magic weapons and mastercraft weapons also double their threat range. As with all doubled doublings, the result is triple.

Improved Disarm [Combat]

Prerequisites: Intuition 13+, Expertise.

Benefit: The character does not suffer an attack of opportunity when the character attempts to disarm an opponent, nor does the opponent have a chance to disarm.

Improved Two-Weapon Fighting [Combat]

Prerequisites: Two-Weapon Fighting, Ambidexterity, 12+ Ranks in One Combat Skill (other than *Defense*).

Benefit: In addition to the standard single extra attack the character gets with an off-hand weapon, the character gets a second attack with the off-hand weapon, albeit at a -5 penalty.

Normal: Without this feat, the character can only get a single extra attack with an off-hand weapon.

Improved Unarmed Strike [Combat]

Benefit: The character is considered to be armed even when unarmed—that is, armed opponents do not get attacks of opportunity when the character attacks them while unarmed. However, the character still gets an opportunity attack against any opponent who makes an unarmed attack on the character.

Insightful Strike [Combat]

Requirements: Reasoning 13+; Knowledge (Anatomy) 4 Ranks or First Aid 6 Ranks.

Benefit: Your knowledge of living organisms has taught you what spots to hit for the best possible damage. Add your *Reasoning* score modifier to melee damage rolls in place of your *Muscle* score modifier.

Intelligent Shot (Species Dependant) [Combat]

Requirements: Knowledge Anatomy 3 Ranks, or First Aid 5 Ranks, or Favored Enemy (Race); 4+ Ranks in one Combat Skill (other than *Defense*).

Benefit: With your extensive knowledge of a specific race's anatomy, you have learned how to place shots more effectively and know how to do the most damage.

Special: Choose a species (Human, Eldrian, Elf, Dwarf, Orc, etc.) Add your Reasoning bonus to all damage rolls on ranged shots made against the selected race, except point blank shots.

Mounted Archery [Combat]

Prerequisite: 5+ Ranks in Ride or Pilot skill, Mounted Combat.

Benefit: The penalty the character suffers when using a ranged weapon from a mount or a vehicle is halved:

Mounted Combat [Combat]

Prerequisite: 4+ Ranks in Ride or Pilot skill.

Benefit: Once per round when the character's mount or vehicle is hit in combat, the character may make a Ride or Pilot check to negate the hit. The hit is negated if the character's Ride/Pilot check is greater than the attack roll (essentially, the Ride/Pilot check is used as the mount/vehicle's *Defense* roll).

Multiattack [Combat]

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

Multidexterity [Combat]

Prerequisite: Agility 15+, three or more arms (or three limbs appropriate to handling objects)

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature who uses an off hand suffers a -4 penalty to combat skill checks, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more than two arms.

Multiweapon Fighting [Combat]

Prerequisite: Three or more hands; Agility 13+

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a -6 penalty to attacks made with its primary hand and a -10 penalty to attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Attacking with Two Weapons, page 124 in the Player's Handbook.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms. The Multidexterity feat further reduces penalties for off-hand attacks.

Perceptive Combat

Requirements: Perception (Intuition) 13+; Spot 5 Ranks; Melee Attack Skill at 5 Ranks or Ranged Attack Skill at 5 Ranks.

Benefit: When choosing this feat, select whether it applies to Melee or Ranged Attacks. You have learned to plan decisive attacks, striking at an enemy's weak spots in the heat of battle. Use your PERCEPTION modifier on your attack rolls in place of MUSCLE or AIM.

Special: You may select this feat multiple times. Each time you do, you may select a different type of combat, or a different combat skill to apply it to such as Ranged, Melee, or Touch.

You may not use this feat to make point blank shots as your degree of perceivable areas is lessened to far to make proper use of it.

Point Blank Shot [Combat]

Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Power Attack [Combat]

Prerequisite: Muscle 13+; Reasoning 13+

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's level. The penalty on attacks and bonus on damage applies until the character's next action.

Precise Shot [Combat]

Prerequisite: ~~Point-Blank-Shot.~~

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

Quick Draw [Combat]

Prerequisite: Speed 15+

Benefit: The character can draw a weapon as a free action instead of as a move-equivalent action.

Rapid Shot [Combat]

Prerequisites: ~~Point Blank Shot~~, Agility 13+, Speed 13+

Benefit: The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest base attack skill check modifier, however each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use the full attack action to use this feat.

Ride-By Attack [Combat]

Prerequisites: Ride or Pilot skill at 5+ Ranks, ~~Mounted Combat~~, Agility 13+

Benefit: When the character is mounted or piloting a vehicle and uses the charge/rush action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's speed (the speed of the mount or vehicle). The character does not provoke an attack of opportunity from the opponent that the character attacks.

[Should I add Fly-by-Attack for flying vehicles as a separate feat?]

Shot on the Run [Combat]

Prerequisites: Point Blank Shot, Agility 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed.

Spirited Charge [Combat]

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted (or in an open vehicle) and using the charge action, the character deals double damage with a melee weapon (or triple damage with a lance).

Spring Attack [Combat]

Prerequisites: Agility 13+, Dodge, Mobility, Combat Skill with 8+ Ranks

Benefit: When using the attack action with a melee weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character attacks. The character can't use this feat if the character is in heavy armor or in the heavy encumbrance category.

Stunning Fist [Combat]

Prerequisites: Agility 13+, Improved Unarmed Strike, Intuition 13+, Knowledge 11+, *Hand-to-Hand* or *Martial Arts Style* Combat skill at 12+ ranks.

Benefit: Declare that the character is using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by the character's unarmed attack to make a Fortitude saving throw (DC 15 + one-half the attacking character's level + his Intuition modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any agility and speed bonuses to all defense checks, and cannot parry.. Attackers get a +2 bonus on attack rolls against a stunned opponent. The character may attempt a stunning attack **once per day for every four levels attained**, and no more than once per round.

Sunder [Combat]

Prerequisites: **Muscle 13+**, Power Attack.

Benefit: When the character strikes at an opponent's weapon, the character does not provoke an attack of opportunity.

Trample [Combat]

Prerequisites: Ride or Pilot skill 6+ Ranks, Mounted Combat.

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the character. If the character knocks down the target, the character's mount may make one hoof attack against the target, gaining the standard +4 bonus on combat skill checks against prone targets.

Two Hands, Two Guns [Combat]

Prerequisites: Agility 15+, Speed 13+, Weapon Group (Handguns & Pistols) or Weapon Group (Energy Pistols).

Benefit: You become more proficient with using two guns at once as a single combat action. This effectively reduces the penalty for firing two guns in the same round (one with each hand). The normal penalty of -4/-8 is now -2/-4.

Two-Weapon Fighting [Combat]

Prerequisite: Agility 13+

Benefit: The character's penalties for fighting with two weapons are reduced by 2.

Weapon Finesse [Combat]

Prerequisite: Proficient with weapon, 4+ ranks in combat skill with weapon.

Choose one weapon group that includes light weapons, such as the rapier, spiked chain, energy blade, or similar melee weapon.

Benefit: With light weapons that fall under the selected weapon group proficiency, the character may use his Agility (and Speed, where applicable) modifier(s) instead of his Muscle modifier on combat skill checks with that such weapons.. Since the character needs the second hand for balance, apply any encumbrance penalties to combat skill checks made using this feat..

Special: The character can gain this feat multiple times. Each time the character takes the feat, it applies to a new weapon group proficiency.

Weapon Focus [Combat]

Prerequisites: Proficient with weapon, , 4+ ranks in combat skill with weapon..

The character can choose ‘Hand-to-Hand Combat’, as well as ‘Wrestling & Grappling’ or any weapon group proficiency or weapon group capsule for purposes of this feat. For example, character can choose ‘WGP: Spells & Rays’, in which case the character is especially good with magical attacks.

Benefit: The character adds +2 to all attack rolls the character makes using the selected weapon.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon group proficiency or weapon group capsule.

Weapon Specialization [Combat]

Choose one type of weapon group proficiency (or capsule). The character is especially good at inflicting damage with this weapon category.

Benefit: The character adds +2 to all damage inflicted with weapons that fall under the selected WGP (or WGC). **If the weapon is a ranged weapon, the target must be within 30 feet.**

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon group proficiency (or capsule).

Whirlwind Attack [Combat]

Prerequisites: Reasoning 13+, **Expertise**, Agility 13+, Speed 13+, **Dodge, Mobility**, 8+ ranks in at least one melee combat skill, **Spring Attack**.

Benefit: When the character performs the full attack action, he or she can give up all regular attacks and instead make one melee attack at the full base attack bonus against each opponent within 5 feet.

[This feat shouldn't require all of these feats to operate.]

Armour & Defense Feats

Armour Proficiency (Heavy) [Armour]

Benefit: The character is proficient with the wearing, operation and use of heavy-weight/bulk armour; this does not include robotic armour.

Normal: A character who is wearing armor with which he is not proficient suffers double its armour check penalty on all skill checks, including all combat and defense skill checks, and on reflex saving throws.

Armor Proficiency (Light) [Armour]

Benefit: The character is proficient with the wearing, operation and use of light-weight/bulk armour; this does not include robotic armour.

Normal: A character who is wearing armor with which he is not proficient suffers double its armour check penalty on all skill checks, including all combat and defense skill checks, and on reflex saving throws.

Armour Proficiency (Medium) [Armour]

Benefit: The character is proficient with the wearing, operation and use of medium-weight/bulk armour; this does not include robotic armour.

Normal: A character who is wearing armor with which he is not proficient suffers double its armour check penalty on all skill checks, including all combat and defense skill checks, and on reflex saving throws.

Armour Proficiency (Robotic) [Armour]

Benefit: The character is proficient with the wearing, operation and use of robotic armour; the character still requires the appropriate weight-bulk category armour proficiency to avoid suffering penalties. (This feat acts as a proficiency *container*.)

Normal: A character who is wearing armor with which he is not proficient suffers double its armour check penalty on all skill checks, including all combat and defense skill checks, and on reflex saving throws. .

Deflect Arrows [Defense]

Prerequisites: Dex 13+, Improved Unarmed Strike.

Benefit: The character must have at least one hand free (holding nothing) to use this feat. Once per round when the character would normally be hit with a ranged weapon, the character may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack, the DC increases by that amount). If the character succeeds, the character deflects the weapon. The character must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons can't be deflected.

[Re-write with appropriate DCs and modify to become *Deflect Projectiles*]

Dodge [Defense]

Prerequisite: Agility 13+.; Speed 11+

Benefit: During the character's action, the character designates an opponent and receive a +1 dodge bonus to *Defense* skill rolls against attacks from that opponent. The character can select a new opponent on any of his actions. **Note:** A condition that makes the character lose his or her Agility bonus to *Defenses* (if any) also makes the character lose dodge bonuses. Also, *dodge bonuses* **stack** with each other, unlike most other types of bonuses.

Expertise [Defense]

Prerequisite: Reasoning 13+.

Benefit: When the character uses the attack action or full attack action in melee, the character can take a penalty of as much as -5 on the character's attack combat skill checks and add the same number (up to +5) to the character's *defense* and/or *parry* skill checks. This number may not exceed the largest number or ranks the character has in his attack skill; the selected skill must be the one appropriate to the combat at that time, so if a character is fighting with a weapon for which he has only two ranks, he may only use up to a +2 bonus to defense, even if he has a different weapon skill at 6 ranks, as he is not using that skill. The changes to all combat, defense and parry skill check rolls last until the character's next action, and the penalty to all attack skill checks carries over to all other weapon skills for that duration. Thus, if a character aw2itches weapons, the skill penalty still applies.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to defense skill checks.

Improved Initiative [Defense]

Benefit: The character gets a +4 bonus on initiative checks.

[Should this be level-based / scaling?]

Improved Trip [General]

Prerequisites: Int 13+, Expertise.

Benefit: If the character trips an opponent in melee combat, the character immediately gets a melee attack against that opponent as if the character hadn't used the character's attack for the trip attempt.

Mobility [General]

Prerequisites: Dex 13+, Dodge.

Benefit: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when the character moves out of or within a threatened area. Note: A condition that makes the character lose the Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

Shield Proficiency [General]

Benefit: The character can use a shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

General Feats

These feats are general-purpose feats, many affecting skill-usage.

Alertness [General]

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the Alertness feat whenever the familiar is within arm's reach.

Endurance [General]

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.

Great Fortitude [General]

Benefit: The character gets a +2 bonus to all Fortitude saving throws.

Iron Will [General]

Benefit: The character gets a +2 bonus to all Will saving throws.

Lightning Reflexes [General]

Benefit: The character gets a +2 bonus to all Reflex saving throws.

Perfect Memory [General]

Prerequisites: *Memory* score of 120+ (Maybe 150+)

Benefit: The character automatically gains a -100 adjustment on all memory check rolls in addition to all other mitigating factors. (This is the same as having +100 to your memory score.)

Run [General]

Benefit: When running, the character moves five times normal speed instead of four times normal speed. If the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

Skill Focus [General]

Benefit: The character gets a +2 bonus on all skill checks with that skill.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

Toughness [General]

Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times.

Track [General]

Benefit: To find tracks or to follow them for one mile requires a Wilderness Lore check. The character must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

The character moves at half normal speed (or at normal speed with a -5 penalty on the check).

The DC depends on the surface and the prevailing conditions:

Surface	DC
-----	--
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

Condition	DC
Modifier	

Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
*For a group of mixed sizes, apply only the modifier for the largest size category.	
**Apply only the largest modifier from this category.	
If the character fails a Wilderness Lore check, the character can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.	
Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.	

Psionic Feats

Lingering Focus (metapsionic)

Your Psionic Focus lasts longer than normal. Now, you may use two abilities that expend your Psionic focus before you must regain it.

Mystic Feats

Chronomancer [Chronomancy]

You have studied magic involving the manipulation of time.

Prerequisite: The mage must have studied chronomancy spells, learned and cast at least one chronomancy spell or power.

Benefit: When taking this feat, you automatically gain one point of paradoxical residual energy (PRE). You may never have less than this minimum, and all time-sensitive creatures will be able to identify this “presence” of temporal energy infused within you. When selecting this feat, you also select one Chronomancy from the following list:

Compose Song of Power [Item Creation]

You can write a song that duplicates a single magical spell.

Prerequisites: Spellcaster level 3rd+, Perform 8 ranks.

Benefit: You can compose a *song of power* that duplicates any single spell that you know. Composing a *song of power* takes 1 day. It has a base price of spell level times caster level times 50 gp. ~~You must also expend 1/25 of this base price in XP. Any song of power that duplicates a spell with costly material components or an XP cost carries a commensurate cost to be paid by you.~~

[Make this a class feature of the **Bard** class, and give it an MEA cost like any other item creation feat.](#)

Note: A *song of power* is stored in your memory until activated by singing it. This is a standard action that does not provoke attacks of opportunity. You can have no more *songs of power* memorized at any given time than your Intelligence modifier. You can teach a *song of power* to another person that meets the prerequisites of this feat. Teaching a *song of power* takes 1 hour of instruction, after which the song passes from your memory to your pupil's, counting against his limit of *songs of power*. A *song of power* counts as a use-activated item for all purposes.

Empower Spell [Metamagic]

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one the character makes when the character casts dispel magic) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Enlarge Spell [Metamagic]

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Extend Spell [Metamagic]

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Extra Turning [Special]

Prerequisite: Ability to Turn Undead

Benefit: Allows a character to turn undead four more times per day than normal.

Special: A character can take this feat multiple times, gaining four extra daily turning attempts each time.

Heighten Spell [Metamagic]

Benefit: A heightened spell has a higher spell level than normal (up to 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Maximize Spell [Metamagic]

Benefit: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Oracle [Chronomancy]

You have the ability to stretch your consciousness into the veils of time and space, in order to direct your actions.

Prerequisite: Chronomancy; you must be able to cast 2nd Circle arcane spells.

Benefit: As a standard action, you may use the spells *augury* and *divination* as if you were a priest of half your character level. Each time you use *augury* you gain 1 point of paradoxical residual energy (PRE), and each time you use *divination* you gain 3 points of PRE. Treat these spells as supernatural abilities. Thus, anti-magic fields do not interfere with them, but rather only powers or abilities that inhibit **supernatural** powers.

Prescient Sight [Chronomancy]

You may stretch your senses into the immediate future. To others, it seems as if you know of events slightly before they occur.

Prerequisite: Chronomancy

Benefit: You may invoke this feat at any time. When doing so, you gain a +2 prescient bonus to any saving throw, or a +1 prescient bonus to your base armor class, but each time you use it you gain one point of paradoxical residual energy (PRE). This is a supernatural ability.

Quicken Spell [Metamagic]

Benefit: Casting a quickened spell is a free action. The character can perform another action, even casting another spell, in the same round as the character casts a quickened spell. The character may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level.

[A character with this, instead of normal d20 usage, can speed all actions for casting spells, and all segments. He must make a *fortitude* saving throw for each spell constantly cast past the first, with an increased DC for each spell; failure means either loss of concentration, and/or black-out from mental exhaustion for 1dx rounds, where X is the total circles cast since last resting.]

Silent Spell [Metamagic]

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: *Essence* magic cannot be *silenced*.

Spell Penetration [General]

Benefit: The character gets a +2 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance.

Spell Focus [General]

Choose a school of magic, such as Illusion. The character's spells of that school are more potent than normal.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new school of magic.

Still Spell [Metamagic]

Benefit: A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level.

Time Sensitive [Chronomancy]

Your prescient abilities have presented you with an acute sense of the passage of time.

Prerequisite: Chronomancy

Benefit: You may use the Time Sense ability even if you do not have levels in the Chronomancer class, and additionally, this feat gives you a +4 competence bonus to Time Sense checks.

Normal: Only a character with Chronomancer levels may use the Time Sense ability.

Unsorted and Non-Updated Feats

These are feats from the d20 System that have not been updated for *Zoria*, but are presented here for reference reasons. Many will not function as worded, and some will not be useful at all.

Chapter VII

Items, Materials, Substances and Currencies

Section 7.0 – Items, Materials, Currencies, Services, and Substances

Currencies

Zorian currency exists, depending on the time setting of the Empire as one or more of the following:

Precious metal as coinage, often round, sometimes octagonal, pentagonal or elliptical.

Mystic jewels, that when viewed with *Detect Magic* or *Assense* display their value. These may be in the shape of the coinage proper for the period.

Paper currency, often with mystic or psychic imprints to prevent counterfeiting.

Stamped crystal coinage, with or without either mystical or psychic imprint of value (usually with), in the shape of the current coinage.

Base metal coinage.

Dimensional metal coinage (for high-values, or treasury reasons)

Cryastlo-phane-paper: a crystal polymer that is thin and slightly sheer, printed or etched. Mid-high to high denominations are usually imbued with many security features, including mystic and psychic types, though the substance is very difficult to counterfeit.

Actual Talyxium.

The base unit is the Dsari, broken into smaller units (Turi, or a sixteenth). Higher denominations often have their own names, seldom used, to depict their worth. Usually, coins of precious metal are named by their type...

A gold Dsari coin (Value: Zhal) is deemed a *Dsari'Kal*, meaning Gold Dsari. Obviously, these have fixed values in old (pegged) economic systems, but have more fluid values in the later system after the expansion of the Empire (e.g. to other planets). Values are apt to change both over time and from place to place, and therefore few Dsari coins are denominated. Only Dsari paper, crystallo-graphic (holographic crystal paper) and struck gem coins are denominated. This is always on the surface to be viewed, but is also (especially for the latter two), both encoded as a hologram, and using mystic and psychic means. Money of this sort will reveal its denomination (in Zoreac numerals that glow outward from the centre of the money) under *Detect Magic*, *Assense*, *Detect Psionics*, or will reveal their value to a psychic holder via a latent *psychic impression*.

Special readers are used by banking institutions to verify the authenticity of these items, and the signature used in encoding them is **unique**, so any attempt to counterfeit them using magical or psychic powers is instantly known.

Zorian Currency

Money in Zoreax = Dsari

Turi (Copper coin)

16 Turi to the
Vel (silver coin)
4 vel to the
Kabalo (Electrum coin)
2 kabalo to the
Zhal (gold coin)
12 Zhal to the
Nink'tu (Platinum or Palladium coin)
24 Ninktu to the
Alol (Mithril or Orium Coin)
8 Alol to the
Marda (Eldritch coin)
8 Marda to the
Eldo (Sirium coin)
8 marda to the
Del (Guarium coin; top most coinage level)

Alol are rare, and it has been ages ere one has been struck. Really, the general public has no need of them, as high denomination Zel crystal discs are etched to ease commerce between powerful banks and the ruling class. These are not utterly rare, though a commoner carrying a 100 Zel crystal “coin” would look rather suspicious indeed.

Only several thousand are in the hands of the people, though it is rumored that many were made and are stored in secret caches of the ancient peoples of Zoria.

Records of the old Kingdom indicate that there are about 500 Marda, 40 Eldo and only 3 Del that have been struck.

In denomination, an Alol is worth about 288 Zel, whereas a Marda is equal to about 2,304 Zel, and an Eldo (again, in denomination) is worth 147,456 Zel (though their actual real-world value is likely much higher, if one is ever found). Yikes! Talk about striking it rich.

Saerosian and Saerenan Imperial currency is The Mark, with one Mark being the smallest integral denomination; units smaller than One Mark are divided into either fractions (in eights and powers of eights) or tenths (in some regions; thus decimal).



Copper Coin Test Strike
5419



One Mark



Five Marks



One Hundred Marks



Five Hundred Marks



Five Thousand Marks



One Thousand Marks



Fifty Thousand Marks



Ten Thousand Marks



One Hundred Thousand Marks

Addictions

Handling addictions:

Every substance has a base addiction DC (Fort or Will Save). Every use of that substance has a threshold DC, which increases the minimum DC saving throw by a cumulative amount. There is also a threshold duration, where if the substance is not used for a set period of time, the threshold DC is reset to its base. Some substances are essentially instantly-addictive, and others hardly at all.

A good example is caffeine, which has a base DC of 1, and increases by 1 for every 20 uses, and has a reset time of one week.

Each substance will also have withdrawal symptoms based on the time spent addicted to the substance and the time since it was last used.

Special Substances

Extra-Dimensional and Mystic Elements

Chapter VIII

Combat, The Combat Round & Segmented Time

Combat

THE COMBAT ROUND

When combat begins, all character decisions must take place in *initiative phase*, a method of handling many simultaneous activities in a consecutive sequence.

When entering Initiative Phase, time is divided up into sectional blocks to ease handling actions. Each minute of time (one **round**) of time, is divided into for 15-second blocks. These 15-second portions are called *segments* . Thus, there are four segments per minute.

Further, every forty segments (or 10 rounds) is a **turn**, which is equal to ten-minutes of real-time. Note that when in initiative phase, real-time is the time that takes place within the imaginary game environment, not the time it takes for the players to make decisions. A player should do his best to plan ahead to make initiative phase combat run smoothly, as should the game master.

If a player takes too long to reach a decision on his actions, the GM must decide whether to allow him additional time, or to cause him to miss his turn as he decides what to do both as a player and in character. Remember that in combat, every second counts and every decision can mean the difference between life and death.

Taking too long to consider all of your actions in the real world can easily cost you your life, but because this is (after all) just a game, it is necessary to allow the players time to consider the actions of their imaginary characters , so allowing a player a minute to decide on the actions of a 15-second round isn't out of the question, and it should be encouraged, as it means that the player is using his mind, which is part of the purpose behind role-playing games.

Players that act rashly usually wind up by not enjoying their role-playing experience, so the GM shouldn't make it his task to overly rush his players, but if a player is constantly taking an excessive amount of time to decide on his actions, or isn't paying attention to the story, then the GM should penalize him by forcing his character to *delay* his actions until the next round.

Your primary choices, once you enter initiative phase are to make an attack, cast a spell, use a class ability, use a skill, use a psychic power, or use an alchemic transmutation circle and/or move.

MELEE COMBAT

When combat begins, the most common thing that happens is the *Combat* skill check.

When a character wishes to make an attack on any target, he makes a skill check, using one of his *Combat* skills. To do so, he designates his target and the appropriate skill and the weapon allocated to that skill, then rolls 1d20, adding that roll to his bonus on that *combat* skill. .

His target must immediately choose how to respond. If the target is aware of the threat, he may attempt to use one of his own combat-defense skills, either *Dodge* or *Parry*.

In melee combat, for example, Tulkas is attacking Marvok:

Tulkas is wielding a bastard sword, which is a heavy blade and rolls his *Combat (Heavy Blades)* skill (which is at a +8). Tulkas rolls a 13 on his 1d20 and the total result of his *combat skill check* is 21.

In order to avoid the attack, Marvok must roll either *defense* or *parry*. As Marvok is armed with a rapier and can choose to parry or dodge with that weapon, he chooses to parry.

Marvok has a +10 total skill bonus to *Parry* and rolls a 12 on his 1d20 check. However, his rapier is considered one category lighter than the bastard sword that Tulkas is using and has a -2 penalty to parry. Thus, the total result of his *combat skill check to parry* is only 20 and he is unable to block the blow from Tulkas.

Marvok's actions to parry do not count toward his own actions in the initiative phase: they are a non-action in response to the attack by Tulkas on his initiative round. When Marvok's turn comes around, he may choose any action, including attacking Tulkas, in which case, Tulkas may choose to either dodge or parry just as Marvok did when Tulkas attacked him.

Critical Hits & Botches

The following are the rules and procedures regarding critical hits and botches within the scope of the game during combat.

BOTCHES

The easiest (and often the most comical) portion of this treatise is that of the critical failure, or *botch*. Botches are not simply mere misses, but rather, they have special effects.

A botch occurs when a player rolls a natural one on any skill check and the Game Master elects to spend one of the *GM Action Dice* to activate a **critical failure** on that check. Likewise, when a GM-controlled character rolls a natural one on a skill check against a player-controlled character, that player may spend one of his own action dice to activate a **critical failure** for the Game master's NPC.

In combat, botches may have many effects upon the character who makes a critical failure, the range of these can be anything from comic relief to real-life danger or serious malady for the character who scores the botch.

INTERRUPTION

Botches have an interrupting effect on the flow of a character's actions:

Once a character scores a botch, the player (or GM) loses all of the rest of that character's actions for that round (or longer, depending on the result of the botch). Some actions may continue (such as falling down a cliff) and other actions may be triggered by the botch itself, but the player's voluntary actions end at the precise moment that he scores a botch.

Some effects may also affect the actions of other players! The details for these are detailed in the following sections.

RESOLVING BOTCHES

The results of a botch are detailed below. Roll 3d6 and total the result, then follow the effect on this table:

Effects of a Botch

<i>Roll</i>	<i>Special Effects</i>
3	Shatter/Destroy Attacking Weapon: Attacking weapon must save or be /destroyed, possibly detonating in the hand of the wielder.
4	Break/Damage Attacking Weapon: Deal normal damage to weapon, possibly damaging or breaking it and preventing its further use until repaired.
5	Major Snag: Subject of the botch is effectively stunned for 2d4 rounds.
6	Snag: Subject of the botch is effectively stunned for 1d4 rounds.
7	Comic Relief: Subject loses 1d3 rounds as a comic display of errors humiliates the subject and possibly bewilders opponents and comrades.
8	Lose Weapon: Subject drops or otherwise loses control of his weapon. The weapon moves 1d3 x 5 feet away, using standard deviation. Roll again if the weapon cannot be lost (such as natural weapons).
9	Drop Weapon: Subject drops whatever weapon he is using at his feet. Roll again if the weapon cannot be dropped (such as natural weapons).
10	No Special Effect: The subject merely loses the rest of his actions for this round.
11	No Special Effect: The subject merely loses the rest of his actions for this round.
12	Harry Teammate: The subject's actions interfere with your comrades. The nearest ally loses his actions for this round. If the subject has no allies, roll again.
13	Trip Self: The subject falls prone in his square, which provokes attacks of opportunity, as normal for falling prone.
14	Trip Teammate: The subject trips his nearest ally, causing them to fall prone and provoking attacks of opportunity (against that ally, but not the subject). If the subject has no allies, he trips himself (see 13).
15	Damage Teammate: The subject accidentally strikes one of his allies! Deal damage normally to the nearest ally using the weapon skill and weapon that you had used when you botched. If the subject has no allies, he accidentally damages himself (see 16).
16	Damage to Self: The subject accidentally injures himself with his own weapon. Deal damage to yourself normally as if you had been struck with whatever weapon you were just using. If that would be impossible, the GM will determine the nature of the damage that you must take.
17	Critical Damage to Teammate: The subject accidentally strikes one of his allies! Deal damage to the nearest ally using the weapon skill and weapon that you had used when you botched, but apply that

damage as if you had scored a *critical hit*. Use the critical hits tables that follow and their accompanying *special effects* to determine that exact nature of the critical hit and its effects. If the subject has no allies, he accidentally deals critical damages himself (see 18).

18 Critical Damage to Self: The subject accidentally injures himself with his own weapon. Deal damage to yourself as if you had been struck with whatever weapon you were just using and apply that damage as if you had scored a *critical hit* with that weapon. Use the critical hits tables that follow and their accompanying *special effects* to determine that exact nature of the critical hit and its effects. If that would be impossible, the GM will determine the nature of the damage that you must take.

SPECIAL BOTCH RESULTS

There are several botch results that may require detailed explanations:

Shatter/Destroy Attacking Weapon

This causes lethal damage to the attacking weapon: Mundane items break and special items have a chance to detonate! A natural weapon that shatters in this fashion deals a *critical wound* to the attacking body part(s).

Break / Damage Attacking Weapon

This causes damage to the attacking weapon: Deal damage to the weapon itself using the damage roll that it would normally inflict on another subject. Record this damage with the weapon's information. If this causes more damage than the weapon has Hit Points, then it breaks and must be repaired. A natural weapon that is damaged in this way takes *serious damage* to the attacking body part(s).

Comic Relief

This causes the subject to lose control of all of his actions for the requisite amount of time, as luck conspires to paint the character an idiot. *Comic Relief* is not terribly damaging, but can be quite embarrassing for the subject (imposing penalties on Diplomacy, Intimidate and other Influence-based checks). It also usually leaves the subject in a rather compromising situation afterward.

Harry Teammate

This causes the teammate to lose their next round of actions. It does not daze, stun or paralyze the teammate: they must simply spend the round dealing with whatever you just did to them, the nature of which is up to the imagination and logic of the GM.

Critical Hits and Targeted Strikes

Sometimes a weapon simply hits a sweet-spot, at just the right time to make a difference. At other times however, in combat it becomes essential to target a specific area, organ, limb, or appendage in order to take down your opponent. Either way, critical hits have specific effects that leave lasting impressions and enhance the visuals of your story.

Critical Hits

The easiest (and often the most comical) portion of this treatise is that of the critical failure, or *botch*. Botches are not simply mere misses, but rather, they have special effects. When you land and confirm a critical-hit, in addition to dealing additional damage based on your weapon, you may **spend one action die** to **activate a critical effect**.

If you do this, you may roll on the following table to determine where you hit, and then roll for level of trauma and special effect on the following tables.

Random Body Area (Roll 3d6)

<i>3d6 Roll</i>	<i>Body Area</i>
3	Neck
4	Head
5	Solar-plexus
6	Torso
7	Left Foot, or Tail
8	Left Hand or Wing
9	Left Leg
10	Left Arm
11	Right Arm
12	Right Leg
13	Right Hand or Wing
14	Right Foot or Tail
15	Abdomen
16	Groin
17	Heart
18	Eyes (35% chance of Between the Eyes)

Once you have determined what area you have struck, determine **trauma** by using the tables in that section below. Note that the above table is only for determining *random* body areas struck when activating a *critical hit* (using an action die). For actually targeting body areas for called shots, please read the sections in this chapter on *Called Shots* and *Targeting Called Shots*.

Cascading Critical Hits

When rolling to confirm a *critical hit*, including *called shots* (see below), it is possible for the critical hit to **cascade!** When rolling to confirm, if you roll within the critical threat range of that weapon on your attack skill check, it invokes a cascading critical threat, however, this is only true if the defending target **fails** his defense roll against both the initial attack and the confirmation roll.

When this happens, you roll once more for confirmation: The target is granted a third defense skill check roll, and if he fails, then the attack is treated as a **double-critical hit**.

For example: Gorvalius fires a shot from his energy pistol at Kalmar. He rolls a 19, which is a *critical threat* for that weapon, totaling an attack skill of 29. Kalmar rolls a 4 for his defense, totaling a defense of 14. The attack is guaranteed at this point to hit, however, being a critical threat, Gorvalius re-rolls for confirmation, rolling a 19 again (again totaling a 29). Kalmar rolls to defend, and roll a 13, totaling 23. This invokes a **double critical threat**.

If Kalmar can defend against this attack, the strike is treated as a standard critical hit, however, if he fails again, the attack is treated as a double-critical hit. This can continue indefinitely.

Natural 1s and 20s on attack skill and defense skill checks are treated in a special manner. When rolling a 20 to defend, you are treated as if you have automatically defended, and your defense skill check is activateable as a critical success. This, anywhere in the chain of defending, would allow for total defense, and the weapon would deal no damage.

From the above example, if Kalmar rolled a 20, he would normally defend against the double critical threat, but not against the already-confirmed critical hit. He could, however, spend an action die to activate the success, and avoid the attack altogether.

A natural 1 is considered a botch, and is an automatic failure. Rolling a botch when confirming a critical hit ends your progression, unless the defender also botches. The GM may still activate a botch on either person by spending an action die. When botching on a defense, you may suffer additional effects of their attack; when botching to confirm a critical, your weapon may become stuck, or burned out, etc. as is appropriate to the situation.

When rolling a natural 20 to defend, you are also treated as having a critical threat on defense. If you are doing this with a parry attempt, you may re-roll to confirm. If you are successful on the confirmation, you may automatically deal a repost action, disarming or dealing damage as a critical hit.

Cascading Critical Damage

Each cascading critical hit deal additional damage; the additional damage increases the multiplier by one **span** each time you confirm a critical hit. For example, a 19-20/x2 weapon has a **span of one** (from x1 to x2), whereas a weapon with 19-20/x3 has a **span of two** (x1 to x3).

The weapon with a **span of one** would increase by *one*, for 19-20/x3, and the weapon with the **span of two** would increase by *two*, for 19-20/x5. This process cascades, but only in spans equal to the original span increment. Thus, a third increase on the weapon with the **span of one** (19-20/x2) brings it to 19-20/x4—two increases of one—and the weapon with the **span of two** increases next to 19-20/x7, which is two increases of two. =

Cascading critical damage also increases the **trauma** a character receives from a critical wound. This is noted in the *Trauma* section below. Note that you must still spend action dice to inflict trauma, even with a confirmed double-critical or triple-critical hit.

Cascading Natural 20s

Each cascading natural-20 can only be defended against with another roll of a natural 20 (on the defense check). Successive natural-20s have a profound-effect, and if you can achieve rolling three natural-20 rolls in series (*i.e.* an initial roll of 20, a roll of 20 to confirm and a roll of 20 to re-confirm) and your opponent cannot roll a 20 to defend anywhere in the sequence, then your strike instantly kills him.

This does not apply to supernatural or paranatural entities, ascended beings (unless your weapon is specifically designed to affect them. Nor can it affect anything with divine rank, unless your weapon is an artefact, or you have divine rank yourself. However, it is possible to instantly slay an intermediate inter-dimensional, paranatural, or supernatural being (but not a higher inter-dimensional, supernatural or paranatural being or an actual ascended being, god or guardian) with a quadruple-20 attack. Keep in mind that defense skill checks still apply normally, and that a natural-20 anywhere in the progression avoids this effect.

The odds of rolling three natural 20s in sequence is 1-in-8,000; the odds of rolling four natural-20s in sequence is 1-in-160,000; thus, this is very unlikely. Furthermore, as each attack has a 5% chance to defend, there is a far-greater chance to defend against such an attack than there is to succeed on an instant-kill strike.

Calling Shots

The act of aiming a strike for a specific body part or area of a body, of *calling a shot* is a specific game mechanic that allows characters to take a penalty to their attack roll in order to wound a specific part of an opponent.

You must declare your intent to *call a shot* before making any rolls, and you must declare the **specific body** area or specific **organ** that you are targeting with the strike; this is called **targeting**. If you can make multiple attacks in the same segment, you may choose to target each attack as a called shot (or not to do so) on each strike for which you make an attack roll. Attacks that automatically hit multiple times with a single attack roll may only be targeted (or not targeted) once, as it is still considered one attack skill action.

All *called shots* must be *targeted* and a **targeting** penalty applies to each. When multiple categories are being used at once, such as an eye on a limb, they **targeting penalties stack**.

Targeting Called Shots

When an attacker decides to aim for a specific body area, they understand that this is more difficult than simply landing a blow in a spot that their opponent is not guarding well, and thus they take a *penalty* for *targeting* their *called shot*.

The actual penalty is based on the area the attacker is targeting, based on the following table.

Targeting Difficulty Table

Difficulty	Body Area
+4	Random Arm; Roll for arm randomly (even chance); Four or more arms decrease this penalty to a +2.
+6	Random Leg; Roll for Arm Randomly (even chance); Creatures with more than two legs decrease this penalty to a +4.

+6	Random Tail; Roll for Tail randomly (even chance if more than one); creatures with three or more tails decrease this penalty to a +4.
+8	Specific Arm; Targeting one specific Arm, no-matter how many a creature has.
+10	Specific Leg; Targeting one specific Leg, no-matter how many a creature has.
+10	Specific Tail; Targeting one specific Tail, no-matter how many a creature has. If a creature has only one tail, then this penalty always applies, and a <i>random tail</i> cannot be targeted.
+10	Random Wing; Roll for Wing Randomly (even chance); Creatures with more than two wings decrease this penalty to a +8.
+12	Hand; Targets a specific hand or similar upper-appendage connected to an arm-like structure.
+12	Random Head; Targets a random Head (roll; eve chance) on a creature with <i>multiple heads</i> .
+12	Torso; Targets upper-torso or central body area.
+14	Abdomen; Targets lower-torso, lower-central body area, or soft underbelly.
+14	Foot; Targets a specific foot or similar upper-appendage connected to a leg-like structure.
+14	Wing; Targets a specific wing or similar back-appendage connected to an upper-torso-like structure.
+16	Head; Targets the cranium; a specific head on multi-headed creatures, or the head on a creature with only one.
+18	Groin; Targets the reproductive area. A humanoid being trapped by another creature (though not tightly) straddled (e.g. <i>grappled</i> , but not <i>pinned</i>) has the penalty reduced to a +8. You must be knowledgeable of the anatomy of the target humanoid or creature to know the location of its groin if it is not your species. It is possible to know the location of the groin on non-humanoid creatures with an appropriate <i>Knowledge (Anatomy)</i> or <i>Knowledge (Xenobiology)</i> or similar skill check, and then to target it, however the location may increase or reduce the base penalty from 2 to 10, depending on its location, unless reproduction is entirely internal.
+20	Solar-Plexus; Targets the soft, connecting region between the upper and the lower torso; this is a similar area on most humanoids, however targeting the Solar-Plexus of any alien creature or non-humanoid requires the correct Knowledge check to locate this region (see <i>Groin</i>), assuming the area exists at all.
+22	Heart; Targets the heart of a creature; the centre of its circulatory system; this is a similar area on some humanoids, however targeting the heart of any alien creature (even humanoids) or non-humanoid requires the correct Knowledge check to locate this region (see <i>Groin</i>).; a creature requires a physical heart or similar organ for this ability to function. You can use the same modifier to target <u>any central organ located in the torso or abdomen</u> with this targeting modifier.
+24	Neck; Targets the body area that joins a specific head to the main body of a creature.
+24	Eye; Targets an eye for potential blindness and the possibility of an instant-kill by damaging the central nervous system; this assumes that the brain of a creature is located behind its eye; blindness is based on destruction of the eye... Creatures who do not solely rely on eyes for sight will lose the function of their eye organ, yet may retain their other visual abilities.
+26	Between the Eyes; Targets the spot in the head on humanoid creatures <i>between the eyes</i> for a potential instant-kill. This would similarly affect any creature that has eyes on a head or similar appendage and also has a brain in that appendage. This usually results in an instant-kill, or a condition that puts the victim into a coma or vegetable-like condition. An appropriate skill check, such as Knowledge (Xenobiology) or Knowledge (Anatomy) or other skill appropriate to the specific creature being targeted must be made to determine if such a strike would definitely result in these types of conditions, however you may attempt this strike (between the eyes) in any case even without this knowledge;

if you do not make the check, you may be striking in vain. On the flip-side, a botched *Knowledge* check may result in your incorrect belief that such a strike would be pointless. This has no effect on the undead, or any creature that does not rely on a central nervous system to continue functioning normally.

If you roll a Natural-20 when making an attack skill check while targeting a specific area, it will strike and affect the desired area, however, the defender does not need to roll a Natural-20 to avoid it. In order to defend. Check your attack skill check roll against the defense skill check of your opponent, without applying the additional targeting roll modifiers. If you are successful, then you target the desired area. This means that it is possible to target an area even if you would be unable to do so (based on the targeting penalty) with a lucky shot, however your opponent may still defend without needing a Natural-20.

You may still re-roll the natural-20 as normal (for a double-critical or better), or you may spend an action-die to have the strike act as a true-natural-20, requiring your opponent to roll a natural-20 in order to defend.

Targeting Items

When targeting a specific item work or carried by a person, the location of the item is taken into account and the targeting penalty applies to striking it. For example, to strike an item carried in the hand of an opponent, or worn on his hand, the targeting penalty for a *specific hand* applies to your combat skill check.

Items default to the largest body area they cover or rest upon: A medallion would default to torso, and a helm would default to head; a short would also be torso. A belt would default to abdomen, and boots to feet. Targeting items such as the aforementioned medallion may also confer a size penalty to your combat skill check in addition to the body area penalty

the only exception to this is a weapon or object in the hands of your opponent that is actively being used to defend themselves. This carries no body area penalty, although object size penalties still apply to targeting it.

Critical Effects of Called Shots

A called shot, when successful, is treated as an automatic *critical threat*, resulting in a confirmation roll. The roll to confirm a critical hit is also made using the targeting penalty and all such rolls are subject to defense skill checks (such as *defense*, *parry*, *hand-to-hand*, etc.) as normal.

If the critical is confirmed, it deals the critical damage from the weapon and may also deal lasting trauma. If the confirmation misses, then the attack deals (no Hit Point / or normal?) damage, and may inflict minor trauma to major trauma.

Trauma

Trauma is caused by critical hits to specific areas of the body: It is a lasting effect of wounds and injuries inflicted upon a creature, and has its own unique effects.

The *trauma* system is based on perceived levels of damage that can be experienced by the body and consists of seven specific **categories of trauma**: Minor, light, moderate, serious, critical, devastating and mortal.

Each category defines and reflects the general extent of damage inflicted on a character from a wound, as well as what is required to treat that trauma. *Mortal trauma* does not necessarily instantly kill a character unless specifically stated under the description of the trauma induced, but if not treated will likely result in death, and generally involves the total destruction of part of the anatomy.

When inflicting trauma, it is first required to check for the category of trauma. To do this, roll 2d6 and total the result, applying also the modifiers from the following tables, that detail a bonus or penalty to this 2d6 roll based on the specific nature of the attack that is inflicting the trauma.

These two tables segregate melee and ranged attack trauma category modifiers: For all intents and purposes, treat any attack dealt directly onto a target from directed force of one creature to another as a melee strike, and roll for these using the **Melee Weapon Trauma Category Table**. This includes being struck with a fist, a sword, an energy mace, or a whip, or any weapon that requires being struck directly against a target.

Any attack that uses a *projectile* weapon of any kind, such as a crossbow, bow, energy pistol, ballista, missile, etc., or a thrown weapon of any kind, such as a boomerang or sling, instead uses the **Ranged Weapon Trauma Category Table**; this further includes all spells that require a touch attack, whether ranged or not, unless they directly replicate a weapon out of force. The latter are still considered melee attacks, however all rays, touch spells, missile spells and the like are treated as ranged attacks for the purpose of inflicting trauma.

Spells have their own types of trauma, based on such things as energy types. Spells that do not require an attack roll cannot inflict trauma. Thus, while you can inflict trauma with a *ray of ice*, you cannot with a *fireball*. Any spell that does not require you to make a targeting roll (i.e. *Combat: Spell*) cannot inflict trauma, whether it allows for a saving throw or not.

Psychic abilities inflict trauma based on the Ranged Weapon Trauma Category Table as well. Something that uses directed force, for example, to crush the body of another using mental power, would be considered to operate on this table, as most of the modifiers that could apply to a melee attack do not apply to this type of power, even though it mimics this kind of attack.

Remember that the *Trauma Category Tables* add a *circumstance modifier* to your Trauma Category Check. For example, if you roll 2d6 and get a result of 8, and you are striking with a melee weapon wielded in two hands (which adds a +2 circumstance modifier), then your roll of 8 increases to a 10. Because these are circumstance modifiers, they stack; if your attack falls into more than one category, add all the possible modifiers into it (including both bonuses and penalties) to determine the actual total result of your trauma category check. Thus, if the weapon is also *large*, you would gain an additional +1 modifier for a final **Trauma Category Check (TCC)** of 11.

Melee Trauma Category Modifier Table

<i>Modifier</i>	<i>Circumstance</i>
-2	Attacking weapon is <i>light</i> .
-2	Attacking weapon is used in an off-hand attack.
-1	Each size-category of the attacking weapon smaller than <i>medium</i> .
+0	Attacking weapon is one-handed.

+0	Attacking weapon is <i>medium</i> in size.
+1	Each size category of the attacking weapon greater than <i>medium</i> .
+2	Attacking weapon is being used two-handed (whether it requires this, or not).
+2	Each confirmed critical hit <u>past the first</u> confirmed critical hit. Treat a <i>confirmed targeted attack</i> (i.e. a successful <i>called shot</i>) as the initial critical hit.
+2	Each additional hand or similar appendage used to attack with the weapon beyond two. (Thus, if a creature is using four arms to swing a weapon, it has a +6 modifier).

[insert trauma category tables 1 above]

Ranged Trauma Category Modifier Table

<i>Modifier</i>	<i>Circumstance</i>
-1	Each size-category of the attacking weapon smaller than <i>medium</i> .
+0	The weapon is <i>medium</i> sized.
+0	The weapon is a <i>ray</i> effect.
+0	Weapon has a critical threat span (multiplier) of x2 (i.e. 20/x2)
+1	The weapon is a <i>line</i> effect.
+1	The weapon also uses muscle in its damage calculations.
+1	Each size-category of the attacking weapon larger than <i>medium</i> .
+1	The weapon also inflicts <i>crushing / force / bludgeoning</i> damage.
+1	The weapon is an <i>orb, sphere</i> or <i>bolt</i> .
+2	Each additional span beyond x2 of the critical threat multiplier. Thus, a 20/x3 weapon has a +2 circumstance modifier, and a 20/x4 weapon has a +4 circumstance modifier.

[insert trauma category tables 1 above]

Multiple Traumas to the Same Area

Trauma does not (in general) stack; rather, it overlaps. The effects of trauma do not normally compound, although trauma from different sources may increase the type of trauma category by a stage or more, which is up to the discretion of the GM.

In any case, lesser-categories of trauma are overshadowed by more severe categories. A body area dealt both minor and moderate trauma ignores the effects of the lesser. An area has *minor, moderate* and *severe* trauma already in effect, only the penalties from the *severe* trauma apply, and if something were to deliver *light* trauma to an area with *moderate*, either the effects of the *light* trauma are ignored, or the trauma level may be increased by one stage to *severe*.

Usually, if an area is affected by a more drastic category of trauma, the new effects entirely replace those of the previous trauma on that body area.

Death

Sometimes, no-matter how careful a character plans, how powerful he is or what precautions he takes, death is inevitable. Death of a character can happen in a multitude of ways, wither during combat, because of a tragic accident, due to sheer folly, or simply due to age. It should never be the duty of the game master to dole out death: The GM shouldn't feel satisfaction or glee making characters die, unless the world-setting is distinctly evil (e.g. like 'Ravenloft'), and there should always be a way out for the player.

The Mechanics of Death

A character dies through loss of either hit points (HP), ability scores (AS) or both. When a character is reduced to zero his points, he is *staggered*. This is not the same as stunned, as the character is still on the verge of consciousness... He can, if he so desires, continue to act normally, but any single action will result in taking further damage and after that action, unless it brings the character's HP to a positive number, the character will lose 1HP and drop into negative hit points.

A character has a ***negative hit-point threshold*** equal to his Constitution ability score. Thus, a character with a Constitution of 10 can reach -10HP before he is truly dead. Likewise, a character with a Constitution of 19 can drop to -19HP before dieing, and a character with a Constitution of 3 can only reach -3HP before he expires.

When a character loses enough hit points to meet or exceed his *negative hit-point threshold*, he dies, and his soul departs. Characters with the *Assense* skill may actually witness this event. If a character heals one who has just reached his *negative hit-point threshold*, there is a slim chance that this will be enough to stave-off death: The chance is equal to 5% per character level casting the spell (on a d100). Therefore, a 5th-level mage who casts Close Light Wounds on the dying character has a 25% chance to prevent the character's spirit from departing, though the results of this vary. Often, the character's soul is partly separated from his body, and he will need powerful magical restoration to become functional. In this case, he's treated as comatose. To determine if the soul is attached, roll a d100: Roll a soul-saving throw, DC 25. if this succeeds, then there is a 50% chance that the soul is properly re-attached to his consciousness. If not, then there is a mere 1% chance per character level (the level of the dieing character) that his soul is correctly reattached.

Death From Ability Loss

Like death from loss of hit points, a character also dies when his Constitution (but not his Fitness or Health) score is reduced to zero. This type of death is instantaneous.

Judgment

Assuming nothing can save him at that time, his soul passes into Valeo-Nai, the conduit between life and death: A dimension outside the normal arena of space and time, Valeo-Nai is a timeless place, as is Valeo (the Waiting Place), where souls are judged by **Balda**, arbiter of Life & Death.

The soul will witness the passage into a conduit, at the entrance is a door of black material that swings open, permitting passage. This gate is etched with writings that differ depending on the soul: Each soul has its own gate to Valeo-Nai. From there, the soul travels towards a pyramid of what seems to be obsidian and enters within, instantly occupying a sphere of clear crystal. There are an infinite number of other spheres in stacks that the character's soul may see.

After that, an eternity passes in an instant, and the sphere in which the soul of the deceased character is contained is taken by Balda, placed in his staff, which has two curved blades... The blades—one black and the other white—clasp down, securing the crystal orb. Then Balda reads the life history of the soul, and judges it. If being sent for reincarnation, both blades crush the sphere; for an afterlife in another plane, the black blade crushes the sphere; but if the soul will be revived (e.g. *Resurrection*), the white blade crushes the sphere.

In any event, after the sphere is crushed, the soul departs back through Valeo-Nai to its destination.

Soulstrikes

When a character elects to perform a *Soulstrike*, he is actually using the energies that constitute his soul to perform this rite. As his soul is entirely depleted (burned away), he instantly dies and does not enter any form of afterlife or ascend. See: 'Soulstrike' under 'Spellcasting' in the 'Classes' chapter.

Life After Death?

Life after death is a complex situation. It can refer to an afterlife, which is one of the possibilities, re-incarnation, or being brought back to life by another character or entity. It can also be a limited return to life as one of the Undying, or a mockery of life as an undead..

Assuming the character passes into an afterlife, his soul is sent via Valeo-Nai to one of the planes in which a God resides. There, his memories are reformed as part of his soul, possibly including memories of former lives, and his soul is made manifest in a physical body made from the substances of that plane. Afterlife can be a place of joy, suffering, or simply a new kind of existence. Most souls simply transfer to The Spirit World, a place that is neither good nor evil, but the truly righteous or wicked will occasionally transfer to one of the higher planes, where they may be converted into an outsider, or where they may be made a petitioner.

The Afterlife

A petitioner is a reformed soul, clothed in flesh made from the material of its new plane or dimension. Its duty is to serve the beings of that realm, or to be tormented by them. Keep in mind that evil beings do not torment all the souls sent to them, but make some of them servants or chattels. Souls of extreme wickedness may even be granted a position of power or prestige, especially those who in life openly (e.g. knowingly and willingly) served a dark power or god.

Some of these are converted instead into demons or devils and may progress up the hierarchy of their kind. Others are converted into beings such as incubi, succubae and other beings and are sent to tempt other mortals in the physical world.

In contrast, souls of the extremely just, kind or good, can be petitioners that serve the powers of their new realm, taking pleasure in their afterlife. Some of these become what men may deem 'saints' or may be converted into outsiders, such as angels or Archons. These are often used as messengers to priests who need their aid (and ask for it).

There are also dimensions for petitioners and outsiders of pure law or Chaos, which are open to souls who meet the criteria appropriate for the lords of those realms.

The Spirit Realm

Most souls do not become petitioners or outsiders, despite what a good number of religions proclaim, nor do they enter a realm of eternal suffering or joy. The majority simply transfer into *Aldanyx*, The Spirit Realm, a plane that is essentially a full mirror of the physical (material) plane, with all of its stars, worlds, cities and peoples. Here, all things are in their purest form. Water makes melodious music, colours are sharper, more defined, all things can be seen, and otherwise sensed at their fullest, and there is no death.

Beings that enter Aldanyx spend a long time there, but may eventually earn a place in one of the higher places. This is like a second death, but they immediately become an outsider, and serve whatever power rules that realm.

Reincarnation

Other souls do not transfer, but are sent back down Valeo-Nai to a world in the Material Plane, where they are reborn. Each time a soul is reborn, it gains +1 to its Fëa score. Thus, the Fëa score references the number of reincarnations an entity has had in addition to the raw power of its soul. A reincarnated soul loses its memories, although it is possible to regain them via **high-magic**: The ancient magic that only a few, such as Saeros, Meridus, Tulkas or Vardus know, or one of the Greater Gods. Very rarely, some of these memories are retained and can shine through, or can be sensed by those with special powers (e.g. Empaths, Spiritualists).

It does not however, lose its personality. Much of the reincarnated character's personality remains intact, although the new person will build upon the old, like building a city on the site of an ancient ruin; the foundations remain the same.

A reincarnated being all the same, is born into a new body and begins life again as a screaming child.

Resurrection

The last possible 'life after death. Situation is *resurrection*. Whether via magical, psychic or technological means, a character can be revived. This is not a guaranteed situation, and each time someone attempts to resurrect a character, unless the spell or power they are using says otherwise, the character must make a resurrection survival check. For low-degree powers, such as Raise the Dead, the body of the slain character must be present and intact enough to revive. Often it must be healed of lethal wounds first as well, and only a small amount of time (in the world where it exists) can have passed, as the body must not be decomposing, although anything that can effectively preserve it, such as a Nullentropy chamber, will stave off this limitation.

When making a resurrection survival check where a body is required, the character rolls 1d20 against his current Constitution score. This means that your Constitution score is your DC on a raw 1d20 roll: You roll 1d20 and if the number you roll is lower than or equal to your Constitution score, you are resurrected. If not, the resurrection fails. If you are resurrected in this way (unless the spell or power states otherwise), you permanently lose one point of constitution that can never be recovered by any means whatsoever.

If this check fails, roll a Fortitude save, DC 40, mitigated by the caster/manifestor level of the person resurrecting the character. (That is, a 11th-level wizard resurrecting a character reduces the DC by 11 to a DC of 29, for the corpse.) If the save is successful, no harm was done. If the save fails, then the corpse permanently loses a point of constitution, in the same way as a successful resurrection would lower it, which can never be regained via any means whatsoever. This of course, increases the difficulty for a successful resurrection survival check in the future; if the caster tries again, the check will be one point harder.

Since success always lowers a character's Constitution by 1, and a failure will likely do the same, there is a finite limit as to how often a character can be brought back from the dead. Pulling a soul back from Valeo and reattaching it to a body places a horrific strain on the body and its functions, which can not be undone.

Resurrection Without A Body

Even more potent powers can resurrect a person where no body is present. In these cases, there is no loss of Constitution, as a new body is constructed, but a character must still make a resurrection survival roll. In these instances (e.g. *True Resurrection*, *Revivification*), the resurrection survival roll is made against the Fëa statistic of the character to be revived. Success reduces that character's Fëa score by 1, unless the spell states otherwise, whereas failure has no consequences to the character being brought back from the dead. The Fëa score reduction reflects the strain placed on a soul as it is pulled back and has a body created around it: To attach a new, foreign body, part of the soul is transmuted into the body, thus creating the ethereal link to the soul's new host. High, Ancient Magic, such as *Ultimate Revivification* does not carry this penalty, as the subtleties of the spell can manipulate the smallest portion of the soul to make this vital ethereal link.

Divine Intercession

In very rare instances, a Deity may return a character to life. This usually happens only if the character's soul passes through Valeo-Nai into the realm of that entity. Deities do not interfere in the affairs of mortals on the Material Plane. In these cases, the Petitioner can form a pact, plea or agreement with the God or entity that rules that dimension to return them to life. This never incurs a penalty, nor does it require a resurrection survival roll, but the character is thereafter bound by the terms of the pact, agreement or plea that he made with that entity. Evil beings or Dark Gods will often do this, returning a person to life, to carry out some task, and also granting them some kind of power to do it, but usually the character's time is limited.

These agreements generally grant the character life for a defined period of time. Granted, it may be thirteen-years, two weeks, or ten-centuries: it depends on the purview of that entity granting the reprieve from death, but it is rarely open-ended, and if the character goes against the will of that entity, or tries to break from his agreement... Well, let's just say that there are worse fates than mere death.

Of course, there are ways to cheat this type of agreement, like sacrificing another person and then possession their body: That person's soul passes into the realm of the entity with whom you've forged a pact in place of your own, and you live on in their body, but these are also High Ancient Magics or secret rituals that will take a long time to research, if you can find out about them at all.

Good entities will usually be less strict on time-limits, and will return the character to life in order to do good or be a champion of justice, but if the character commits an evil act, they will perish.

Undeath After Death?

Sometimes, even in a perfect system, things can go amiss. Some people that die simply do not correctly transfer to their afterlife, and may linger-on as undead entities. This generally happens either because the person met a violent death, or died with some deep desire (or obligation) unfulfilled. In these cases, the spirit of the character may linger, stuck on the Material and/or Ethereal planes as one of the undead spirits.

Other times, when dark energies surround them either in death or shortly thereafter, they will revive (without the aid of magical spells) as a revenant, such as a Vampire, Ghoul or Wraith.

If any of these happen, it is up to the Gamemaster if the player can retain the use of his character. Even if the G does permit this, the character will undergo radical changes and will suffer the loss of certain abilities (possibly including having no physical, tangible form) and may gain some supernatural powers to compensate. Un-Naturally, player-character ghouls, vampires, specters and the like have some rather debilitating needs that most of the party won't wish to satisfy.

Ascending

Some characters may be of a race advanced-enough to actually ascend. This is not the same as death, though it can occur on the threshold of death, nor is it the same as becoming a spirit, petitioner or an undead/revenant.

Therefore, it is also possible, that given the right circumstances, a dying character can *ascend*. This can happen if one or more of the following conditions, listed in order of likelihood of actually working (with the first being the most likely) are met:

1. The character is of a race that has evolved enough that ascension is possible naturally.
2. The character has been artificially evolved or augmented to make ascension possible.
3. Another ascended beings assists the character in ascending himself.
4. The character possesses a psychic ability that could help him ascend.

In the case of naturally evolved (1), have the character roll a percentile. There is a 5% chance per character level that he ascends. If the character is still conscious, and can willingly ascend, and had made the correct preparations for doing so, forgive the percentile roll: He ascends automatically.

For artificially-evolved characters (2), there is a 2.5% chance per character level that they ascend. . If the character is still conscious, and can willingly ascend, and had made the correct preparations for doing so, double the chance to 5% per character level.

If another ascended being is helping him (4), the character must role-play the experience. If he has interacted with this ascended entity more than once in the past, and has meditated to ready himself in any way for the possibility of ascension, he automatically ascends if he chooses to do so. Ascended beings may also cause a person to ascend even if they are not ready, and have made no preparations, but they rarely choose to do this.

For characters with high-magnitude psychic abilities, if they are conscious and understand ascension, have them role-play out the use of their powers. Generally, a character

who can do this will normally use his powers to keep himself alive, unless he is dieing from old age, or is trapped in such a way that ascension is his only way out. Let him think of how to use his powers to transfer himself into an ascended state. Obviously, the very idea that he can ascend must occur to *him* and should not be suggested by the Gamemaster, although another ascended character that he personally knows (not ‘knows of’) may appear to suggest it to him.

Ascension means that both the mind and spirit of the character transcend space, becoming a new form of life that exists on a higher plane. Ascended beings are like very minor demi-gods, and have supernatural powers of their own. They can affect weather, control energies, channel magic and do may amazing things, but are bound by the laws that prevent higher-order beings from interfering in the affairs of mortals.

Keep in mind the rules regarding *Ascended Beings* below.

Ascension and The Laws of The Universe

Ascension means that both the mind and spirit of the character transcend space, becoming a new form of life that exists on a higher plane. Ascended beings are like very minor demi-gods, and have supernatural powers of their own. They can affect weather, control energies, channel magic and do may amazing things, but are bound by the laws that prevent higher-order beings from interfering in the affairs of mortals. Unlike real demi-gods or deities, ascended beings can occasionally slip past the detection that binds them from interfering, but this is usually done only to communicate with *lessers* or *ephemorals* (as they call mortals), not to directly act or intervene. Some ascended beings also help *lessers* to ascend, but these are absurdly rare. In such cases, an ascended entity may appear to a person when they are dieing and assist them to ascend themselves: This only happens when the person is in-line with the personal beliefs and virtues that the ascended being deems are pure, whether they be good or evil.

An ascended character generally is no longer in the control of any player. In rare cases, the character may return as an energy being, or in a dream, to interact with the party and give them clues or tidbits of information, but as to avoid fully breaking the laws, this information is often cryptic or incomplete. The ascended character tries to convey things (ideas or concepts) that make the PCS come up with the idea themselves.

Ascension does not make someone omniscient or omnipresent: Though the ascended entity gains a much larger insight into the reality of the Universe and certain abilities that people would consider deific, he is neither all-knowing nor all-powerful and he can’t simply know whatever he wants to know simply by ascending. Ascension is a road; the continuation on the path of evolution. It is a way-point in the evolutionary process, not the end-result, and ascended beings strive to achieve a much higher-level of perfection.

An ascended being can. But rarely chooses to reconstitute himself as a lesser, re-assuming his original, mortal body. If he does so, he can easily retain any memories he had in life, and a partial glimpse of his memories of being ascended, but none of the knowledge he had in his

ascended form. Attempting to retain this knowledge, which is in excess of what a normal mortal mind can contain will cause brain damage over a very short time.

An ascended being that reverts to a *lesser* is capable of ascending again, but this is difficult, as the body of ascended beings (the other ascended beings in higher planes) may not wish him to return and may exercise their mass-will to block his ascension.

Ascended beings that willingly interfere with lesser will be punished by the body of the other ascended beings in the higher planes. They may convey the ascended entity back into a lesser, stripping his memories, trap him on a doomed planet as the sole entity there, force him to act as a guardian being for a planet's population, or do some penance that corrects his wrongs (if this is possible).

An ascended being is considered to have Divine Rank 0, and may gain Divine Rank ½ at some point. Ascended beings can work together to combine their will and their powers as a gestalt in order to achieve a much higher Divine Rank, and millions of them together can be as powerful as a Greater God. Some cultures even worship a host of ascended beings as their deity.

Some races are also ascended beings by nature. They may take corporeal bodies to interact with the physical realms of lessers, but their home dimension is far different from anything a mortal mind can imagine. These beings do not all have the same power of true ascended beings, but are rather a form of energy-being that is halfway between mortals and ascended entities. A good example of a being like this are *The Eternals* from *'Doctor Who'*, who use *lessers (ephemerals)* as play-things in games to occupy themselves and give shape to the emptiness of their lives, as they have used up all of the ideas that they once had.

Other Example Beings from Popular Entertainment

Other similar examples of the power of *ascended races* are *'The Q'* and *'The Metrons'* and *'The Organians'* from the *'Star Trek'* universe as well as *'The Ancients'* and *'The Ori'*. From the *'Stargate'* universe. These three are all races of beings that evolved into energy-forms and interacted with *ephemeral* beings only when necessary; some had rogue elements (individuals) that went too far and were punished, such as *'Q'* himself and the *Ancient* characters *'Oma Desala'* and *'Orlin'*, both of which were heavily punished for their transgressions and *'Ganos Lal'* and *'Moros'* who retook corporeal form to only partially transgress the laws.

Interventions

Ascended beings that do intervene with events in the ephemeral world generally do so as a host. This means that the entire body of an ascended community decides to step in but even so, they will not take any forceful action or do anything that is strictly assertive. They may try to stop a war by making it impossible for the people warring to come into contact with each-other, but they will not destroy their weapons or force them to come to terms. Likewise, they will not provoke war or even advancement.

They may do things to augment themselves (or their powers), such as choosing an emissary, perhaps to start a cult to worship them in order to gain more power, but they cannot do

anything directly that radically changes the course of development of a sentient species. This doesn't mean that their worshippers, once established can't do it for them though, and this sort of action is permissible. (It is no different than a God selecting his initial Priest on a given planet (his Prophet), communing with him, endowing him with the ability to channel, or advancing or augmenting him, and asking him to spread the religion of that God.)

Ascended beings can slip by the laws by helping societies to do things that they would eventually do anyway, as long as that advancement doesn't interfere with other civilizations.

If these remarks seem somewhat contradictory, remember that they are methods of trying to subvert cosmic laws, and are in nature contradictory to the flow of the Universe and the laws that govern higher-order beings, entities and life-forms; the same laws that keep these beings from treating mortals like their own private ant-farm or flea circus.

Temporal Manipulation

Alright, so there is another possibility, but it's rare and outright dangerous. Via *chronomancy*, or other time travel, it is always potentially possible to avert whatever situation caused the character to die. The doesn't affect the character in any way whatever, but it does incur a hefty accrument of paradox on whomever attempts to do it, successful or not.

To the character revived, and to the Universe in general, the death never happened, and all memories of it are reversed accordingly. The character's soul never entered Valeo-Nai, was never judged by Balda, and the only one that knows it happened is the Chronomancer. (Actually, Balda *is* aware, as Valeo is timeless, as is Aldus, but this isn't perceivable by the characters.)

The Chronomancer has to do whatever is required to prevent the death, and of course, this can have profound impact on the timeline of the Universe, especially if handled poorly, as events stemming from the death of that character now never happened.

This can also let out an endless amount of nasties, cause physical damage to time, and do untold damage to reality if handled poorly; or even if done with exceptional skill. Time travel is best handled by those with proper experience, and they usually wouldn't change an event like this (e.g. '*Doctor Who*': Adric and Rose's Father).

Time & Time-Travel

Time is mutable, malleable and distortable. There are some instances where a temporal nexus cannot be altered (i.e. A Fixed Event), but for the most part, time can be changed, rewritten or skewed; time is not tamper-proof, and those who master the mystic art of Chronomancy, have time-travel technology, or have the Psychic potential for time travel know it damned well.

Time travel and any temporal manipulation accrues paradox, via several types of paradox energy. Any character who engages in time travel should begin tracking this on the Temporal Energies Sheet.

In addition, time-traveling characters, even those who don't accrue paradox, absorb *Artron Energy* each time they travel through the Space-Time vortex. Artron Energy is absorbed into the mind and can be used to help mitigate paradox (it takes commensurably large amounts of Artron energy to nullify one point of PRE) and to manifest psychic powers, handle or augment psychic combat or to aid in creating mental constructs.

Paradox:

A character that meddles in chronomancy, or one who is inadvertently subjected to chronomantic energies (such as when a Chronomancer alters the destiny of another individual) slowly accumulates *paradox*, which is a form of temporal taint. There are three types of Paradox energy as described below:

Background Paradoxical Energy (BPE) is an *inherent* temporal substance that encompasses all living things that form a mesh within the temporal field of the multiverse. Each universe has a direct BPE signature, and thus creatures or objects that cross into another universe reverberate at a different (detectible) BPE wavelength. All living creatures have a BPE score of 10.

Very minor infractions of the laws of time may increase the amount of BPE in a creature. Usually spells or abilities of limited (such as *bend reality* or *limited wish*) power or uses of certain abilities increase the amount of BPE in a creature.

Paradoxical Residual Energy (PRE) is a higher level of temporal disturbance that a creature or an object may accumulate, representing lesser infractions to reality. Though the simple passage of time may be sufficient enough to reduce the strain of this offence, a character may undergo certain actions or intentionally acquire one or more *quirks* in order to dampen the (cumulative) debilitating effects of an ever increasing pool of PRE, thus reducing the PRE into the far less devastating BPE.

When one distills PRE into BPE, any negative effects of the PRE dissipate and any physical damage or injury due to the character's PRE score may now heal naturally. It is possible to remove PRE using certain rituals or by undertaking various redeeming

actions. Such *quests* are at the discretion of the Game Master, and you must undertake this action voluntarily.

Entropic Paradoxical Energy (EPE) is, by far, the most debilitating *permanent* form of paradoxical energy, which represents a major offense to reality, or a perversion of time, either perpetrated by the character or radiating from an item carried by them.

No mortal act can properly undo this perversion of space-time, and normal creatures can never rid themselves of EPE. Only chronomancy, or creatures or objects with chronomancy-based powers generate EPE. A Chronomancer, however, may elect to take a *quirk*, which reduced his EPE score by one point.

Effects of Paradox

As you gain BPE, PRE and EPE, each will affect your physical form in different (and sometimes debilitating) ways.

Paradox Score

Each point of BPE, PRE and EPE has its own pool as noted on your character record sheet. Additionally, you have a Total Paradox Energy (TPE) pool, which is the sum of all three pools of paradoxical energy. You determine your Paradox Score using this (TPE) pool as if it were a base ability score and thus apply a modifier to it using the standard rules for ability scores. Therefore, a TPE score of 14 would have a modifier of +2, and a TPE score of 23 would have a modifier of +6.

If you ever have a **TPE modifier** that exceeds a rating of $10 + \frac{1}{2} \text{ HD}$, you are considered to have exceeded your *Paradoxical Threshold* and must make a ~~will~~ **soul saving throw** with a DC of ~~10~~ **15 + TPE** modifier, or be banished to the Void.

If you succeed, nothing happens, but you must make an additional saving throw—with the same result if you fail—each time you gain an additional point of any kind of paradox. You may cease making this save when your TPE drops below your Paradoxical Threshold or when your Paradoxical Threshold increases (via increased Hit Dice) to the point that your TPE score is below tolerance.

As always, you may take measures to reduce your TPE score in order to avoid this (uncomfortable) scenario.

Void Energy

Void Residual Energy (VRE) is an alien form of temporal (but not paradoxical) energy accumulated by creatures that enter or cross through the void between universes. Small amounts of VRE have no effect upon a character, but larger amounts cause certain undesirable effects, or may grant strange otherworldly powers. Short of greater deities, no

one truly understands the properties of this unusual energy that, under normal circumstances, no person should possess.

Your VPE score (if any) is not part of your TPE score and does not have any effect on your Paradoxical Threshold, as it is a completely different energy type.

Empathy [Fea&Inu]: Healing others by taking fatigue or non-lethal damage to self (e.g. take non-lethal damage or suffer fatigue to heal lethal damage of others), comprehending *alien* thoughts, restoring life to the dead, sense motives and intentions without a psychic attack. Long-term and in-depth object-reading and location-reading, even for weak and latent psychic impressions. Empathy can be used as a *psychic attack* if you attempt to use it against unwilling participants, or if you attempt to recover your own health at the cost of another being. Empathy is also used to modify timelines, create intentional paradoxical events, and overcome causality.

Chapter IX

Equipment, Adventuring and Character Details

Weapons & Technology

Energy Weapons

Energy Pistol, Civilian Stazer: available in 1d6, 2d6 and 3d6 Energy Ray configurations; stun setting optional (2d6 3d6 or 4d6) Energy ClipType 'S'.

Energy Pistol, Saerenan Imperial Scientific Exploration Corps: The same as a civilian stazer, however it uses Energy clip type 'B' and can be fitted with a fixed genetic coder lock or a psychic link lock that prevent the use by anyone other than the owner or assigned officer.

Energy Pistol, Saeroan (Militia) Patrol Stazer: Energy Ray (selectable 1d6-5d6), or (2d6 to 2d6 to 8d6 stun); Energy Clip Type 'L'

Energy Pistol, Saeroan (militia) officer's stazer: 1d6 to 6d6 energy ray (or 2d6 to 10d6 stun); energy clip type 'A'

Energy pistol, Saeroan Imperium (high-ranking officers and Imperial family): Configurations to 10d6 or 14d5. Stun settings to 15d6 or 20d5). Energy clip type 'Z'

Energy Rifle (Saeroan & Saerenan Militia): 6d10 Energy ray (10d6 stun); Energy clip type 'B'

Energy Pistol (Zorean Empire) 'personal t'zozha': 4d6 energy ray, 6d6 stun; Energy clip type 'D'

Energy Pistol, Zorean militia: 2d6, 4d6 and 6d6 energy ray settings (2d6, 4d6 and 6d6 stun); energy clip type 'E'

Energy Pistol, zorean Empire (Imperial official & officers): 2d6, 4d6, 6d6 8d6 and 10dy energy ray settings (stun 2d6, 4d6, 6d6, 8d6, and 10d6); energy clip type 'C'

Energy Rod, Ilumerian Governmental: 6d6 Energy Ray, Stun setting 8d6. Energy cell.

h, Zorean militia: 4d10and 8d10 energy ray (6d10 and 12d10 stun); energy clip type 'N'

Energy Pistol Ilumerian Civilian: available in 2d5, and 4d5 configurations; energy cell.

Energy Rifle, Iluerian military: 6d6, 8d6, 10d6 and 12d6 energy ray (same for stun); energy cell.

Energy sword, Eldrian: 1d8 energy, speed weapon, energy clip type 'F'.

Energy blade, Zorean: 1d8 and 1d10 configurations. Energy clip type 'H'

Energy blade, Saerosian: 1d6, 1d8 and 2d6 configurations. Energy clip type 'S', 'L' and 'A', respectively.

Energy blaster, Saeroan (assault rifle sized), 10d6 ray, 12d5 pulse, and 15d4 spread (40 degrees) configurations; Energy clip type 'Z'.

Energy canon, Saeroan: 20d6, 40d6 and 80d6 configurations. Extrnal energy source required.

Energy Canon, Zorian, 15d8, 30d8, 60d8 configurations. External power source required.

Pulse canon (starship): 100d6, 200d6, and 400d6 configurations. Uses ships' power source, or independent power supply.

Pulse canon, Ilumerian city ship: 250d6, 500d6, or 1000d6 energy pulse burst (ray); requires zero-point energy source (or greater)

Zorean spacefolder 'Pulse Streamer'/'Energy Streamer': 100d10, 200d10, 400d10 and 800d10 configurations (size of ship).

Zorean sonic disruptor:

Psychic Energy Detector

Spiritual-Ethereal Disruptor

Positron Glider

Protonic Streamer

Ectoplasmic Containment Field

Zoria Module, SISEC Requisitionable Equipment

Flys: *Flys* are small, 12mm-diameter crystal orbs that can be controlled with psychic ability. The mind of the user is linked to a crystal via a hand-held device with three switches. The user selects one or more of three *flys* and can mentally move them in any direction and see (omni-directional) using them. This can be disorientating, and requires a Reasoning score of 14 or better to avoid instantly taking slight *sanity damage* (1d4).

Flys move at a velocity of up to 100K/H, fly (perfect), but are very fragile. Striking them against any hard surface at a velocity greater than 1K/H will shatter them, and thus they have no use as a weapon. If they hit a soft surface, or even water at full speed, they must make a fortitude save (DC 20) or be destroyed.

They are composed of a special psychic crystalline lattice, fitted internally with a transparent crystal D-Transmitter and D-Receiver that broadcasts both instructions and datum to the receiver unit. The receiver unit is fitted with a true psychic interface and is genome-coded (while in use and touched) to the person holding it, so that it is impossible for others to see out of the *flys* used by the user of that specific controller while it is in use.

Requisition Value: 1,000pts.

Energy Pistol, Saerenan Imperial Scientific & Exploration Corps (SISEC): A hand-pistol that fires a focused high-energy discharge in a pulse-beam. This weapon has selectable energy discharge settings as follows:

- 1d6, 2d6, 3d6 Lethal damage or;
- 2d6, 3d6, 4d6 Stun (non-lethal) damage.

These are set by two switches on the weapon: One rotary switch with three positions, and one two-way switch between lethal and stun settings. The default setting is '3d6 Lethal', and the weapon delivers its damage upon a successful hit to a target, and has a critical threat-range of 20/x3. It also features a safety-lock switch, and can be fitted with either or both) a *fixed genome coder* and/or a *psychic link lock* for an extra cost.

It uses a **Type-B E-Clip** by default which gives the weapon **50** shots on one full charge of energy (one-shot = 2-charges). It is possible to modify the weapon to use a Type-E energy clip, however this may damage the weapon.

Requisition Value: 250pts.

Energy Rifle, Saeranan SISEC: A two-handed operation rifle that fires a burst of high-intensity energy at a target as a pulse-beam. This weapon has selectable energy discharge settings as follows:

- 6d6 Lethal damage or
- 10d6 Stun (non-lethal) damage.

These are set by a single switch, ('Lethal' or 'Stun') on the weapon, and a second switch on the weapon is used as a safety-lock. It can be fitted with a fixed genome coder and/or a psychic link lock at an additional cost.

It uses a **Type-B E-Clip** by default which gives the weapon **20** shots on a full charge of energy (1 shot = 5-charges).

Further, it is possible to add a *mystic-attachment* of various types to the weapon. This is inserted into a secondary compartment on the side by removing one of the cover plates and connecting the desired mystical device. The basic *mystical converter* changes the normal high-energy-discharge into a mystical-energy discharge via a selector switch. See '*energy weapon mystic converter*' for more details.

Requisition Value: 550pts.

Energy Clip, 'Type B': This is an energy clip (*E-Clip*), which holds 100-charges of mundane energy, like a capacitor, and is made of a crystal lattice and superconductor materials. It holds a specific amount of energy and can be recharged at a proper recharging facility.

Requisition Value: 100pts.

Refuel Cost: 40 Requisition Pts.

Energy Clip, 'Type E': This is an energy clip, which holds 100-charges of mundane energy, like a capacitor, and is made of a crystal lattice and superconductor materials. It holds a specific amount of energy and can be recharged at a proper recharging facility. This E-clip is normally used on Zorian weapons, and holds twice the maximum current output of the 'Type-B' clip.

A 'Type-B' weapon can be modified to use a 'Type-E' E-Clip, which can be configured to either give double the amount of charges, or deal double the weapon's normal amount of damage per shot with the normal amount of charger, however doing the latter severely shorten the weapon usability lifespan as the additional energy transferal causes damage to the weapon circuitry.

Requisition Value: 500pts.

Refuel Cost: 80 Requisition Pts.

Fixed Genome Coder Lock: This device can be fitted to many pieces of electronic equipment (and weapons) and limits their use only to the person that has added his genetic sequence into the fixed genome decoder. This is a security device that prevents unauthorized use, but can be removed or disabled with an appropriate skill check. This can be combined with a *psychic-link lock* for added security.

Requisition Value: 180pts.

Psychic-Link Lock: This is another sort of security device, to which a person connects mentally, leaving an echo of their own unique psychic patterning. This prevents unauthorized use, and must be addressed via a P.A. roll to unlock. It is smaller and harder to notice or to remove or disable than a fixed genome coder lock, however characters with a low P.A. score may find it too difficult to use. It can be combined with a *fixed-genome coder lock* for added security.

Requisition Value: 200pts.

Wrist Communicator: An audio/video subspace communicator and locator beacon. Each has a unique identity key and works via sending subspace transmissions, relayed via a central point. This device has a miniature lens and can be used for two-way visual communication, or for multi-way audio communication. For missions, they are normally programmed with the frequencies of all personnel and thus a single individual can always be easily reached via a set of

small controls on the device. The energy cell of this device provides enough power to last for one-year before it needs to be recharged.

Requisition Value: 25pts.; 1 automatically assigned to each crewman and officer for 0pts.

Pocket Computer: A small computer with a touch-screen interface that can easily fit into a pocket. It has a power-rating of (4) and contains many database functions. It is possible to interface it to other equipment via wireless means and to use it for audio and video recording, however the quality is not as good as true recording equipment. It uses a fixed-energy cell that lasts for 30-days without charging.

Requisition Value: 150pts.

Tablet Computer: Larger and more powerful than the pocket computer, this can still be used quickly and easily with a touch-screen interface, but it is bulkier. It has a power-rating of (5) and an A.I rating of (1). It uses a 'Type-S' e-clip that powers it for up to 50-days. (1-day = 2 charges)

Requisition Value: 225pts.

Portable Computer: This is more like a traditional 'laptop' system, and can be interfaced either wirelessly or via direct (wired) interfaces to scientific or other equipment. It has advanced sensory software and can do many more complicated tasks. It has a power rating of (6) and an A.I rating of (2). It uses a 'Type-B' e-clip that powers it for up to 20-days (1-day = 5 charges).

Requisition Value: 450pts.

Recording Equipment: A set of audio and video recording equipment, based around a mobile flying, tetrahedral recording device with four stereoptic lenses. You may have as many of these active at one time, and they record 3-D video which can be later linked to a projection chamber for a holographic recreation of an environment. It functions on an internal power source for up 100-hours of sustained use, and may be augmented by a Type-B E-Clip that grants an additional 10-days of use in such case that it runs out of energy.

Requisition Value: 300pts.

Glow-globe: A lighting device, that when activated can be tossed up and floats in position to illuminate an area. It acts as an omnidirectional flood-light up to 250-meters. It functions on an internal power source for up 10-Days of sustained use.

Requisition Value: 150pts.

Climbing Gear: Traditional hammer, piton and harness climbing and scaling equipment.

Requisition Value: 40pts.

Toolkit, Scientific (Standard): A set of normal tools for scientific fieldwork. Includes screw , fastener and pin extractors, sonic lances, soldering tools, mini testing tools and the like.

Requisition Value: 175pts.

Micro-Tools: A set of tools for working on very small items, and includes analogue magnification glasses, a set of digital magnification goggles, micro-picks, micro-feelers, micro extractors, a micro-welding tool, and a sonic extractor.

Requisition Value: 400pts.

Emergency Beacon: A transmitter that you can activate in a worst-case scenario that broadcasts your location via subspace relays to all friendly (and possibly non-friendly) recipients. This device functions on ambient dimensional energy, and may be augmented by using a Type-B E-Clip (if ambient energy is not available) for up to 6-hours of sustained use.

Requisition Value: 150pts.

Torch: A small, pocket torch that has an internal energy cell, which holds up to 30-days of continuous charge. Useful for providing light in dark places, or for telling eerie stories with additional dramatic effect, or for making shadow figures. It functions on an internal power source for up to 1,000-hours of sustained use.

Requisition Value: 50pts.

Torch, Headband: A small torch that you can wear on your head. Useful for working on projects in low-lighting conditions, or for hands-free navigation in the dark, or for marking your head as an easy target. It functions on an internal power source for up to 1,000-hours of sustained use.

Requisition Value: 60pts.

Archaeology Tools: Brushes, small picks, canisters, and the like for an archaeological survey mission. Comes in a large, metal tool case.

Requisition Value: 130pts.

Uniform: Your *SISEC* uniform, with insignias and the like. Officers and crewman both have uniforms, and each is a different colour to designate their position. Crewman are a deep blue, and officers are white with black trim. These are made of a synthetic fibre, however versions exist for personnel who are allergic, and a version exists for cold-weather exploration.

Requisition Values: Standard, 5pts (automatic at 0-pts for crewman and officers at one uniform per person); Natural Fibre 15pts; Cold-Weather 20pts.

Chalk: A box of 20 plain 'ol white chalk sticks. Useful for alchemists, wall-scrallers and people named 'Kilroy'.

Requisition Value: 5pts.

Chalk, coloured: A box of 20 colourful chalk sticks. Useful for alchemists, wall-scrallers and people named 'Kilroy' who want to make prettier designs. Includes two white sticks and two each of yellow, blue, pink, green, violet, red, orange, teal and black.

Requisition Value: 12pts.

Water Packet: A sealed, foil packet containing 200ml of distilled water; has an eqsy-tear strip.

Requisition Value: 5pts.

Nutrient Cube: 1cm per size cube of high-protein and high-carbohydrate food-product, suitable for space-exploration and interplanetary missions. Comes in a variety of flavours.

Requisition Value: 5pts.

Stimulant-Pack: Available as powder to be mixed in water (or other liquids), or as a solid mini-cube (0.25cm per side, or as a liqui-pack, this substance is like a mixture of caffeine, nicotine and cocaine. It is guaranteed to keep a person awake, refreshed and active, but is *highly addictive*.

Requisition Value: 25pts.

Containment Canister: A hermetically sealed (self-sealing) canister for containing samples. Available in three sizes, tiny (petri dish) , small (100ml) and large (250ml).

Requisition Value: 25pts, 50pts, 100pts respectively.

Energy-Blade: This blade of steel is energized with a type-B E-Clip. It has two settings, 'On' and 'Off', set by a switch, and when set to 'On', it deals +1d6 energy damage upon a successful strike, in addition to the standard damage of the blade. It is available in several configurations:

Regalium Blade: A standard-issue light model, which is a rapier or sabre type sword.

This is common and standard-issue to swordmasters and members of the Imperium. This weapon deals 1d6 damage on a successful strike, plus an additional 1d6 of energy damage when energized, plus the muscle modifier of the striker (e.g. a muscle of 14 adds +2, whereas a muscle of 9 subtracts -1 from the damage). This weapon has a critical threat range of 18-20/x2; energy damage is also doubled. The E-Clip can deliver up to 50 charges of energy before it needs to be recharged.

Jhardo Blade: This is a heavy version of the above weapon, modeled more along the lines of an 18th-century claymore, this version has a base damage of 1d8, with the same energy and critical dynamics as the Regalium model, but is far more expensive to produce. It has a basket-hilt and grants +1 versus disarm attempts.

Requisition Value: 200pts. (Regalium), 2,000pts. (Regalium)

Sonic-Knife: A vibrating knife suitable for easily cutting through materials, or for extreme sadists. The sonic pulse that causes it to vibrate can be set to 'On' or 'Off' with a switch, and must be set to 'Off' when stowed, else it will be quite uncomfortable and will slowly damage whatever is being used as a container/holster. This weapon strikes for 1d3 when not active, but becomes 1d5 when active.

It also has a rather numbing effect on the hands after extended use, and the user must make a fortitude save after every 5-minutes of use (DC15+1 per 5 minutes of continued use) or have his hands start to numb. It cuts quickly through straps, rope, and other similar materials and is primarily used for this purpose, especially in case of an emergency where your gear is choking or restraining you. It also uses a Type-B E-CLip, but in normal use, this will last for months or better.

Requisition Value: 100pts.

Sonic Lance: This is a sonic cutting tool, useful for cutting off plates, panels or into machines. It can also be focused to be used as a small sonic drill. If used as a weapon, it deals 1d6 damage per round to a target. Sonic energy ignores material hardness. It also uses a Type-B E-CLip, but in normal use, this will last for months or better.

Requisition Value: 225pts.

Oxygen Suit: This is a sealed environmental suit that has its own O² tanks. It provides up to four hours of breathable oxygen, and protects against either the vacuum of space, or other harsh environments. It is made of a substance that resists acid at 10, but it is very encumbering and both halves movement and reduces effective dexterity by 5.

Requisition Value: 500pts.

Oxygen Vest: A light vest with an oxygen supply, with directional breather blowers, and an attachable breathing mask. This is useful in environments where breathing is possible, but otherwise difficult. The oxygen capacity is 4 hours by blower, for environments with only a slight oxygen deficiency, and 2 hours by mask, where you need more available oxygen. It is not very encumbering and carries no penalty for use.

Requisition Value: 175pts.

Bio-Suit: A hazardous materials suit; this protects against mild radiation or other toxic substances, but does not have an oxygen supply. It is only slightly encumbering, reducing movement by 2 and effective dexterity by 1.

Requisition Value: 300pts.

A.I. Translator: This handy device can learn and translate alien (or non-local) languages. It makes a reasoning check every 10 minutes when examining a written language or hearing a spoken language to try and translate it, but it needs a decent basis of vocabulary to attempt translation.

The device has an A.I Rating of (5) with a Reasoning Score of 22, a Knowledge of 24 (Memory 96%), and an Intuition of 18 and makes checks using these modifiers. It has 10d100 languages built-in at creation to use as a basis. Generally, each successive 10-minutes of communication that it observes, or successive 10-minute of scanning written text adds +1 to its check to translate a new language. It has an accuracy rating starting at 5%, and each successful check adds 5% to its base when learning something new.

This device has an internal power source capable of running continually for up to 500-hours before needing to be recharged.

Requisition Value: 275pts.

Tool-Pocket Vest: A vest for holding small tools and items; useful for scientists during field or lab work.

Requisition Value: 50pts.

Multi-Wavelength Goggles: Goggles that can see UV, IR and Radio emissions as well as heat and normal light. Each wavelength can be independently controlled, or switched-off to provide the desired image. The *sensory instruments* skill is very helpful in using these goggles. These function on a Type-B E-Clip for up to 100-hours of sustained use. These goggles also provide up to 10x optical and 50x digital magnification/zoom capabilities.

Requisition Value: 300pts.

D-Spectrum Goggles: These goggles can see dimensional disturbances, such as fractures, holes, rifts, and other anomalies. They can also sense ley-line energy emissions, and ley-line energy as well as other forms of dimensional energy. These function on a Type-B E-Clip for up to 24-hours of sustained use. These goggles also provide up to 10x optical and 50x digital magnification/zoom capabilities.

Requisition Value: 1,000pts.

Portable Chemistry Lab: A medium-sized field-lab for chemistry work, containing test-tubes, analysers, and a variety of tools, scopes and the like. It comes in a metal D-cabinet that is dimensionally transcendental, providing many tools in a compact space, including 20 tiny sample canisters, 10 small sample canisters, and 5 large sample canisters.

Requisition Value: 4,500pts.

Grav-Lift Kit: A set of devices that you may attach to a large object to negate gravitic forces. They allow you to lift up to 2-tonnes per device, and both may be attached to a single object to permit two people to shift up to four tonnes, however they may only be used on single, solid objects, not on debris. The kit includes two devices, shaped like handles. This device can function for up to 100-hours before needing to be recharged, and can be augmented by a set of Type-B E-Clips (one per handle) for an additional 24-hours of use.

Requisition Value: 2,000pts.

Floater Disc: An anti-gravity disc 1.5m in diameter that can hold up to 2 tonnes of material. It comes with a controller device to manipulate it, directing its movement up, down, or in any sideways direction. The controller also has a pair of knobs to alter the pitch of the disc, however the disk will automatically adjust to be flat unless otherwise directed. This device can function for up to 100-hours before needing to be recharged, and can be augmented by a Type-B E-Clip for an additional 24-hours of use.

Requisition Value: 1,000pts.

Holding Sphere: A globe approximately 24cm in diameter that is dimensionally transcendental. It can hold 2m cubed of material, and the aperture will permit inserting any object up to 2m on any side through the event horizon. This device functions on ambient dimensional energy.

Requisition Value: 3,000pts.

First-Aid Kit: A very basic medical field kit for first-aid use. Includes bandage paste, pain relievers, burn treatment gels, and the like.

Requisition Value: 300pts.

Medical Kit: A full medical kit, that also includes proper medicines, and medical tools such as micro-surgical tools, but for field use. It comes in a metal D-cabinet that is dimensionally transcendental, providing many tools in a compact space, and contains everything a doctor may need on the field, including portable scopes, lighting devices, a floater bed, and a medical scanner.

Requisition Value: 7,000pts. (Includes value of: D-Cabinet at 4,000pts.; Scanner at 1,500pts., Floater Bed at 1,000pts., plus other tools and medicines and required energy sources)

Medical Scanner: A portable medical scanner to use on human or other anatomies. It provides a clear look into the subject, and can detect toxins, diseases or other problems with ease. This device functions on an internal power supply and is good for up to 2-months of field operation before needing to be recharged.

Requisition value: 1,500pts.

D-Cabinet: A metal cabinet that is larger inside than outside. It has many compartments, each capable of holding a large variety of items; often used for tools or portable science labs. This device functions on ambient dimensional energy.

Requisition Value: 4,000pts.

Shield Belt: This belt provides the wearer with a personal inertial-dampening and energy-negation field, deflecting blows by neutralising the inertial and high-intensity energy. It reduces all damage done to the target, however it has a maximum charge and as it neutralises energy, its power-source is depleted.

It can negate up to 50 point of damage before it runs out of juice, and works off of a Type-B E-Clip that can be recharged or replaced as needed (2 charges = 1 damage negated). It is possible to delivery a very special type of attack that can bypass its negation, requiring training that is done in a very slow manner (to get past the inertial dampening field). Many swordmasters are trained in this technique. A shield-belt has no encumbrance value.

Requisition Value: 2,500pts. This cost includes one Type-B E-Clip; replacement, extra E-Clip and recharge values are at the normal cost for Type-B E-Clips.

Jhem'takh Armour: This set of field armour protects both against physical attacks and energy attacks, absorbing some of the damage inflicted. It is powered by two Type-B E-Clips and each time it absorbs damage, one charge of each is depleted (for up to 100 total uses). If it runs out of power, it will still function, but the armour itself takes the damage that it absorbs, rather than simply negating it. If reduced to 25HP, the damage that it absorbs is halved—at this point it may still be repaired or recharged. If merely recharged, the absorb rate is not restored, but it may absorb damage another 100 times. If reduced to 10 HP or less, it becomes useless (destroyed) and must be replaced. It has the following specifics:

Absorb Rate (normal): P 10 ; S 5; B 2 ; E 10 ; HP 50.

Absorb Rate (damaged): P 5 ; S 2; B 1 ; E 5 ; HP 25 (to HP 11).

Non-functional: 10HP or less

It has light encumbrance, reducing speed by 5 and effective dexterity by 1. It further reduces all defense and parry checks by 2.

The Jhem'takh armour does not interact well with a shield-belt, as the energy fields intermingle with a risk of damaging the wearer. If both are used at one time, each time the shield-belt uses its energy field to negate damage, roll a fortitude save (DC15) for the armour, as the energy negation field that the shield belt releases interacts with the armour, possibly triggering an overload of the Jhem'takh E-Clips. If it fails, it detonates, dealing 1d4 damage to the wearer per charge remaining in its E-Clips, for a maximum of 200d4 energy damage, in a 5m radius.

Requisition Value: 6,500pts. This cost includes two Type-B E-Clips; replacement, extra E-Clip and recharge values are at the normal cost for Type-B E-Clips.

Sonic Bomb: This eradication bomb releases a charge of sonic disruption energy that deals 10 to 50d6 sonic damage to everything in a radius of 1m to 10m (damage and area set by user). The bom itself is not harmed by the discharge, as it is protected by a one-way energy shield. This release only damages physical structure, and is blocked by energy barriers. The bomb functions on two Type-B E-clips and uses all of the energy of both in its detonation, but as with all devices based on E-Clips, it can be re-used by replacing them. The *demolitions* skill is required for its proper use.

It can be modified to use Type-E E-Clips, doubling the damage and range to 20d6 to 100d6 and 2m to 20m, with an appropriate applied science skill check. The difficulty of operating the enhanced version using demolitions is higher as well.

Requisition Value: 7,500pts.; Type-E version 15,000pts. These costs include two E-Clips of the appropriate type; further E-Clips or recharging is at the normal cost.

Geometry, Drafting and Drawing Tools: This set of tools includes straight-edges, angles, a set of compass tools, and a variety of mechanical pencils, leads for the compasses and pens in a n assortment of colours. It is invaluable to an alchemist, and to anyone interested in engineering or drafting.

Requisition Value: 200pts.

Writing Journal:A basic writing journal, standard paper (A4) sized. It is available in lines, quadrille and blank paper types. Vellum is also available at an additional cost. It is further available in either perfect-bound or spiral-bound. Books contain 100 pages of standard paper, or 50 pages of vellum paper. Vellum is always blank (unruled).

Requisition Value: Standard paper (any ruling style) 25pts.; vellum 40pts.

Writing Paper: Loose-leaf pages available ruled with lines, quadrille or merely blank paper types. Vellum is also available at an additional cost.

Requisition Value: Standard paper 5pts. per 20 sheets; vellum 5pts. per 10 sheets.

Ledger Paper: A2 paper, available as loose, perfect-bound, or spiral-bound. It is also available as standard paper either blank or quadrille, or blank or quadrille vellum.

Requisition Value: Loose standard paper (either rule) 15pts per 20 sheets; Loose vellum (either rule) 30pts per 20 sheets; Bound standard paper 50pts for 100-pages (either binding, any rule); Bound vellum 100pts. for 50 pages (any binding, any rule).

Pens and Pencils: Available as standard inkpens, fountain ink pens, standard pencils (plain or coloured) and mechanical pencils (plain or coloured). Ink for fountain pens is at an additional cost.

Requisition Value: Standard pencil 5pts per 20; Coloured standard pencils 25pts per set of 50 different colours; black inkpen 2pts. Each; coloured inkpen (4pts each (specify colour); inkpen set (black blue, green and red) 5pts; fountain pen 15pts. Ink for fountain pens 10pts per bottle (specify colour); mechanical pencil (available in 3mm, 5mm, and 7mm sizes) 1pt each; Box of 20 leads (standard; specify size) 2pts.; Box of 20 leads (coloured; specify colour and size) 4pts.

Drafting Pens and Pencils: A set of drafting pens (like *Rapidograph* pens) in a variety of colours, plus mechanical pencils and leads of various sizes and colours.

Requisition Value: 100pts.

Character Requisition Points (per person): 5,000; can be combined between people for a shared pool for a team. Thus, a team of 8 has 40,000 Requisition Points. Requisition values can be lowered through successful negotiations with the ship's steward, armoury officer and supply officer.

Female characters, optional rules:

Some Gamemasters may wish to impose special rules for female character—especially when played by male players, such as to gain situational advantages—during the special menstruation cycle. These can range from mild to severe, depending on the situation and the GM.

[Limits on using magical powers, possibly limiting all powers
augmenting attack powers, but reducing others
problems concentrating
aggressive or abrasive behaviors
penalty on diplomacy and social checks (including sense motive)
penalty on certain saving throws
specific desires, including indulgences of various food or drug items,
other ideas to be added]

This is intended to reflect both the hormonal and the physical symptoms that occur during this routine cycle; the cycle nature (frequency and duration) is species-dependent, as provided in the table below. These penalties should be lessened (or ignored) for female players playing female characters, or female players controlling male characters (who should be penalized for not acting on their own, instinctual, male urges, again depending on species).

Chapter X

Magic, The Physics of Magical Power and Mystic Theory

Section 10.0 “Spellcasting & Psionics”

Spellcasting

Spell Schools, Descriptors and Aura Colours

Words of Power: Somatic Components

Spells

Bard Spells

Blackguard Spells

Clerical Spells

Clerical Domains

Dark Powers Spells

Druidic Spells

Mage Spells

Arcane Domains

Sorcerer Specific Spells

Wizard Specific Spells

Chronomancy Spells

True Magic (Epic Level Magic)

True Magic Seeds and Powers

Psionics

Spell Schools and Aura Colours:

The following are the spell schools used in the Zoria game. Their respective aura colors are what a mage would see when using the *Assence* skill.

School Colours:

Universal – Clear

Conjuration – Blue

(Healing) – Very Light Blue

(Creation) – Deep Blue

(Summoning) – Dark Blue

(Teleportation) – Sky Blue

(Time) – Royal Blue

Evocation – Red

Transmutation – Orange

(Teleportation) – Golden orange

Abjuration – Yellow

Necromancy – Violet

Illusion – Teal

(Glamer) – Teal

(Phantasm) – Grey-teal

(Figment) – Light Teal

(Pattern) – Blue-Green
(Shadow) – Dark Teal
Divination – Green
(Scrying) – Light Green
Enchantment – Indigo
(Compulsion) – Dark Indigo
(Charm) – Light Indigo

Descriptor Colours:

[Good] – White splotches
[Evil] – Black splotches
[Lawful] – Blue splotches
[Chaotic] – Yellow splotches

[Fire] – Ruby Red Sparkles
[Electricity] – Yellow sparkles
[Acid] – Green sparkles
[Sonic] – Purple sparkles
[Cold] – Blue sparkles

[Water] – Blue wavering streaks
[Air] – light blue wavering streaks
[Earth] – green wavering streaks
[Fire] – Ruby Red wavering streaks

[Force] – Silver sparkles
[Time] – Golden sparkles
[Fear] – Grey sparkles
[Death] – Dark Grey splotches
[Light] – White sparkles
[Darkness] – Black wavering streaks
[Shadow] – Grey wavering streaks
[Mind Effecting] – Green splotches
[Lang. Dependant] – Teal splotches

Words of Power: Somatic Components

When casting a spell, a mage uses words of power; immensely powerful sonic keys that affect the fluid nature of the Magical Energy Field (MEF) to create a desired effect. These words are the basis of magic, and possess both a spoken (verbal) and mental component. Talented mages learn to utilize only the mental component over time.

For a full vocabulary of Zoraec (Words of Power), please read *The Zoraec Dictionary, a supplement to the Zoria RPG System*. The following is a list of the basic building blocks for Words of Power, and some examples:

Ulo (Universal) – Clear

Uma – [Good] – White splotches
Felso – [Evil] – Black splotches
Alna – [Lawful]– Blue splotches
Levnath - [Chaotic]– yellow splotches
Saelo [Fire] – Ruby Red Sparkles
Tzo [Electricity] – Yellow sparkles
Kubol [Acid] – Green sparkles
Aabasa [Sonic] – Purple sparkles
Qexi [Cold] – Blue sparkles
Kara [Force] – Silver sparkles
Aldoze [Time] – Golden sparkles
Svao [Fear] – Grey sparkles
Namo – [Mind Effecting] – Green splotches
Balo – [Death] – Dark grey splotches
Vaso – [Lang. Dependant] – teal splotches
Galo – [Light] – White sparkles
Yees – [Water] – Blue wavering streaks
Ano – [Air] – light blue wavering streaks
Merkath – [Earth] – green wavering streaks
Thyn – [Darkness] Black wavering streaks

Umi/Umin (Conj) - Blue

Y'va (Healing) Very Light Blue
Jhanto (Creation) – Deep Blue
Eni (Summoning) – Dark Blue
Qevo (Teleportation) – Sky Blue
Aldoz (Time) – Royal Blue

Obix (Evoc) – Red

Vau-Nai (Trans) – Orange

Qevo (Teleportation) – Golden orange
[Air] – Lt Blue Sparkles

Eto/Etos (Abj) - Yellow

Moro (Necr) - Violet

Septo (Illus) - Teal

Quel (Glamer) Teal
Ago (Phantasm) Greyish teal
Teek (Figment) light teal

Thalta (Pattern) – blue green
Netu – [Shadow] – dark teal
Kel/Callo (Div) – Green
Halne (Scrying) – Light Green
Vasto (Enchantment) – Indigo
Naas (Compulsion) – Dark Indigo
Plaani (Charm) Light Indigo

-0-

Light – Obix Galo
Prest- Ulo Aman Ti
Ray Frost – Umin Abo Abad Feh
Mage Hand – Vau-nai Epe'erevo
Acid Splash – Umi Abo Aalos
Shocking Grasp – Umi Abo Le-o Ameer
Talons of Saeros – Vau-Nai Delo
Detect Humans – Kel'Pelios
Mending – Vau-Nai ekos

-1-

Magic Missile – Obix Ovo Anos
Open/Close – Vau-Nai Kobo Yx/Ze
Ray of Enfeeblement – Moro Umial Vaagar
Summon I – Umin concor'u
Mage Armour – Eto-Nai vo'ereva
Magic Weapon – Vau-Nai jes'erevos
Enlarge Person – Vau-Nai pel'im-naz
True Strike – Kallo ne'jhekva

-2-

Scorching Ray – Obix Gala'zo Avados
Unnerving Gaze – Septo Ago Vaih'nees
Weakening – Moro Vy'agara
Blindness - Moro ekir eleth, seipho
Summon II – Umin concur desedal
Claws of Saeros – Vau-Nai del'vo tas'nyn
From the Heart and From the Mind(convert scroll ⇔ *Spell Stone*) –
Vau-Nai Erevyx'a levnan

Knock – Vau-Nai kobo queva
Invisibility – Septo kas vo'haelledu
Shatter – Obix keloz to'domazé

-3-

Burn No More (Resist Mage Burn) (13) – Etos Ko’hale Ere’umanesa

Healing Touch – Moro Y’va lo Haleoz z’uma

Dispel - Etos queloz erev

Summon III – Umi concur’el vyx

Arcane sight – Callo sepio erva’do (erva’hal)

The Emporer’s Touch – Vau-Nai y’vono zanzaz

Strengthening – Vau-Nai vy’Jhekano

Keen Edge – Vau-Nai Jes’luré nen’anos

Crystalline Chamber – Obyx talyx dín vo’netroz

Lightning Bolt – Obix t’zef voz’ameer

Freedom from Pain - Vasto umano do’yeo

-4-

Summon IV- Umin concur ez’kal kvez

Greater Claws of Saeros - Vau-Nai del’erevo tas’zana

Form of Fire - Vau-Nai konoz vo’noro saeloz

Polymorph – Vau-Nai deldenu queza e’toz

Scrying – Callo hal’noz imazo

-5-

Summon V – Umin concur venu’a

Vitalization – Vau-Nai vy’jhekano imanyx

Teleport – Umin La’nayos dedu vas’amor

-6-

Summon VI – Umin concur uus veku

-7-

Summin VII – Umin concur’to lemane tal

Limited Wish - Ulo erevo imanyx erkyr

-8-

Summon VIII – Umin ulios concur tamo aho

-9-

Summon IX –

Umin concur taeloz tae’vano mar’ta nu

Temporal Repair –

Vau-Nai aldoze metriux kuru tos’liquia

Wish – Ulo erevo imanyx tau erkyr peloz

Uravel, Unwind, Unmake

Summon X –

Umin concur xeio mano'tes aba vo'naz tiol

Notes on pronunciation:

Vowels:

A: as A in Normal (Ah sound)

E: as E in Beg

É: Pronounced Long and Short, long first; “EE-Eh”

Ë: Pronounced Short and Long, Short first: “Eh-EE”

I: long E sound, like the Latin I if in first syllable or if followed by a u, short like I in Tin in latter syllables. .

Í: Means to treat next I as long E sound instead of short: Mítrius=Mee'tree'us

O: Always hard, like O in Omega.

Obix obix anos, Oh-bicks, Oh-bixks, Ah'nohs

Ö: Guttural O. Halfway between Oh and Ugh.

U: Long U, like “oo” in too.

Û: Resonating U, like U-Turn.

Ai: as I in Kite

Ae: like A in Ate,

Y: as old English “Ye”.

Au: Like “Ow”

Double vowels: Voiced twice.

Consonants:

B: as B in Boy

C: Always hard, like C in Coal

D: as D in Dog

F as F in Fig

G as G in Gold

H as H in Halo

J: as J in Jest

Jh: Pronounced in one sound, guttural.

K: Guttural, like C in Crash

KV: Pronounced as two separate sounds, KVEZ= Keh'Vez

L: as L in Latin

M: as M in Mermaid

N: as N in No

P: as P in Power

Q: always as KW sound. Does not need a U following. QU is KWOO.

R: as R is Rain

S: as S in Sam

Sh: As Shore

T as T in Tang

V: as V in Victory

W: as W in Weld

X: Bussing X, always like KS, never like Z, even as leading letter, thus Xiva=KZEEVAH

Z: like Z in Zero

Zh; Like Sh (or Jh), but with buzzing Z sound dominant.

Double consonants, e.g. LL are elongated resonating sounds; said almost twice. Callo= CAL
LOW

Examples:

Xeio, Kx'eh'ee'oh

Tuus: Two, oohs.

Queza: Kwoo'eh'za

Syllable Stress:

Stress is always on the second syllable in three or more syllable words, but on the first in words with two syllables.

Pauses: an apostrophe indicates pause in pronunciation: Y'Vos = Ye (pause) vohs. T'Zyef = Teh (pause) Z'Ye'ef.

No one learns to cast spells in a day. Learning to use Words of Power takes time, and practice. Don't worry about saying it wrong in the beginning, and take your time. Your DM may call (preferred) for you to say verbal components aloud. Pronouncing somatics on simpler spells yields a lower chance of failure than more powerful effects, so learn the language as your character progresses in level. Don't be afraid to mispronounce words intentionally at lower levels on spells beyond your reach, for it adds to character flavor and the role-playing experience.

Mystic Theory & The Physics of Magic [v1.3]

Mystic Theory

Magic, against what the word implies, is not simply some unknown force. True, in primitive cultures, *magic* is a word that applies to any unknown science, whether that be alien or futuristic technology, supernatural powers, the casting of spells, the use of psychic powers, or merely building a fire. Whether something is *magical under this definition* is based on the technology rating of the culture. As Arthur C. Clark said, ‘Any sufficiently advanced technology is indistinguishable from magic.’; the reverse, also is true.

This chapter details the physical laws and mechanics of *Mystic Theory*; the **science** of the *Mystic Energy Field*, which is an energy form that encompasses all of reality, at different strengths and levels.

The Mystic Energy Field

The *Mystic Energy Field* (MEF) is a form of energy, similar to background radiation that exists throughout the universe and across all dimensions. It is stronger in some places than others, and stems (and exists) in its own dimension much like time.

This MEF is generally at the same level of strength in any one dimension, universe or plane but outside influences often act to concentrate it in specific areas. Much like gravity affects light, certain cosmic forces affect the MEF, pooling more energy into one place. This energy forms lines that arc and connect between massive gravity sources, as well as unusual elements, creating the *ley line* structure. Mystic energy radiates from these ley lines, and is extremely concentrated at any ley-line convergence. Further, alignments of celestial bodies (e.g. planets, stars, satellites etc.) act as gravity wells, strengthening the ley lines of all bodies involved when they converge or align in specific ways. The ley lines of a star, satellite and planet align during an eclipse for example, allowing increased energy output from the star, through the satellite, to the planet; the energy available on all three intermingles and increases (although it is still shared between the three bodies).

This is the reason that a solar eclipse causes the MEF to temporarily surge in power: The alignment of the ley lines on a lunar satellite, a star and a planet permit more energy to flow and interact between these celestial bodies and therefore, the energy output that radiates from the ley lines increases, thereby making the MEF (both on, and radiating off) these aligned ley lines is far more potent.

The same effect may also happen from galactic alignments, as well as multiple-planetary alignments and even dimensional alignments. Calculating these times, when the MEF is at supremely increased output, has been the life work of more than a handful of mystics. Knowing when dimensions will align further allows for the more ready manipulation of the aligned dimensional forces; this combined with the increased output of the MEF and the local ley lines has led many mystics to use these alignments as a time to summon extra-dimensional forces, or to attempt other, powerful dimensional magic. Naturally, this is not always safe, as using dimensional magic (especially on a multi-ley-line convergence) during a dimensional alignment

can create an inter-dimensional cross-rift, which suffice to say does not make for a very pleasant day at the park..

The element that attracts mystic energy is coraeum, and any body without this element has either a very weak, or nonexistent MEF. Energy flows between sources of coraeum, forming the major (universal, galactic and stellar) ley lines. Once these energy lines touch a celestial body, they also begin to arc across its surface, following certain natural patterns. The strongest patterns remain relatively constant, but the weaker patterns shift and waver. Strong arcs form planetary ley-lines, and weak-arcs are the mystic essence field; points at which one or more planetary ley-lines converge form mystic nodes, vorteci and other phenomena.

These points create strong currents of MEA convergence, and are places both where mages can tap into greater reserves of power, and where normal elements on a planet are transformed overtime into mystic and dimensional elements.

These events also occur on stars, moons and even in space; the major problem on a star is that it is usually nigh impossible to tap into its power directly, although some have one this with mystic technology. Moons are easier, but unless they have a vast amount o coraeum, their MEF and lines tend to be weaker. In essence, coraeum is like a magic magnet, and any alignment of coraeum attracts ley line activity. Temporal events can also do the same.

In space, the general MEA is usually weak to non-existent, but as ley lines connect between stars and planets, they also exist in space. Sometimes it is possible to find major lines during space exploration, but as space is always expanding and celestial bodies are in constant motion, these lines change position frequently.

The greatest source of this type of power exists in the centre o stars; the second-greatest in the centre of planets, and then o course any convergence point. Places where two lines meet form a node, whereas three form a vortex. Four or more intersections is both rare and dangerous, as the energy also affects space and creates weak points in the fabric of space-time and trough the dimensional barriers.

All of this energy exists in a coterminous dimension, flowing out of Erevnostic/Erevnatic Space. It is possible to enter this dimension bodily, entirely, as it is both a separate and transcendent plane, but this is usually avoided by those who know of its properties. Most believe that the true form of *Erevystyx*, goddess of space and magic, resides in this dimension, in which exists the Mystic Energy Grid—literally a cubic grid of ley lines that overlays normal space, warping to connect to coraeum points—from which all mystic energy originates.

The Zoraec symbol for Erevystyx, a circle with a line drawn through it, represents not only twilight (metaphorical), but also the physical nature of mystic force. The circle represents a celestial body, the intersecting line, ley line energy passing through the body, and the rays, ley line radiation. The metaphoric representation of twilight represents the sun at the point of

horizon, which is also a point where ley-line energy is very powerful, due to the alignment of many stellar lines with planets during their daily axial rotation.

On the other hand, most of the laws of the physical universe, and even time, are part of the structure of the lower dimensions, and thus the laws of Ethernatic Space are fully alien to normal, 4th-dimensional beings. As it is a dimension outside of, yet attached to time, there is no such concept as a time flow in this dimension, although some theorize that it is mutable; naturally, there is a vast amount of energy available there, but a daring spellcaster who enters this dimension bodily is still subject to his MEA, and may overload himself very easily attempting to draw upon the raw, undiluted mystic energy contained therein.

Dimensional and Mystic Elements [v1.3]

Ley-line energy, which flows out across space, becoming ley-line-energy is then attracted to elements such as coraeum, and gravitic forces to form the planetary ley lines. This further causes other elements that exist on these lines or on their convergence points to slowly transform into dimensional materials. The transformation begins with the infusion of mystic energy into already existing elements; For example, Iron, Orium (Adamantium) and Morium (Mithril) are natural elements, but those that exist on ley lines slowly absorb power, converting them into Ferronobilium (Cold Iron), Ærium (Eldritch), Rhodium (Nalucent), Resonium (Aurent) and Sirium (Star-metal). In fact, both Ferronobilium and Ærium are transcendental stages between the elemental progression.

An example is that when Morium absorbs enough energy, it slowly changes into Ærium, which later may change into Landrium, whereas Orium (Adamantium) absorbs energy to become Sirium, which may later progress into Thatorium (Moræum). These latter elements, Landrium and Moræum are similar in function to Coraeum, save that they are focused towards positively and negatively charged mystic energy particles. They change the flow of ley lines and can be used together to create a mystic balancing force.

Other elements transform as well: Ferronobilium undergoes changes becoming more potent until it converts into Selenium; Aurum (Gold) converts into Guarium (Verdaum); quartz and similar crystals form Resonium, and so forth.

When under the pressure of many ley line convergences, these materials can absorb enough energy particles to transmute into very rare elements, such as Solarium, Selenium and Virium. Metals act as conductors, thus transferring ley line energy particles, some of which are absorbed by the metal as it sheds ordinary electrons.... Crystal forms also absorb ley line energy, but this does not always transmute them into unique substances. Some do, but others do not, depending on the crystal structure and properties. What most often occurs is that the crystals absorb the energy as a charge, like capacitors, and grow in size and density. After a long-enough time, some of these crystals may actually begin to resemble the dimensional metals, but their properties are somewhat different.

Dimensional Elements [v1.3]e

Some elements of the periodic table are of a dimensional, interdimensional, intrdimensional or extra-dimensional nature. The most basic forms of these elements, or the subatomic components of these are as follows:

Erevumega – A particle of mystical-dimensional force, of the boson group; The mytical-dimensional equivalent to a photon, that flows from Erevnotic space along ley-lines, which when slowed, becomes a charged or uncharged particle.

Umega – a subatomic particle of mystical-dimensional nature, of a nature similar to a Quark, which is formed when an Erevumega is slowed in spin and forms the base mass of a Erevnon or Umion.

Ereva - a subatomic particle of mystical-dimensional nature, of a nature similar to a Lepton, granting the a mystical force charge.

Fermionic Particles: Quarks, Leptons and their appropriate sub-grou. These are often supplimented or replaced by forced particle-decay or particle transmutation by ley-line activity. For example, bombardment of Erevemuga particles may convert a quark into an umega particle.

Umega – A particle of mystical field energy that has a neutral charge, similar to a neutron.

Erevnon – A particle of mystical energy from the Erevnotic dimension with a positive charge, similar to a proton.

Arevnon – A particle of mystical energy with a negative charge, similar to an electron.

Chronon – A particle of temporal energy from the temporal dimension.

Anti-chronon – A particle of antitime, from a dimension of anti-time / pure entropy.

Tachion – A particle that transverses the temporal field backwards at any velocity.

Anti-tachion – A particle that travels forward in time, but at a velocity faster than light that may also travel through the temporal field (forward)

Gravitron: A sub-atomic particle that generates a gravitic field.

Erevnotic energy (composed of Erevumega, Umions, Erevnons and Arevnons) is represented in equations with the value Umega, which appears as a horse-shoe shaped U.

As explained above, ley lines attract mystical energy. This attraction pulls in erevnons, as well as arevnons and umions and replaces normal electrons, neutrons, and protons, as well as other subatomic particles with them, or merely bonds these subatomic particles to normal subatomic particles in atomic matter to alter its atomic structure. If particles are lost (expelled), the base material loses atomic weight, however if particles are added (or transmuted), the material gains atomic weight.

The forced attraction may also pull in gravitons, as well as temporal particles or other weird matter, bonding it at the subatomic level. The arrangement of such particles gives the material its mass and properties.

The process begins by adding small amounts of these particles to a mass of heavy material, such as lead, iron, or other metals, altering them slowly over time to become another substance. The less exotic and lighter materials morph more rapidly into actual dimensional materials, but there

is an intermediate stage whereby they become a material that has no evident mystical properties, but has unusual natural (or possibly supernatural) properties. The base of this begins with the formation of Adamantium, Mithril and Cold Iron, which later progress to form other materials of true mystical nature as further particles are attracted to them and are bonded to the structure of their atomic makeup.

Cold Iron (Ferronobilium) is a prime example, as where Iron is the bane of daemons, used to bind them and control, Ferronobilium, which has a mystical charge creates improved seals, or can seal greater daemons, and will harm them immensely when it touches them. It also has profound effects on the Fey, which have a similar reaction to iron.

Other materials that are already heavy lose matter or energy in exchange for erevnotic matter in a process halfway between particle decay and transmutation. Cobalt, for example, becomes Azurite, which loses its radioactive properties to become mystical in nature. Gold, which is already heavy becomes Virium, and Radium (and similar material become) Solarium.

Adamantium progresses and grows into Sirium, whereas Mithril becomes Aerium; likewise, with enough ley-line activity, Sirium eventually becomes Virium, and Aerium will become Lantrium or rarely, Coraeum. Sirium can also produce Coraeum, Lantrium and Moraeum with a burst of continual energy sufficient enough to split the bonds that form it, separating out the negatively charged arevnon matter, which bonds to the heavier particles in the structure (forming Moraeum) from the positively charged erevnons (forming Lantrium) with trace amounts of Coraem in the ore deposits that contains mostly Umions with some Erevnons and Arevnons.

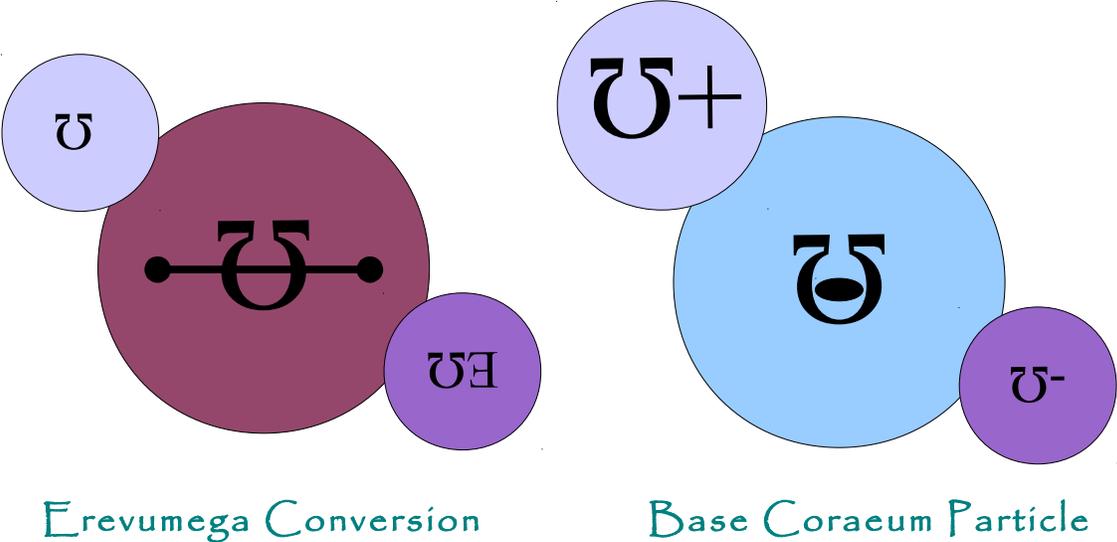
This may be artificially induced with enough ley-line activity, or with special structuring of the ley-lines to form the correct attraction balance.

Eventually, with a constant supply of erevnotic dimensional energy, all Sirium will become Virium, or break up into Coraeum, Lantrium and Moraeum. Coraeum is attracted to itself, and the Coraeum deposits will slowly descend to the centre of the mass, attaching to it, and increasing the mystic field of the planet or star, thus increasing the speed of the process on a whole.

Other materials such as Zinnium are composed of Chronons, tachions and anti-tachions; Constantanium is likewise comprised of antichronons. The Extradimensional materials between, such as Xzerium are comprised of gravitons, umions, and other particles of void matter or extradimensional matter. Hence, their mass is truly awesome, and working with them inside the normal planes of reality is quite dangerous. Such materials also form when ley lines are drawn into a singularity, compressing the umions, erevnons and arevnons along with gravitons into a solid substance. Xzerium forms at the core of such a singularity.

Wheres a photon has a subatomic attraction mass of $+1/2$ when at rest, -1 when spinning, and $+1$ when in motion (and thus a relative attraction mass of 0 when spinning and in motion), an Erevumega has a subatomic attraction of $+1$ when at rest, and a $-1/2$ when spinning and a $+1$ when

in motion, thus having a net positive attraction mass. The mass of a Erevumega may be reduced to zero by forcing it to spin at twice its normal velocity, or by permitting it to spin with no relative linear motion. A spin-wave Erevumega energy flowing across ley-lines has a relative attraction mass of $+\frac{1}{2}$, and thus a double-spun wave would have a relative attraction mass of 0.



How Spells Affect Reality

Usually, the average person simply accepts that *magic is magical* and therefore needs no further explanation on how it functions, but to state that is an obvious method of simply exclaiming that one is uninitiated in the true function of spells and incantations. Magic functions through intrinsic, low-level psychic manipulation of ley-line and mystic energy. This energy forms the MEF, which encompasses the entire Universe, and all dimensions, acting as a slight connective force that ties all of reality together.

Using sonic keys, mental imagery, symbology (to allow mental focus) and other methodology, the mage manipulates the MEF, which touches all things, to produce effects. These effects are essentially dimensional reverberations, and can therefore affect anything, anywhere, and although they are still bound by the Laws of Reality in many ways, the physical laws of the Universe are far more mutable than most people believe, by those able to manipulate these dimensional forces and cause properties of one dimension to affect the laws governing another, even in a temporary fashion.

Prime to this process is an understanding of the sonic keys that are used to intone spells, as these sounds actually directly affect the MEF, whether locally, remotely or universally. Sonic keys form two main groups: **Fundamental sonic keys**, (a.k.a. 'Words of Power') such as those derived from Zoraec, Eternal and Deci, which form the *High-Order Mystic Languages*. These sonic keys are universal, fundamental concepts and also have matching symbology, which ties directly into the conscious and subconscious mind, thus being languages of all three, spoken, written and psychic denotation. An inscription in Zoraec, such as a composite glyph can be readily read by a psychic who can see, in his mind's eye, the actual depiction of an event as observed by the one who devised the glyph.

The other category is **broad-spectrum sonic keys**, used in languages such as Mystic, Evarost and Drakon, affect a less-narrow range of effects. That meaning, they are more versatile, but less potent. Often, powerful mystic spells will use both fundamental and broad-spectrum languages both for mystic inscription and for sonic intonation in order to create a widespread or general effect that has certain powerful (fundamental) properties.

This same practice of combining high-level and mid-level languages is often used in creating mystical devices.

Divine languages are often either broad-spectrum sonic key languages, or at a mid-point between broad-spectrum and fundamental.

The symbology and written form of the language are often very important as well. The use of visual symbology reduces the amount of information that the spellcaster must keep in his mental construct of the effect. It is possible to forego this, but it requires that the entire effect be constructed and arranged in the mind of the spellcaster at once, at the time of intonation. This, being very difficult, means that most mages use visual representations and additional foci to produce effects, thus easing the difficulty of the spell in question. Somatic components (gestures)

are yet another further step in assisting the spellcaster: They aid in concentration and in the forming of the final dimensional reverberation that produces the desired effect.

Generally, sonic keys are the only requirement, although with psychic languages, it is possible to construct a spell entirely mentally. This process is far more difficult, but it is essential for entities that cannot produce sonic vibrations. In these cases, the sonic keys are produced on psychic wavelengths, tied to the 'mental, mystic construct of the spell (which is the desired outcome) and any focus or amplification methodology that is employed. This is not the same as using a psychic power of course, as the force generated is not purely internal, but rather it is the use of the mind to affect the MEF.

The primary difference between using psychic and mystic powers is whether the ability generated is from a purely internal source (psychic) or if you are using low-level psychic powers to manipulate an existing external force in order to generate an effect (mystic). Using psychic *telekinesis* to manipulate an object is an exertion of direct mental force, controlling that object, whereas with magic, you are using the medium of the MEF, the object to move.

Sonic keys, symbology, psychic manipulation, etc. that manipulate the Erevnatic dimensional forces via ley-line energy and ley-line radiation to amplify the mental powers and manifest results.

Sonic Keys and Spell Degree

The more fundamental of a sonic key used in a spell, the more potent the effect, but also the more narrow. This decreases the difficulty for intoning it, and additionally lessens the complexity of the mental construct associated with the intonation, but it requires more in-depth understanding of *mystic theory* as well as the *fundamental language* that you are using to intone the spell. As it narrows the range of the effect, and every part of the effect must now be described in detail using sonic keys, it also may make the intonation longer, depending on what you wish to do with the spell in question.

The trade-off here is that more powerful and complex spells may become lower in degree (thus costing less MEA), but are more complex to actually intone or take far longer. Adding additional foci or complex glyphs or sigils lessens the complexity back to a manageable level. Foci (material components) under this usage are often destroyed in the casting of the spell, as the mystic energy force must flow through each focus in turn; this is mostly the case with spells involving fundamental sonic keys, but are broad in usage.

On the other hand, broad-spectrum sonic keys require less complex spells, as the sonic keys provide a more generalized effect, but this is more draining, making them higher degree for their power level, but requiring a more general focus that is often not damaged, or can have multiple uses before being damaged; the mental construct may also be easier, though this is not always the case, but broad-spectrum sonic keys can have an effect over a wider area of space with a less sophisticated mental construct than fundamental sonic keys. This leads to the commingling of

both forms in order to have both broad and specific effects, especially if you wish to cover a great deal of area.

Mystic artifice often uses both due to needing to create a general mystic field in an object, and provide a specific effect. Often, objects that have powerful abilities that can affect very large areas will use, for example, both Zoraec and Mystic sonic keys, symbols, sigils and glyphs.

Assensing the MEF

Assense is a supernatural skill that permits characters of certain classes and races to, using a sort of ‘sixth-sense’, see the MEF. The mystic using *assense* does not use his actual vision but rather extends his mind into the MEF, causing the vibrations of the MEF out to a certain range to form images in his mind’s eye.

As all physical objects cause distortions in the MEF, it is possible to *see without sight* using the *assense* skill, by trained conversion of what is projected into the mind’s eye into quasi-imagery. Every substance reacts differently with the MEF, and either absorbs, disrupts, reflects or emanates its energies. Thus, each substance can be uniquely identified, assuming the mystic is skilled enough to perform the task.

With this skill you can also automatically see mystic auras, and using the appropriate skills, such as *mystic theory* and *spellcraft*, identify the particular details of these auras; a mystic who can *assense* does not need the *detect magic* spell, as they are always ‘seeing’ the MEF.

Further, as the MEF is a dimension touching all things, it is possible, using *assense* to use the vibrations of the MEF to divine events happening elsewhere. An expert mystic can *assense the MEF to replicate divination-type spell*, although this may require injecting energy into the MEF to produce the required results. Naturally, this does not prevent a mystic with the *assense* skill from learning and using normal divination spells—even the reliable *detect magic*—though it does make many of them redundant.

A mystic assensing dimensional or mystic elements will see raw MEF energy within them, having no school, and no real distinct formation. The energy appears as solid lines, with—on a success of DC28 or higher—the mystic able to witness the particles being exchanged; the materials absorb ley-line energy, and shed both electrons and some of the already stored energy. Over a very long period of time (hundreds-of-thousands of years) the energy absorbed exceeds the energy shed, as mystic energy replaces electrons, and the materials transmute into a higher-order of mystic or dimensional material.

A mystic assensing a magical item will see the mystic forces (and the MEA Matrix) bound into the item, and can attempt to check on the individual auras as normal. This does not reveal the function of the item, beyond the types and schools of mystic energy involved.

Other energy also causes distortions in the MEF, including energy along the psychic wavelengths, this permitting the mystic using his *assense* skill to potentially see psychic and

Artron energy manifestations, as well as electrical and other energy forces—even light—that are within his scope of range.

It is also important to note that because a mystic using the assense skill, when viewing an illumination effect (such as a *daylight* spell) will see triply, the normal illumination caused by the spell, as well as both the mystic illumination **and** the mystic aura, that the effect may be both confusing and potentially overwhelming. A mystic may can always choose to **negate** his assessing abilities under such circumstances. This does not affect a mystic who is physically blind, or is otherwise unable to see the normal illumination, and indeed, a mystic with no normal, physical vision will find that his ability to assense is magnified and augmented, as outlined under the *assense* skill in Chapter IV.

Foci

There are several types of foci used for spellcasting: The primary, personal focus of a spellcaster, individual spell foci, and consumed foci. Of the three, the personal focus is pretty much mandatory. For example, the staff of a wizard, amulet or ring of a sorcerer, tattoo of a shaman, etc.

The reason for this focus is to form a point between the mage and the MEF; a place of energetic convergence where the mental construct is stored during intonation so that it can be asserted to the MEF and activated during intonation of a spell. If a mage (or channeler) is without a focus of this kind, he will have severe difficulty casting any spells, if he is able to do so at all. Some mages may have specific foci for individual spells, or sets of spells: A wild mage must inscribe spell orbs with spells, and to cast any spell, he must present the *correct* spell orb that contains the mystic symbols.

Some spells have other foci that are either used in conjunction with the spell, or are consumed in its casting. Raising the dead, for example, requires a prism or pure crystal to focus the soul being summoned, which destroys the crystal. Identification requires making a special elixir that is consumed as a focus, and summoning & binding a demon requires a mystic circle as a focus for the intonation, which also marks the point of dimensional convergence, but this focus is not destroyed.

Foci that are destroyed are noted as material components, and those that are not destroyed are noted as being a material focus. The focus for each spell is unique, and is symbolic of the intent of the spell. It is possible to cast spells without these foci, but this would increase the difficulty (and MEA) cost by several degrees. Furthermore, this would increase the difficulty of creating the mental construct for manipulating the MEF, increasing the chances of the spell backfiring, malfunctioning or causing some additional, undesirable effect.

It is also possible to add an additional focus to a spell that normally does not use one and this would, in turn, lower its difficulty. A focus that is consumed is often more potent than one that is perpetual, and a focus that already has mystic properties is far more useful, although simple mundane objects, or inscriptions of symbology, runes, sigils or similar designs also help.

When you develop a spell, you learn it either with or without these additional elements. If you later wish to adapt the spell to use (or not use) a material focus or component, then you must spend the additional research time and resources to adapt the spell. In essence, you know multiple versions of it, at different degrees of power and complexity.

A portable focus that is consumed lowers most spells by one degree; a rare or mystic object used as a focus generally lowers the spell degree by two-to-three degrees. A large, and unmovable focus lowers the complexity by one to three degrees, depending on its size and construction. This is why magic circles are considered important, as otherwise the spells that would use them would be far more difficult to undertake, especially in safety. *Magicians* often use potent magical circles as a permanent focus to intone their long and complex invocations.

The mitigating factors for having a large focus and having a focus that is consumed do stack, and it is possible to create a large focus that is consumed, but this is an expensive and time-involved process, as each time the mage wishes to cast the spell in question, he would need to reproduce the focus.

Mystic Essence Actualization (Z. Tzerev'dsaro)

Any character that learns a spell can cast it, but ordinarily the connection to the essence of the MEF consumes physical energy from the caster. For those without an MEA score, each time they cast a spell its MEA requirements come directly from the character's constitution score!

This means that a swordmaster who learns the *Mystic Weapon* a 2nd Degree, (4MEA) spell must take 4 temporary Constitution damage at each casting. This constitution naturally returns at the normal rate of one point of Constitution per day, assuming the character is getting normal rest and intake of nourishment, but there is **no way via magical means** to restore Constitution damage taken when casting spells. Any attempt to use magic to restore ability damage taken from spellcasting only worsens the original effect, potentially killing the character.

This is because the mystical energies involved are not actually siphoning the Constitution of the caster, but rather they are interfering with his ordinary bodily functions and are lingering around in him for a short length of time. When magical means are used to attempt to reverse this, they add additional MEF energy into the person's body in order to attempt to "correct" the damage, thus mingling more magical energy with the already damaging energies, which only suffices to supplement them and aggravates the problem.

There may be other ways of expediting the curing of this type of damage, but normal magical healing such as *Restoration* only does more harm.

True mystics, including both essence mages and channelers, learn to absorb part of the MEF into themselves, thus developing a power reserve that is called the Mystic Essence Actualization (by Essence magicians) or Mystic Energy Actualization (by channelers), thus: MEA.

Over time, these true mystics slowly (both by learning and by instinct) construct an internal matrix of energy that interacts with the MEF, absorbing an amount of mystic energy on a recurring basis. This matrix of energy forms the available energy to the spellcaster that does not cause constitution damage, as it is already partially refined within their own essence, and this matrix is represented by a pool of MEA points.

At each level, a mystic gains a number of dice to his MEA score, depending on his class and ability scores. These MEA points represent the amount of Mystic Essence Actualization the character has attained and the spellcaster uses this supply of energy in order to cast spells without taking Constitution damage. If a spell would reduce a character's MEA score below zero, any additional energy is immediately taken from his Constitution score. If this loss reduces his Constitution to zero, he dies instantly, and further if it would reduce his Constitution below zero, the spell has a percentage chance of failure (although he is still dead too).

In locations with a weak MEF or other mystic inhibition, casting spells can still be damaging, despite the amount of MEA you have in your personal energy matrix. This is because you must strain to force energy availability in concentration, and concentrating the limited energy through you as a conduit causes the same lingering type of energetic reaction described above, though the constitution damage is lessened. The exact damage you take is equal half the difference between the MEA cost of the spell you are casting and the MEA cost of the maximum degree of spell that you can cast without taking damage.

For example, if the MEF is so weak that only 2nd degree spells are easy to cast, and you try to cast a third-degree spell, the cost is 6MEA + 1 constitution damage (i.e. 2nd degree available = 4MEA; spell cast requires 6MEA; the difference is 2MEA and you take half of this difference in constitution damage). If you were to cast a 5th-degree spell under these conditions, the cost would be 10MEA + 3 constitution damage; an 8th degree spell, 35MEA + 16 constitution damage.

The constitution damage in this case is not part of the MEA cost of the spell: You must still pay the full MEA cost. The additional constitution damage is purely from the strain of concentrating enough of the MEF to make actualizing the spell possible. A non-mage doing the same thing pays both the MEA cost and the additional constitution damage cost, both as constitution damage, so in the example above, the 3rd-degree spell would deal 7 constitution damage to a non-mage (i.e. 6 constitution in place of the MEA, + 1 constitution damage from the strain of casting a 3rd degree spell in an environment with a weak MEF that allows up to 2nd-degree spells without straining.)

The double strain of manipulating the MEF without any personal mystic actualization combined with the strain of invoking spells in low-MEF conditions is, indeed, quite brutal.

Forms of Magic

There are two base forms of magical arts; neither stronger than the other, and both using the same energy field, but in completely different manners. The first form, used by mages such as Wizards, Sorcerers and the like—the form of learned magic—is termed *essence magic*.

An **essence** mage mentally constructs spells using the raw energy of the MEF. He knows all of the words of power that he requires, all of the sonic keys, all the mystic symbology, and every constituent of every single spell that he can intone. He creates the entire mental mystic energy construction formula, and projects his mental construction onto the MEF to create his desired effect.

Of a totally different implementation is *channeling magic*: The **channeler** uses an intermediary being; often a deity, or some spiritual or supernatural force. Rather than intoning the spell directly, the channeler creates a conduit between himself and his *source of power*, then requests the spell to be cast via that conduit. This means that the channeler need never actually know the full construction formula, or the appropriate sonic keys, although material foci and other foci must still be on hand.

The source of power will—as long as the desired spell falls into the **spheres of influence** of that entity—interface with the MEF, and cause the effect that the channeler requests. In this, the channeler is not intoning the spell, but he must provide the energy to activate it. This MEA is transferred to the source of power, which then in turn instantly uses it to intone and activate the desired spell.

Spells from channelers tend to be slightly more potent than those of essence mages, simply because the source of the intonation is from a higher order cosmic entity, but the selection of spells of a channeler is limited, and as channelers do not themselves intone spells, if they wish to create a *new spell*, they may do so, but they must then transfer knowledge of that spell to their source of power (who may decide to reject it, if it is contrary to the philosophy and/or spheres of that entity).

In terms of game mechanics, for spells that cause dice of damage (or healing), Channeler spells use d8 dice, and essence spells use d6 dice. Spells that increase ability scores generally use the same die type, despite the caster type, but if the sphere of power is primary to an entity, spells of a specific nature—including those that enhance ability scores—may convey additional dice or have an augmented die type.

Generally, each channeler source of power has a single, primary sphere; some may have two primary spheres, then auxiliary spheres. Only spells under the primary sphere will receive an augment of this type, although all damaging and healing spells for channelers, regardless of their source of power, use d8 dice, whereas all such spells for essence mages use d6 dice. This does not change based on individual classes; merely based on the type of magic being employed by the spellcaster.

The MEA Matrix

Every mage, whether they use essence or channeling magic, slowly builds their own personal energy matrix, incorporating and metabolizing a small portion of the MEA into themselves. This is termed the *MEA Matrix*, and is represented on character record sheets as a pool of energy points. MEA gained from multiple classes, whether essence or channeler (or any combination of the two) always stacks, as MEA is a universal concept. An essence mage uses energy from his MEA Matrix to directly manipulate the MEF, whereas a channeler uses his MEA matrix to transfer energy to his source of power, who then in turn manipulates the MEF for him. Both are still building the same type of energy reserve, which therefore stacks across all magic user, mage and channeler classes.

Psychic, Alchemic and Artron energy on the other hand, do not stack with MEA, nor are they useful in manipulating the MEF, although it is in theory possible to combine psychic, alchemic and mystical powers. In such a case, one would need to use both (or all three) energy types to activate an effect.

Transferral of Your MEA Matrix

...to an object

When a mage creates a permanent item, the energy to fuel it must come from somewhere: This is even more imperative when the item is self-renewing. During the construction phase, the mystic first primes the object, setting up a temporary MEF that is bound to both the mystic and the item, *initializing* it for the transferral of energy.

Once this is accomplished, the mystic then adds into the object the spells or powers that he wants it to use; this may either exactly duplicate a spell effect, or use the nature of a spell to create a different effect using the item. Compare a *wand of fireballs* to a *flame blade* to understand, as both objects use the *fireball* spell, but operate under divergent principles. The former exactly duplicates the *fireball* spell when used, but the latter uses the mystic force of the normally instantaneous *fireball* spell to create a perpetual, damaging flame that emanates from the sword.

In either case, the item receives an appropriate amount of mystic charging, which requires inscribing the item with mystic symbols, runes, icons of powers, etc., then intoning the spells into it over a period of time. The charges are stored in the temporary energy matrix given to the item in the initialization phase, very much akin to how spells are stored in a Wizard's *Spell Matrix*.

It is not enough to stop here however, as unless the item is given a stable, permanent, and independent MEA Matrix, the charges given to it will fade away on their own, dissolving back into the MEA—they are converted back into mystic energy and reabsorbed directly into lay-line forces—thus making the item non-magical. Items that are permanent in nature, that have effects that do not diminish over time, also require a self-renewing MEA Matrix, so that they can continually absorb energy from the MEF of their own accord.

Wands, and single-use objects do not need this self-perpetuating MEA, though it is necessary to stabilize the initial MEA Matrix given to them by the mage. This is straining, as the mage must bind some of his MEA in concentrated form into the object, sealing it so that the energy stored does not siphon back into the MEF. The strain creates a form of distortion in the personal MEA Matrix of the mystic who is performing this task, which takes time to re-stabilize: This causes a form of *temporary MEA drain*, which the mystic recovers over time, usually at the rate of 1MEA per day.

For items that renew their abilities, have constant powers, or have many different functions the cost is much greater. Items such as staves, that have many functions, each with many charges, have a far more complicated MEA Matrix than wands, and this need to be *finalized* much in the same way as self-renewing items. The mystic, in order to accomplish this feat, must permanently **transfer** part of his own MEA to the object. This transferal grants the object a perpetual, programmed MEA of its own, with which it can draw energy fro the MEF to sustain its powers, however the permanent transferal of power must come from somewhere: The mystic creating such an item loses the transferred MEA as *permanent MEA drain*.

As this permanent transferal, not to mention the actual initialization and charging, can require vast amounts of MEA, many powerful objects are made by groups who work—whether in series or as a single ritual—to complete the charging of an object. When working in series, each mystic may know only part of the selection of required spells or powers, and when working as a ritual, all the participants know all of the required spells or powers. The result is the same, regardless of which method is used, except that when working as a ritual, the **charging** of an item is divided and distributed equally, whereas when working in series, each contributor uses the energy necessary to **charge** the item using the spells or powers that he is contributing to its creation.

No matter what method the mystics in this group use, they all share the *initialization* and *finalization* burdens equally, and no single person can contribute more MEA to this process than the least amount any single person is contributing. That is, five mages with an MEA of 100 and one with an MEA of 25, who are making an item, can at most contribute 25MEA each to its initialization and to its finalization (later), assuming that the mystic with 25MEA is willing to use his entire MEA pool to do this.

It is also possible to exceed your MEA threshold, as normal when casting spells to accomplish this goal; any constitution damage dealt in this fashion is considered ***permanent drain*** and cannot be recovered by any normal means.

You can recover this energy (whether MEA or constitution-based) by un-binding it from the object at a later time, but only for objects that you have made yourself. If you make an object with a group of people, the entire group is required to unbind the energy, which is then redistributed equally amongst all its creators. If one of those creators is no longer alive, it is not possible to regain this MEA. On more than one occasion, mystics have temporarily resurrected one of their former allies to perform the *ritual of unbinding*.

Any mystic that sacrifices permanent MEA drain to create an item can at a later time re-metabolize the MEA matrix of the item by breaking that item in a special manner, intended to drain the power back out of it. All charges left in the item are discarded and absorbed into the MEF, and the mystic regains the MEA he lost in permanent drain during the creation of that mystical object. You cannot regain MEA lost in a *temporary* manner, as this energy is not actually permanently transferred.

The transfer of energy may also bind the item to its creator—especially if made improperly—in a way that when the creator dies, the item ceases being magical. This happenstance is rare, but occurs if the transferal is not properly terminated during the creation process. It is imperative therefore, when working as a group, that all participants are properly trained. If a member of a group dies after making an item, it is always possible for the item to stop functioning, or to begin malfunctioning, or operating in some erratic manner. If any of the powers dedicated to an item in the creation process were given to it solely by the deceased individual, then those powers are the first to become corrupted.

Transferal of MEA

...to another individual.

Using very rare spells and rituals, it is possible to transfer MEA from one person to another, very much like transferring part of your personal MEA Matrix to an object, but this can be dangerous in various ways. This is normally done by the *Rite of Essence Actualization Convergence*, a spell of High Ancient Magic, which is almost always successful, but is very complex and powerful. Therefore, newer, and less potent spells have been conceived to attempt to do the same thing, but with less regard for safety.

Some of these rituals even completely transpose the MEA Matrix of two individuals, so a Wizard with 120 MEA and a Sorcerer with 185 MEA change to be a Wizard with 185 MEA and a Sorcerer with 120 MEA. Regardless of the methodology, this is often only done when a mystic is about to die and wishes to confer his power unto his successor.

The actual *Rite of Essence Actualization Convergence* takes many days—or even weeks—to perform, and involves aura cleansing, special meditation and contemplation, and the joining of auras of both subjects. The lesser and more erratic versions may also take days, but some only take hours or minutes. The mystic need not transfer all of his MEA Matrix, and may also attempt to transfer it in parts to multiple recipients. The main problem is that the lesser variations on the ancient ritual are dangerous and erratic, with somewhat unpredictable results.

Firstly, the MEA matrix of two people may not properly mesh, forming two MEA pools. This is alright if the two pools do not conflict, but if they do, the energetic reactions between the two can cause difficulty, as when you attempt to draw energy from one field, the energy may fragment and your attempt may try to draw energy from both fields, wasting the energy. The two pools may also only partially converge, causing your MEA usage to become erratic, posing anywhere from a 5% to 50% penalty on all M.A. rolls.

Sometimes, the transfer creates a secondary, stable MEA Matrix, but the secondary matrix can only be used to cast spells of a certain type, or belonging to a specific spellcasting manner (Wizardry, Sorcery, Channeling, Wild Magic, etc.). This means that while the energy is available to you, you can only use it to cast spells of the type that the mage who transferred the new MEA Matrix to you could cast. In another variation, the secondary MEA Matrix can only be used for spell schools and sub-types of magic that the caster who transferred this energy to you could (and knew how to) intone. Very rarely, both of these scenarios happen simultaneously. On other occasions, the new MEA Matrix can fuse with your own, but will override your personal MEA Matrix: This could cause all of your MEA matrix to have restrictions based on spell or casting-method type, all or part of the time.

In the most extreme cases, the new, additional MEA Matrix overrides the one that the recipient already had: This can replace it, fully stripping the old one (possibly causing spellcasting limitations), or in the worst-case scenario, not properly bond, negating all MEA Matrix energy on the recipient, effectively destroying the recipient's personal MEA Matrix and replacing it with nothing. The final and rarest oddity is when the new MEA Matrix acts as an inhibition field, thus reducing the subject's personal MEA Matrix by the amount of the new MEA Matrix. Thus, giving a recipient who has 120MEA an additional 50MEA Matrix would actually lower his personal MEA Matrix down to 70 MEA. Obviously, if the new matrix transferred to the recipient is greater than his own, this also acts to negate it, but worse; the recipient gains a **negative** MEA Matrix, so he would need to gain more MEA just to reach *zero* again.

For example, transferring 200MEA to a recipient with 170MEA under this bizarre condition leaves the recipient with -30MEA, so he needs to gain 31 new MEA in his matrix to again have an MEA Matrix of 1 MEA.

In any case, the common side-effects are as follows:

MEA Matrix destroys prior matrix.

MEA Matrix has spellcasting restrictions (by caster type)

...new only

...old only

...old and new

MEA Matrix has spellcasting restrictions (by magical school type)

...new only

...old only

...old and new

MEA Matrix has erratic behaviour:

...new only

...old only

...old and new

MEA Matrix ceases to function

...new only

...old only

...old and new

MEA Matrix acts as a reduction.

Each spell that does this has an accompanying table, but the average table is as follows:

01 – MEA Matrix destroys prior matrix, leaving nothing in its place..

02 – MEA Matrix destroys prior matrix, replacing it entirely..

03-10 – MEA Matrix has spellcasting restrictions (by caster type)

01-80 — New Only

81-95 — Old Only

96-100 — Old and New

11-29 – MEA Matrix has spellcasting restrictions (by magical school type)

01-80 — New Only

81-95 — Old Only

96-100 — Old and New

30-70 – Functions Normally

71-90 – MEA Matrix has *erratic* behaviour:

01-80 — New Only

01: 0% Must Roll M.A. for every spell, even when not in segmented time.

02: -1%

03: -2%

04: -3%

05: -4%

06-10: -5%

11-20: -10%

21-30: -15%

31-40: -20%

41-50: -25%

51-60: -30%

61-70: -35%

71-80: -40%

81-95: -45%

96: -46%

97: -47%

98: -48%

99: -49%

100: -50%;

81-95 — Old Only

01: 0% Must Roll M.A. for every spell, even when not in segmented time.

02: -1%

03: -2%

04: -3%

05: -4%

06-10: -5%

11-20: -10%

21-30: -15%
31-40: -20%
41-50: -25%
51-60: -30%
61-70: -35%
71-80: -40%
81-95: -45%
96: -46%
97: -47%
98: -48%
99: -49%
100: -50%;

96-100 — Old and New (roll for each if not unified)

01: 0% Must Roll M.A. for every spell, even when not in segmented time.

02: -1%

03: -2%

04: -3%

05: -4%

06-10: -5%

11-20: -10%

21-30: -15%

31-40: -20%

41-50: -25%

51-60: -30%

61-70: -35%

71-80: -40%

81-95: -45%

96: -46%

97: -47%

98: -48%

99: -49%

100: -50%;

91-98 – MEA Matrix ceases to function

01-05 — New Matrix Functions erratically, roll on above chart.

06-80 — New Only

81-95 — Old Only

96-100 — Old and New

99 – New MEA Matrix acts as a reduction to previous MEA Matrix, reducing it to a minimum of 1 MEA.

100 – New MEA Matrix acts as a reduction to previous MEA Matrix, possibly reducing the recipient's MEA pool to a negative number!

Mystic Aptitude

Mystic Aptitude (formerly *Mystic Affinity*) represents your ability to, when under duress, interface with the MEA or your source of power. For essence mages, it is iconic of your ability to both construct the mystic spell formula in your mind in a way that is correct and shall properly affect the MEF during intonation. For channelers, it represents your ability to create the partial construction formula that determines the final spell effect and project this to your source of power.

Normally, when intoning (or channeling) a spell, you only need to roll M.A. when under duress, such as in segmented combat, as when not under pressure, you can take your time to compose the construction formula that denotes how the magic affects your intended target(s) and area(s).

Under normal circumstances, you don't need to roll against your M.A. to cast a spell. In *initiative phase* however, each time you cast a spell you must roll against your M.A. with appropriate penalties applied by the DM. This is because in normal game play, there is no need to worry about whether a spell goes off immediately, and you can take your time to exercise your mystic will against the MEF. In battle, or other initiative based situations, time is of the essence and you may not get your spell to go off on the first attempt, so you must roll your MA check, just as when learning a spell, in order to cast it **that round**. If you fail, no MEA is lost, but the time is wasted. You may retry on the following round.

Thus, the first roll you must make when casting a spell in initiative phase is your MA check to see if the spell will go off **at all**, before you make any other checks (Spellcraft, Caster level, etc.). Again, if the first roll fails, the spell **does not** use any MEA, as it signifies that you were unable to manipulate the energy field at that time.

You must also make a Spellcraft check every time you cast a spell, but you may always "take a 10" on these rolls. That is, you can assume that you have a 10 on each die roll and simply add 10 to your Spellcraft bonus to see if you are able to cast that spell. The DC for this check is 15+Spell Circle, thus Cantrips (0 Circle) spells have a DC of 15 to cast, 1st Circle spells, 16, 2nd Circle Spells 17, and so on. Therefore, it is only problematic to cast higher circle spells as a lower level caster. Unlike the M.A. roll, if this roll fails you **do waste MEA**. Thus, a Wizard with a Spellcraft of +7 can always make a Spellcraft check of 17 and can therefore always cast 2nd Circle Spells, but **must** roll to cast 3rd Circle or higher spells. Spellcraft checks that fail by 5 or more are considered botch threats that the D.M. may activate by spending one (or more) action dice for a botch effect.

Essence mystics also need to check M.A. when learning a spell, which determines if you properly understand the correct way to compose the mental construction component, and match it to the intonation, symbology and foci involved. Failure of this means that you must wait to retry...

When you encounter a spell that you wish to add to your repertoire, you first must roll a d100 against your M.A. score. To succeed, you must roll under your M.A. with any applicable penalties taken into account by the DM. If that succeeds, you must then roll a Spellcraft check to

see if you have the requisite knowledge necessary to learn that spell. The DC for this check is 15+Spell Circle (e.g. a 2nd circle spell has a DC of 17, whereas a 9th circle spell has a DC of 24).

Failure by less than 5% means that you may re-try in one month; 5% or more means that you must wait until you gain an additional level of experience (in a mage or channeler class) before you may re-try. Rolling 96%-100% means that you not only fail to learn the spell, but suffer an additional penalty as follows:

96% — You can learn the spell, but it is increased by 1d3 degrees; you can attempt to re-learn it at the correct level after you gain two levels of experience (in a mage or channeler class).

97-98% — You must wait two levels before you may re-try.

99% — You can never learn this spell.

100% — You can never learn this spell, and spells of similar nature become harder to learn (-5% per spell degree)

When researching a **new spell**, you must make this check to finish the learning process as normal, but you gain a 3% bonus chance per caster-level on this M.A. roll.

Naturally, whether the spell is new or something you discover or are taught, you must succeed on a Spellcraft roll. You make your Spellcraft roll **before** making your M.A. check. **Sorcerers** take a penalty of -25% when rolling M.A. on spells that fall under their secondary antithesis, both for learning that spell, and whenever they cast it. This is in addition to any other penalties imposed for this M.A. check.

Example 1: Rolas, a 6th Level Wizard wishes to learn *Fireball* (a 3rd circle spell) from a scroll. His M.A. is 65, so he rolls a d100. He must roll a 65 or less to be able to learn the spell at all. If he succeeds, he must roll a Spellcraft check equal to the difficulty of the spell or higher.

Example 2: Eldylwyn, a 5th level Sorceress who specializes in Fire/Heat wishes to learn *Shape Stone* (a 5th circle spell), which is a secondary antithesis for her. The difficulty of such an undertaking is reflected by a 25% penalty applied to her M.A. roll and to her Spellcraft rolls. Her M.A. is also 65, but because of the 25% penalty she must roll a 40 or less to succeed. Additionally, the Spellcraft check is more difficult by the same 25% factor, which adds +5 to the DC, so she must roll a Spellcraft check of 25 or better to learn the spell.

Spell Degrees

Spells are broken down into *degrees*, which denote the degree of power of that spell. The most basic spells, *cantrips* and *orisons* are deemed to be 0-Degree. Other spells range from 1st Degree to 20th Degree, being supremely powerful intonations.

The MEF strength determines the maximum degree of spell that you can denote without *straining* to concentrate the MEF. The spell degree also directly corresponds to the base MEA cost to intone it, as well as the logical cost for augmenting it, when applicable.

Augmenting Spells

Increased MEA Cost

(20:29:34) xious: One of my goals for the system is that all spells will have a base cost, plus an augment cost.

(20:29:58) xious: The base cost, being tied to the spell degree, and the augment adding the additional dice, etc to the spell.

(20:30:15) xious: So a generic Fireball may be 4MEA, ++1 per +1d6, max 1d6/caster level.

(20:30:44) xious: Starting at, 1d6.

(20:31:20) xious: that makes the base 3d6 fireball 6MEA, which is normal, but the enhanced versions, at say 10d6, would cost 13MEA.

(20:31:35) xious: That's how the spell system will eventually balance itself.

(20:32:07) xious: Otherwise, having no caps would cause issues, as you could add too many 'free' extra whatever-a-bobs.

(20:33:06) Miop: A level 1 character casting a 24d6 Fireball maybe?

(20:34:04) xious: no, there will always be a restriction of dice/level, but spells will have a base number of 'whatever' that the caster may increase (based on his level) by spending extra MEA.

(20:34:34) xious: That's the purpose of the 'Augment' box on the spell sheets.

(20:35:09) xious: the rationale is that a 20d6 fireball should cost more than a 3d6 fireball.

(20:35:35) xious: this does not mean that a sorcerer needs to spend extra MEA for his class-based bonuses though.

(20:35:46) Miop: Definitely, the 20d6 has a ton more potential power.

(20:36:11) xious: That also balances out the powers of that class, as they provide the bonus in general, but the character still needs to pay the augment up-front, before applying the bonus.

(20:36:15) Miop: Because the bonuses are coming from his connection to his chosen elements?

Increased Spellcraft DC

(20:36:39) xious: The spellcraft DC would also increase for every X-many augments.

(20:36:57) xious: proficiency, more so than connection.

(20:37:24) xious: I think it is fair to say that +1DC per two augments is not out of line.

(20:37:37) xious: for the spellcraft check.

Checks for casting spells (other than *Spellcraft*)

Section 10.X MEA Costs for Spell Degree By Class

The following are the TEMPORARY rules and regarding spell MEA cost for each degree of spell by character class. When finalized the Grimoire will list an MEA cost for each spell *individually*, but this is a guideline for assigning MEA costs at this time until the Grimoire is completed:

Degree	Wizard/Sorcerer	Priest/Shaman Druid	Ranger	Magician
0	1MEA	1MEA	1MEA	1MEA
1	2MEA	2MEA	2MEA	2MEA
2	4MEA	4MEA	6MEA	4MEA
3	6MEA	6MEA	8MEA	6MEA
4	8MEA	8MEA	10MEA	6MEA
5	10MEA	10MEA	12MEA	12MEA
6	15MEA	15MEA	20MEA	15MEA
7	25MEA	25MEA	30MEA	25MEA
8	35MEA	35MEA	50MEA	35MEA
9	45 60 MFE (or 40MFE + 1d4 Drain)		65-75MFE (or less+drain)	
10	100-150MFE (or 50-100MFE +1d6 Drain)		?MEA	?MEA
11	200-350MFE (or 150-250MFE +1d10 drain)			
12	400-600MEA (or 300-500MEA+1d12 drain)			
13	650-950MEA (or 550-750MEA+1d16 Drain)			
14	1000-1450MEA (or 800-1200 MEA +1d20 Drain)			
15	1500MEA-2000 MEA (or 1250-1400MEA+1d24 Drain)			
16	2500-3500MEA (or 1500-2000MEA+ 1d30 Drain)			
17	4000-6000MEA (or 2500-4000MEA +1d40 Drain)			
18	6500-8500 MEA (or 4500-6000MEA +1d50 Drain)			
19	9000-20000MEA (or 6500-10000MEA plus 1d100Drain)			
20	30000-50000+ MEA (or 15000-50000+MEA Plus 1d200 to 1d500 Drain)			

Spell Rarity

Some spells are more common than dirt, and others require a lifetime of research to locate or replicate. Each spell in the Zoria Grimoire includes an entry that defines its rarity. This is a guide of definitions for those entries.

Extremely Common (0-1)

Very Common (2-3)

Common (4-5)

Somewhat Common (6-7)

Somewhat Uncommon (8-9)

Uncommon (10)

Very Uncommon (11)

Slightly Rare (12)

Rare (13)

Very Rare (14)

Extremely Rare (15)

Absurdly Rare (16)

Unique (17): One complete copy is known to exist, and otherwise, only fragments exist in various places.

Fragment (18): The spell exists only in *fragments*; no single **complete** copy exists in any one location, but fragments of it exist in athanaeums (or private collections) in various places. It may be possible to piece the spell together using these fragments.

Unique Fragment (19): Only a single fragment is known to exist.

Mention (20): The spell is mentioned in histories, legends or referenced in other arcane works, but neither a complete copy, nor even a fragment has ever been found.

Channeler Spells

Spheres

Channelers derive their power from the spheres allocated to them by their *Source of Power*, and the degree of power for each sphere. All spells have an assigned *sphere*: The essential concept behind the spell. Some may have multiple spheres, as appropriate, and can be drawn from any of them. A minus sign followed by a number indicates that a spell is one degree of power less in that sphere (thus, if the spell is normally fourth degree, it is treated as third degree when determining casting costs) and likewise a plus sign with a number indicates that it is treated as that number of degrees higher, so a fourth-degree spell with a (+1) is treated as fifth-degree when calculating casting costs.

Good examples are:

Close Light Wounds

Sphere: Healing, Light (+1)

Dispelling Magic

Sphere: All

Break Enchantment

Sphere: All, Protection (-1)

Harm

Sphere: Necromantic, Darkness, Death

Fireball

Sphere: Elemental (Fire)

Make Whole

Sphere: Artifice (-1), Creation

Sphere: Augury

Spheres differ from domains: While a priest gains specific spells and abilities from a domain, the only spells he can cast must be from his allotted spheres. He need never learn spells, nor prepare anything ahead of time. All the channeler needs to do is make a successful *Divine Channel* check to cast the spell.

The following is a list of all *spheres*:

Alchemy/Chemistry

All

Animal
Artifice
Astral
Celestial (Sun & Moon)
Chaos
Charm Creation
Darkness
Destruction
Dimension/Space
Divination
Elemental: Air
Elemental: Earth
Elemental: Fire
Elemental: Water
Erotica
Force
Geometry
Guardian
Healing
Hex
Knowledge
Light
Mentalism
Necromantic
Numbers
Plants
Protection
Shadow
Song
Summoning
Thought
Time
Travel
Wards
War
Weather

Clerical Domains

Secrets Domain

Domain Power: Choose any one knowledge skill. This skill is always a class skill for you and you gain a +2 divine bonus to the use of the chosen skill. Gain a *secret* from the Secrets list at levels 3, 5, 7, 9, 11, 13, 15, 17 and 19. Secrets are chosen from the same list as Loremaster.

Secrets Domain Spell List:

1: *Message*

2: *Conceal Thoughts*

3: *Deeper Darkness*

4: *Discern Lies*

5: *Mordenkainen's Private Sanctum*

6: *Analyze Dweomer*

7: *Veil*

8: *Vision*

9: *Metafaculty (PsiHB)*

New Clerical Spells

New Druid Spells

New Paladin Spells

New Ranger Spells

New Sorcerer/Wizard Spells

Full Spell list (presently absent as it is incomplete)

Chronomancy Spells

Prescient Hole

Chronomancy

Arcane 3rd

Prescient Sight

Chronomancy

Arcane 8th

Uses *Scrye* skill to see into the future.

Open Temporal Rift

Chronomancy

Arcane 9th

Suspend Causality

Chronomancy

Arcane 6th

Temporarily halts effects in progress. Spells cast have no effects, nothing may be damaged, no healing occurs, etc.

Suspend Causality

Chronomancy

6th

Temporarily halts effects in progress. Spells cast have no effects, nothing may be damaged, no healing occurs, etc.

Temporal Repair

Transmutation [Time] [Chronomancy]

Level: Arcane 9th, Sor/Wiz 9, Cleric 9

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. / level)

Effect: Blue and Golden glow in sphere.

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: No

Trigger: Vau-Nai aldoze metriux kuru tos'liquia

This spell repairs or removed any—and—all damage to time in a sphere of 500ft + 25 ft / caster level.

Accusation

Enchantment (Compulsion)

Level: Clr 9, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 hour

Target: One Living Creature

Duration: One day/level or until discharged (D)

Saving Throw: None

Spell Resistance: No

Verbal: Vasto beth lar, imanos tel'su abad vau-nai teke mos eldoz avadanux.

An accusation places a magical command on a creature to carry out some service or to refrain from some action or course of activity as desired by you. While the spell cannot cause a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The original intent of Accusation is to prevent a particular creature from taking action against the caster. The accused creature must follow given instructions until the accusation is completed, no matter how long it takes. If the instructions involve some open-ended task that the subject cannot complete through

their own actions, the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions

If the subject willfully disobeys the instructions, they are transformed as detailed below.

Upon the casting of this spell, the subject is given an obvious mark of the effect. This is up to the purview of the DM and should reflect the nature of the request and must be readily visible. This does not mean, however, that it cannot be covered by the subject in some way. The visual effect is blue in color when the spell first takes effect. The first infraction causes the color to shift to **indigo (purple)**, the second to **violet**, and the third to **red (crimson)**. Upon a fourth infraction, the mark begins to bleed harmlessly and continues to do so for ten minutes. After this time, the subject is immediately polymorphed as per the spell *Baleful Polymorph*, with no save.

This effect can only be reversed by a *remove curse* if the caster level is at least two higher than your caster level. *Break enchantment* does **not** end an accusation, but *miracle* and *wish* do.

Material Component: **Blue diamond** worth at least 1,000 gp per hit die (or class).

Hindisght

Divination/Chronomancy

8th°

Level: Arcane 9th°, Sor/Wiz 9, Cleric 9, Bard 6

Components: V, S

Casting Time: 1 hour

Range: 60 ft.

Area: 60 ft. radius emanation centered on caster.

Effect: Caster's eyes turn golden.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Trigger: Callo hal-ne'ainohm

You can see and hear into the past, gaining a close look at events that happened previously at your present location. The level of detail depends upon the span of time you wish to observe; concentrating on a span of day renders a more detailed perspective than a span of centuries. You can view only one span of time per casting of this spell chosen from the following options:

Days: You sense the events of the past, stretching back one day per caster level. You gain detailed knowledge of the people, conversations and all events that occurred during that time.

Weeks: You gain a summary of the events of the past, stretching back one week per caster level. Exact wording and details are blurred or lost, but you know all of the participants and the highlights of the conversations and events that took place in the time span.

Years: You gain a general idea of the events of years gone by, stretching back for one year per caster level. You notice only noteworthy events such as deaths, births, battles, catastrophes, monumental achievements, scenes of great emotion or great discoveries and significant happenings.

Centuries: You gain a glimpse into the great span of centuries stretching back for one century per caster level. You notice only the most remarkable of events: coronations, deaths or births of significant persons, major battles or other truly historic happenings.

Material Component: A crystal hourglass worth 10,000Mk

Strengthening

Transmutation

Level: Sor/Wiz 3, Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 minute / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You imbue a single creature with great strength, dexterity and fortitude. The creature gains 1d4+1 to Str, Dex and Con for 1 minute per caster level.

Strengthening, Mass

Transmutation

Level: Sor/Wiz 7, Cleric 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart.

Duration: 1 minute / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You imbue one creature per cleric level with great strength, dexterity and fortitude. The creatures gain 1d4+1 to Str, Dex and Con for 1 minute per caster level. Each target must be within 30 feet of each other.

Vitalization

Transmutation

Level: Sor/Wiz 3, Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 minute / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You imbue a single creature with great strength, dexterity and fortitude. The creature gains 2 points + 2 points per four cleric levels (max +8) to Str, Dex, and Con for one minute per level.

Vitalization

Transmutation

Level: Sor/Wiz 5, Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: 1 minute / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You imbue a single creature with great strength, dexterity and fortitude. The creature gains 2 points + 2 points per four cleric levels (max +8) to Str, Dex, and Con for one minute per level.

Vitalization, Mass

Transmutation

Level: Sor/Wiz 9, Cleric 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart.

Duration: 1 minute / level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You imbue one creature per cleric level with great strength, dexterity and fortitude. The creatures gain 2 points + 2 points per four cleric levels (max +8) to Str, Dex, and Con for one minute per level. Each target must be within 30 feet of each other.

From the Heart & Mind

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One scroll or power stone touched

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes

You transform one arcane scroll into an arcane power stone, or visa versa. You may also transform a clerical scroll into a power stone, but doing do does not make it usable by anyone that wouldn't normally be able to use a clerical or divine scroll.

Spark of Reconstitution

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature or object touced

Duration: Instantaneous

Saving Throw: Will negates (harmless/object)

Spell Resistance: Yes

You heal or repair 1 hit point of damage per caster level to a creature, construct or object touched.

Burn No More

Abjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You grant a subject the ability to make a new save vs. mage burn with a +4 bonus to that save.

Rite of Eternity

Necromancy

Level: Sor/Wiz 3, Cleric 3

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5ft. / 2 levels)

Target: Up to one creature per level

Duration: Permanent

Saving Throw: Willing only

Spell Resistance: No

You bind two or more willing subjects together for eternity, intermixing part of their souls. This is a popular marriage ceremony, as it gives a very minimal empathic link to all the subjects.

(Subjects know when one of the other subjects is in great pain or dead.)

The subjects are bound together in both life and death for all eternity. Only truly willing subjects can participate in this rite.

When the rite is completed, portions of the souls of each participant (including the caster if desired) intermix linking all participants (and the caster if desired) together at a level never before possible.

Upon the intermixing, the diamond component flares with energy creating a display of light and imagery (like a fireworks display) as the energies from the souls surge through the air, mixing into their final forms and rejoining the participants.

Material component: A small diamond. **XP cost:** 25XP from each participant.

Detect Elves

Divination

Level: Cleric 2, Sorcerer 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone shaped emanation

Duration: Concentration, up to 10 min./level

Saving Throw: None

Spell Resistance: No

This spell functions as *Detect Evil* except it reveals Humanoid Elven creatures, ignoring alignment. This spell does not show alignment of creatures but does indicate the creatures power level, compared to yours.

Detect Dwarves

Divination

Level: Cleric 2, Sorcerer 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone shaped emanation

Duration: Concentration, up to 10 min./level

Saving Throw: None

Spell Resistance: No

This spell functions as *Detect Evil* except it reveals Humanoid Dwarf creatures, ignoring alignment. This spell does not show alignment of creatures but does indicate the creatures power level, compared to yours.

Detect Gnomes

Divination

Level: Cleric 2, Sorcerer 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone shaped emanation

Duration: Concentration, up to 10 min./level

Saving Throw: None

Spell Resistance: No

This spell functions as *Detect Evil* except it reveals Humanoid Gnome creatures, ignoring alignment. This spell does not show alignment of creatures but does indicate the creatures power level, compared to yours.

Detect Halflings

Divination

Level: Cleric 2, Sorcerer 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone shaped emanation

Duration: Concentration, up to 10 min./level

Saving Throw: None

Spell Resistance: No

This spell functions as *Detect Evil* except it reveals Humanoid Halfling creatures, ignoring alignment. This spell does not show alignment of creatures but does indicate the creatures power level, compared to yours.

Detect Humans

Divination

Level: Cleric 2, Sorcerer 2

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone shaped emanation

Duration: Concentration, up to 10 min./level

Saving Throw: None

Spell Resistance: No

This spell functions as *Detect Evil* except it reveals Humanoid Human creatures, ignoring alignment. This spell does not show alignment of creatures but does indicate the creatures power level, compared to yours.

Generate Minor Current [v1.3a]

Essence 0 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

Upon intoning this invocation, you release a continual stream of electrical energy, measured in Wattage, with Voltage, Amperage, Polarity and Current Type entirely under your control. You may generate any combination of Voltage and Amperage within the maximum Wattage that you roll, for the duration of the spell. You may use capacitors, batteries or any system of absorbing and storing electrical energy to store the current generated, or merely actively power a device at your discretion.

Using this spell, you may generate the following amounts of electrical energy, for the duration of each as defined. You may augment either the duration, or the Wattage output by one increment per augmentation. Thus, increasing the duration by one span requires paying the cost of one augmentation, and increasing your maximum Wattage also requires paying the cost of one augmentation. If you wish to do both, an additional augmentation is required. You may augment each separately as many times as you have available MEA to spend on augmenting this spell, but the energy must be spent when intoning it initially: You may not elect to augment it later.

Each tie you add one span to the duration, you increase the duration of this spell by its initial duration. This does not double each time, but rather, increases by a single increment. (e.g. If the spell would have a duration of 3-rounds, one augmentation boosts its duration to 6-rounds, and two augmentations boost it to 9-rounds, and three augmentations boost it to 12-rounds.) Likewise, if you boost the Wattage output, you add one additional set of dice based on the specific intensity possible.

Thus, if you select 1d3 Watts (the lowest possible output) and boost it with one augmentation, you add the same amount, rolling 2d3 to determine your maximum Wattage. If you boost it with two augmentations, you then roll 3d3. Some spells in this series may use multiple dice: If you roll 4d6, each augmentation adds an additional 4d6. You then sum the result to determine the maximum Wattage output that you may generate, and then determine your Voltage and Amperage, as well as any Polarity or Current Type characteristics.

Specific Details

Wattage, Voltage and Amperage

The value of the current generated by this spell is expressed in Watts, which is a measure of electrical output. You must determine Voltage, Amperage, Polarity and Current Type as appropriate to your application. It is important to remember the following mathematical equations when determining these values:

Watts = Volts/Amps

***List more.

It is suggested to the GM to determine the Voltage and Amperage requirements of devices. Many modern devices on Earth operate on 3.3V direct current (DC); some use 5V DC, and others may use 9V DC, 10V DC or 12V DC. This determines the voltage intensity of the current, and of course, establishes it as direct current, rather than alternating current. Many appliances use alternating current, but most computer technology does not, thus requiring AC to DC transformers. Some research may be required for those who do not know about electronic power physics. In game terms, any character with *Knowledge (Electronics)* should be able to conclude how much energy a device requires, and adjust the flow of energy to match those requirements, however it is always good for the GM to determine if the spellcaster can produce enough energy, and thus some additional reading may be required from other sources.

As Damage

Although this spell is not designed to deliver damage, it is possible to cause damage to a living target. Keep in mind that an actual lightning bolt carries a charge of around 300-Gigawatts (GW), or 300,000,000,000 Watts, but that the spell that deliver damage with such a charge is an instantaneous effect, whereas this spell has a very long duration. Assume that every Megawatt (MW) of damage generated by this spell can deal 1d3 nonlethal damage, and every 100 GW can deal 1d6 lethal damage.

In any case, although this is a touch spell, a successful Fortitude save negates the damage entirely. It is merely an ineffective way of intentionally harming another person. It is also possible to channel this energy across any ionized conduit (including ionized air molecules), which carries a Reflex save to half the damage, plus a Fortitude save to negate it.

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:

1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Light Current

Essence 1 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:
1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Moderate Current

Essence 2 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:
1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Current

Essence 3 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:
1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Strong Current

Essence 4 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:
1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Severe Current

Essence 5 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:

1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Intense Current

Essence 6 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:

1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Minor, Extreme Current

Essence 7 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:
1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Light, Extreme Current

Essence 8 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:
1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Moderate, Extreme Current

Essence 9 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:
1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Extreme Current

Essence 10 (1 MEA), Electrical Generation Chain 0 (1 MEA)

Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)

Augment: 1 MEA

Casting Time: 1 Segments

Duration: 1 Round/Caster Level base; Varies (see text)

Target: Object(s) touched.

Spell Resistance; Yes

Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:

1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Strong, Extreme Current

Essence 11 (1 MEA), Electrical Generation Chain 0 (1 MEA)

Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)

Augment: 1 MEA

Casting Time: 1 Segments

Duration: 1 Round/Caster Level base; Varies (see text)

Target: Object(s) touched.

Spell Resistance; Yes

Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:

1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Severe, Extreme Current

Essence 12 (1 MEA), Electrical Generation Chain 0 (1 MEA)

Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)

Augment: 1 MEA

Casting Time: 1 Segments

Duration: 1 Round/Caster Level base; Varies (see text)

Target: Object(s) touched.

Spell Resistance; Yes

Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:

1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Intense, Extreme Current

Essence 13 (1 MEA), Electrical Generation Chain 0 (1 MEA)

Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 1 MEA)

Augment: 1 MEA

Casting Time: 1 Segments

Duration: 1 Round/Caster Level base; Varies (see text)

Target: Object(s) touched.

Spell Resistance; Yes

Saving Throw: Yes; Fn

This invocation functions as *Generate Minor Current*, except that it adds additional Wattage output options and durations.

Specific Details

Wattage Output Options

With this version of the spell, you may select one of the following options for Wattage output and duration. Augmentations affect the spans of the selected choice:

1d3 Watts per Caster Level, for 1 round per Caster Level

Spell Lore

Spell Availability: Common (1); Normally available in societies at Tech-10 and above that also embrace magic.

Generate Minor, Ultimate Current

Essence 14 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 105 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

Generate Lesser, Ultimate Current

Essence 15 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 105 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

Generate Moderate, Ultimate Current

Essence 16 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 105 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

Generate Ultimate Current

Essence 17 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 105 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

Generate Strong, Ultimate Current

Essence 18 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 105 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

Generate Severe, Ultimate Current

Essence 19 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 105 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

Generate Intense, Ultimate Current

Essence 20 (1 MEA), Electrical Generation Chain 0 (1 MEA)
Channeling Sphere: Elemental: Air (0; 1 MEA), Artifice (0; 105 MEA)
Augment: 1 MEA
Casting Time: 1 Segments
Duration: 1 Round/Caster Level base; Varies (see text)
Target: Object(s) touched.
Spell Resistance; Yes
Saving Throw: Yes; Fn

Create Necrerotiphant [v5.0]

Essence 8, Dark Undead Chain 8, Erotica Chain 8; 35 MEA

Channeling Sphere: Darkness (8; 35 MEA), Necromantic (8; 35 MEA), Erotica (7; 25 MEA), Song (9; 50 MEA)

Casting Time: 2 Rounds

Duration: Instantaneous

Target: One Corpse

Spell Resistance; Yes

Saving Throw: None

By casting this incantation, you infuse a single corpse with negative energy, similar to *Create greater Undead*, creating a **Necrerotiphant**: An intelligent undead creature *designed for sexual acts*. The target becomes such a creature instantly, and the caster may direct specific details of their creation which once set may be changed with a recasting of this spell. A corpse must be mostly intact for this spell to function. Any partially damaged areas are not made whole, but additional infusions of negative energy, such as *Cause Wounds* or *Harm* will close injuries. It is best to use this on a freshly-made corpse.

Unlike creating normal undead, the creature does not gain any special attacks, and its hit dice (and HD type) do not change. It retains all class abilities, feats and skills that it had in life, and all of its memories and personality, but it will be entirely loyal to its creator—and anyone the caster designates, which may be designated for a specific duration if the controller desires—following their commands to the letter. The creature also retains any ability to speak and to see, and to enjoy pleasure that it had in life, as well as any spellcasting or psychic abilities.

A *necrerotiphant* who was a channeler may find that their Source of Power will no longer permit them to channel. In this case, they may seek a new Source of Power from which to channel their spells.

If the creator of a *necrerotiphant* dies, and it has no controller, it will become autonomous, and may attempt to seek out a new master, or it may use its free will to simply live out an existence of pleasure as it desires. A creator may select a perpetual controller, and a backup controller if he desires, so that the *necrerotiphant* does not gain total free-will, and control switches to another individual. This can be set at any time, just as the creator may completely transfer the status of 'creator' to another individual—even to the *necrerotiphant* itself—at any time.

Should the creator transfer his status of 'creator' to the *necrerotiphant*, the creature will have total free-will, and may do whatever it chooses; often quite literally. The sexual urges of the creature act as the psychological condition 'Nymphomania (Extreme)' and are treated as this under the normal Sanity rules.

The internal organs of the creature are also altered. As it is now undead, it cannot be impregnated and no longer needs to eat or breathe. Organs that are not required are replaced by sacs that produce a mystical fluid that is both very slippery and creates pleasurable sensations on contact with the living. This substance is channeled to all orifices of the creature, which remain functional for sensual activity. A *necrerotiphant* is in control of which orifices receive this

fluid, and may set any to do so or not to do so at the command of its controller or master. Furthermore, this substance will eject from male or female reproductive organs on climax as would be normal for a living creature, and increased contact with it causes intense pleasure to the recipient.

A *necrerotiphant* is designed to be used for sexual pleasure, and desires to do so at all times. It will not engage in activities if its creator commands it to do otherwise, but it has an intense appetite for performance. Additionally, unlike most undead—which decay and are hideous—the corpse of a *necrerotiphant* is made more beautiful, provocative and sensual. It also can emit a pheromone on command that has the effect of causing libidinous behaviours in nearby creatures.

A *necrerotiphant* also feels sensual and sexual stimulation more pleasurable than it did in life. All act of these natures performed on a *necrerotiphant* are done so at a +4 circumstance bonus.

Upon creation, the caster may also designate the colour of several things: The skin tone, eye colour, hair colour, and the colour of the creature's fluidic excretions. These can be whatever the caster desires. For example, he can designate sky blue skin, red eyes, green hair and red fluid; or he can designate a tan skin tone, green eyes, brown hair and clear fluid, thus providing a full illusion of life. The *necrerotiphant* may also be set to any desired temperature, from slightly warmer than normal, to icy cold. Any of these can be changed by simply re-casting this spell on the subject.

Creatures transformed lose their Constitution score entirely, as well as their Soul sub-statistic (unless they somehow retain their soul); they do not convert their Hit Dice to d12s, but rather, retain whatever their hit dice already were. They may continue to progress in class levels if their controllers wish them to do this, but their preferred class becomes *Seducer*. A *necrerotiphant* gains +4 to Charisma with a 2/6 split; the +2 applied to Influence, and the +6 applied to Physical Beauty.

A *necrerotiphant* retains all racial abilities that it had in life, except for the ability to reproduce via biological means.

Special Qualities

Pheromone

The pheromone that a *necrerotiphant* may emit (Fortitude DC 15+Influence+ 1/2-Level/HD) causes all subjects within a 10M/Level range to become libidinous; they will act more affectionately towards to any that they would normally find attractive. A critical failure will trigger an instantaneous sexual response, based on the personality of the character or creature failing. This may be anything from masturbation to full-blown rape of the nearest potential victim.

Fluid of Pleasure

The sacs in a *necrerotiphant* produce a fluid that feels very pleasurable, stimulating sexual response. The controller may limit the additional pleasure slightly downward if desired, to

prolong activities. This fluid normally increases the Fortitude Save DC to avoid orgasm by +4, but may be reduced to as little as a +1 increase to that DC. Upon climaxing, the *necrerotiphant* will eject a great quantity of this fluid, which requires a Fortitude save for any creature that comes into contact with the extremely potent fluid (DC 30), else they will also instantly orgasm.

This fluid also replaces any vascular requirements for erectile function in any organic process that requires it. This include dilation of tissues that fill with vascular fluid; in these cases, the organic operations still function, but the fluid transmitted is this fluid, rather than blood, or whatever process is normally used for the anatomy of that creature.

Skills

A *necrerotiphant* is designed for sexual stimulation. They automatically gain a number of ranks in *Perform (Sexual)* and to *Sensuality* equal to their levels or Hit Dice; furthermore, they gain a +2 circumstance modifier to all *Perform (Sexual)* checks that they make. The skill ranks are a special bonus, and may exceed the normal skill rank cap of the creature. (Thus, if the subject already has maximum ranks, their ranks in these skills still increase.)

Disease and Infection

The incantation kills any normal, mundane bacteria or virus in the creature, but not magical diseases. This is a quasi-ongoing process, however any genetic material left on the create, or in the creature, requires one full hour to sterilise, thus it is possible to risk transmission of bacterial infection and viruses in situations when the genetic material deposited into or onto the creature comes into contact with a living creature before this time period elapses; serial encounters thus afford the possibility of the spread of disease. A *necrerotiphant* may contract magical diseases as if it was a living creature, as well as any disease intended to affect undead.

Detection, Destruction and Repair

A *necrerotiphant* detects as undead by any magical, psionic or technological means used to assay it (including the *Assense* skill) even if it is made warm, as it has no vascular circulation, although the fluid sacs do distribute a liquid, and may be misidentified as a living entity when scanned using technological or mundane (including the *Assense* skill) methods. The creature is sentient, but control from its creator can only be broken by a willing transfer to a new controller, which may only be done by the creator: Its brain-function is entirely magical.

A *necrerotiphant* can be destroyed as any normal undead: It is damaged by positive energy and many Light-based spells, as well as anything that damages objects. It can be repaired using negative energy as any other undead. Spells that enhance physical attributes that would not normally function may partially function, especially those that enhance beauty or cause physical attraction.

Spell Lore

Spell Availability: Somewhat Rare (12); originally available only via the Ordasian Federation, a society of Hedonists, but is now on the open market. Some theorize they created the spell, and have more finely tuned and powerful versions available, while others suggest they encountered

and made use of this in off-world trade. A legend in the *Lotophe Fragments* makes mention of a man who sang a melody of bitter sadness at the death of his lover, returning her to an unnatural life as a being much like a *necrerotiphant*. If this is true, then the Ordasians likely learned of this magic from that source.

Create Superior Necrerotiphant [v1.5]

Essence 10 (100 MEA), Dark Undead Chain 10 (100 MEA) Erotica Chain 9; 55 MEA
Channeling Sphere: Darkness (10; 100 MEA), Necromantic (10; 100 MEA), Erotica (9; 55 MEA), Song (11; 200 MEA)

Casting Time: 4 Rounds

Range: 10M/Caster Level

Components: V, S, M

Duration: Instantaneous

Target: One Corpse

Spell Resistance; Yes

Saving Throw: None

As *Create Necrerotiphant*, except for the following;

The creature is automatically assigned to be its own controller. It may, if it chooses, select a new controller, and may designate a specific timeframe for this assign of control before full control over itself returns to it. This must be a willing act and no coercion, either magical, physical, technological or psychic—including divine powers—may force the *necrerotiphant* to assign control of itself to any other entity.

The *necrerotiphant* may change any of its settings (skin colour, hair colour, eye colour, body temperature, and fluid colour) at will. Additionally, if it has male organs, it may elect to have them be fully-functional, with the possibility of impregnating creatures that it could have in life. If it does so, there is a 75% chance that any new life created is based off of the *necrerotiphant's* original (living) DNA, and a 25% chance that it takes on *necrerotiphant traits*.

A *Superior Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 9th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature.

Creatures transformed lose their Constitution score entirely, as well as their Soul sub-statistic (unless they somehow retain their soul); they do not convert their Hit Dice to d12s, but rather, retain whatever their hit dice already were. They may continue to progress in class levels if their controllers wish them to do this, but their preferred class becomes *Seducer*. A *necrerotiphant* gains +6 to Charisma with a 4/8 split; the +4 applied to Influence, and the +8 applied to Physical Beauty.

A *necrerotiphant* retains all racial abilities that it had in life.

Special Qualities

Pheromone

The pheromone that a *necrerotiphant* may emit (Fortitude DC 20+Influence+ ½-Level/HD) causes all subjects within a 10M/Level range to become libidinous; they will act more affectionately towards to any that they would normally find attractive. A critical failure will trigger an instantaneous sexual response, based on the personality of the character or creature failing. This may be anything from masturbation to full-blown rape of the nearest potential victim.

Fluid of Pleasure

The sacs in a *necrerotiphant* produce a fluid that feels very pleasurable, stimulating sexual response. The controller may limit the additional pleasure slightly downward if desired, to prolong activities. This fluid normally increases the Fortitude Save DC to avoid orgasm by +6, but may be reduced to as little as a +1 increase to that DC. Upon climaxing, the *necrerotiphant* will eject a great quantity of this fluid, which requires a Fortitude save for any creature that comes into contact with the extremely potent fluid (DC 30+Influence Modifier+½ Level/HD), else they will also instantly orgasm.

This fluid also replaces any vascular requirements for erectile function in any organic process that requires it. This include dilation of tissues that fill with vascular fluid; in these cases, the organic operations still function, but the fluid transmitted is this fluid, rather than blood, or whatever process is normally used for the anatomy of that creature.

Skills

A *necrerotiphant* is designed for sexual stimulation. They automatically gain a number of ranks in *Perform (Sexual)* and to *Sensuality* equal to their levels or Hit Dice; furthermore, they gain a +6 circumstance modifier to all *Perform (Sexual)* checks that they make. The skill ranks are a special bonus, and may exceed the normal skill rank cap of the creature. (Thus, if the subject already has maximum ranks, their ranks in these skills still increase.)

Disease and Infection

The incantation kills any normal, mundane bacteria or virus in the creature, but not magical diseases. This is a true-ongoing process, any any such bacterial or viral agents are neutralized on contact.

Detection, Destruction and Repair

A *Superior Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 9th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature.

A *necrerotiphant* can be destroyed as any normal undead, however spells that do so must bypass a SR equal to 15 + Total Hit dice (or Levels) of *Superior Necrerotiphant* or 15 + the Caster level of the original spellcaster who created it, whichever is higher.

It is damaged by positive energy and many Light-based spells, as well as anything that damages objects, with the same SR applying. It can be repaired using negative energy as any

other undead. Spells that enhance physical attributes that would not normally function may partially function, especially those that enhance beauty or cause physical attraction.

Antimagical Fields

A *Superior Necrerotiphant* blurs the line between life and death. It has a physical brain, and an animation field sustained by perpetuating magic.

The mystic brain and other supernatural powers of a *Superior Necrerotiphant* continue to function in an antimagic field unless the creator of that field can pass a caster-level check versus the level of the person or entity that created the *Superior Necrerotiphant* +10. Thus, if a 15th level caster created the *Superior Necrerotiphant*, the minimum CLC would be 26 to suppress the *Superior Necrerotiphant*. In this case, the powers of the *Superior Necrerotiphant* are merely suppressed, however it may still function as a conscious entity. (*i.e.* Its brain will still function, but its other powers, except for SR, will be suppressed.)

In a true **null-magic area**, a *Superior Necrerotiphant* may function for one day per caster level of the person or entity that created it before its brain goes dormant. As soon as it re-enters a magical energy field, it will instantly resume functioning normally.

Spell Lore

Spell Availability: Rare (13); originally available only via the Ordasian Federation, a society of Hedonists, this is a more powerful version of the *Create Necrerotiphant* spell, and is never sold or traded. Some have learned it via the black market, but it is an unusual practice and requires something very valuable in exchange. Some theorize they created the spell, while others suggest they encountered and made use of this in off-world trade. A legend in the *Lotophe Fragments* makes mention of a man who sang a melody of bitter sadness at the death of his lover, returning her to an unnatural life as a being much like a *necrerotiphant*. If this is true, then the Ordasians likely learned of this magic from that source.

Material Component: The teardrop of a virgin *Necrerotiphant*. and a red diamond of any size. The *Superior Necrerotiphant* must also have been engaged in a sexual act during death.

Create Greater Necrerotiphant [v1.1]

Essence 12 (450 MEA), Dark Undead Chain 12 (450 MEA) Erotica Chain 11; 55 MEA
Channeling Sphere: Darkness (12; 450 MEA), Necromantic (12; 450 MEA), Erotica (11; 250 MEA), Song (13; 750 MEA)

Casting Time: 6 Rounds

Range: 10M/Caster Level

Components: V, S, M

Duration: Instantaneous

Target: One Corpse

Spell Resistance; Yes

Saving Throw: None

As *Create Superior Necrerotiphant*, except for the following;

The *necrerotiphant* may change any of its settings (skin colour, hair colour, eye colour, body temperature, and fluid colour) at will, and may add slight feature adjustments such as feathers, scales, alterations to eye structure, tongue structure, hair (absence or presence and exact configuration and areas of growth). It may add features such as spines, frills, tendrils or other similar additions as per the spell *Alter Self* as a free action at will.

The *necrerotiphant* may also choose to have different fluid colours at each orifice at its discretion which it may change at will as a free action.

Additionally, if it has male organs, it may elect to have them be fully-functional, with the possibility of impregnating creatures that it could have in life. If it does so, there is a 75% chance that any new life created is based off of the *necrerotiphant's* original (living) DNA, and a 25% chance that it takes on *necrerotiphant traits*. If the creature has female reproductive organs, it may now elect to make them functional as well. Any offspring birthed from a *Greater Necrerotiphant* has a 25% chance of taking on the genetic traits based off of the *necrerotiphant's* original (living) DNA, and a 75% chance that it takes on *necrerotiphant traits*, as it receives maternal traits more readily than paternal traits.

Creatures transformed lose their Constitution score entirely, but retains its soul; they do not convert their Hit Dice to d12s, but rather, retain whatever their hit dice already were. They may continue to progress in class levels if their controllers wish them to do this, but their preferred class becomes *Seducer*. A *Greater Necrerotiphant* gains +8 to Charisma with a 6/10 split; the +6 applied to Influence, and the +10 applied to Physical Beauty.

A *Greater Necrerotiphant* retains all racial abilities that it had in life.

Special Qualities

Pheromone

The pheromone that a *necrerotiphant* may emit (Fortitude DC 25+Influence+ ½-Level/HD) causes all subjects within a 15M/Level (or HD) range to become libidinous; they will act more

affectionately towards to any that they would normally find attractive. A critical failure will trigger an instantaneous sexual response, based on the personality of the character or creature failing. This may be anything from masturbation to full-blown rape of the nearest potential victim.

Gaze Upon Me, My Love

A *Greater Necrerotiphant* has a trait, similar to the *blinding beauty* of a Nymph, which the *Greater Necrerotiphant* may suppress or activate as a free action and maintain a suppressed or active state at its discretion. Any creature that looks upon the *Greater Necrerotiphant* when this ability is active must make saving throw (Will DC 20 + Influence + ½ Level or HD) or become entranced as per the *Cause Lust* spell. Failing this causes the subject to immediately wish to become libidinous with the *Greater Necrerotiphant*. This effect lasts for one turn per level of HD of the *Greater Necrerotiphant* that caused it.

If the subject fails this saving throw, after one turn of gazing upon the *Greater Necrerotiphant*, or engaging it in any sexual or sensual acts, the creature must make a second saving throw (Will DC 20 + Influence + ½ Level or HD) or become affected as by the spell *Love at First Sight*. The subject will become fully entranced (in love) with the *Greater Necrerotiphant*, which is an effect similar to *Domination* or *Charm Monster* spells. This effect lasts for the same duration as a *Charm Monster* spell (with a minimum of one day) as outlined below, however a critical failure on this saving throw makes the effect permanent. At the end of each span of time, the creature so bespelled is given a new saving throw at the current DC for the *Greater Necrerotiphant* that bewitched them. A success breaks the effect (unless their original saving throw was a critical failure), and if the effect ends, the creature feels no ill-will toward the *Greater Necrerotiphant* that bewitched them, and may even seek them out in earnest to perpetuate or renew the bond.

Duration of Time Between Checks

Reason Score of Victim	Time Span
3 or Less	3 Months
4—6	2 Months
7—9	1 Month
10—12	3 Weeks
13—14	2 Weeks
15—16	1 Week
17—18	3 Days
19—20	2 Days
21 or More	1 Day

Fluid of Pleasure

The sacs in a *necrerotiphant* produce a fluid that feels very pleasurable, stimulating sexual response. The controller may limit the additional pleasure slightly downward if desired, to prolong activities. This fluid normally increases the Fortitude Save DC to avoid orgasm by +10, but may be reduced to as little as a +1 increase to that DC. Upon climaxing, the *necrerotiphant*

will eject a great quantity of this fluid, which requires a Fortitude save for any creature that comes into contact with the extremely potent fluid (DC 40+Influence Modifier+½ Level/HD), else they will also instantly orgasm.

This fluid also replaces any vascular requirements for erectile function in any organic process that requires it. This include dilation of tissues that fill with vascular fluid; in these cases, the organic operations still function, but the fluid transmitted is this fluid, rather than blood, or whatever process is normally used for the anatomy of that creature.

Skills

A *necrerotiphant* is designed for sexual stimulation. They automatically gain a number of ranks in *Perform (Sexual)* and to *Sensuality* equal to their levels or Hit Dice; furthermore, they gain a +10 circumstance modifier to all *Perform (Sexual)* checks that they make. The skill ranks are a special bonus, and may exceed the normal skill rank cap of the creature. (Thus, if the subject already has maximum ranks, their ranks in these skills still increase.)

Disease and Infection

The incantation kills any normal, mundane bacteria or virus in the creature, but not magical diseases. This is a true-ongoing process, any any such bacterial or viral agents are neutralized on contact. There is a 5% chance per level (or HD) of the *Greater Necrerotiphant* of instantly neutralizing any supernatural or magical disease as well.

Detection, Destruction and Repair

A *Greater Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 11th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature.

A *necrerotiphant* can be destroyed as any normal undead, however spells that do so must bypass a SR equal to 20 + Total Hit dice (or Levels) of *Greater Necrerotiphant* or 20 + the Caster level of the original spellcaster who created it, whichever is higher.

It is damaged by positive energy and many Light-based spells, as well as anything that damages objects, with the same SR applying. It can be repaired using negative energy as any other undead. Spells that enhance physical attributes that would not normally function may partially function, especially those that enhance beauty or cause physical attraction.

A *Greater Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 11th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature. If *Detect the Living* is used on the *Greater Necrerotiphant*, there is a 5% chance per level or HD of the *Greater Necrerotiphant* that they indeed detect as being alive. The *Greater Necrerotiphant* may suppress either of these abilities at will as a free action.

Antimagical Fields

A *Greater Necrerotiphant* blurs the line between life and death. It has a physical brain, and an animation field sustained by perpetuating magic.

The mystic brain and other supernatural powers of a *Greater Necrerotiphant* continue to function in an antimagic field unless the creator of that field can pass a caster-level check versus the level of the person or entity that created the *Greater Necrerotiphant* +10. Thus, if a 15th level caster created the *Greater Necrerotiphant*, the minimum CLC would be 26 to suppress the *Greater Necrerotiphant*. In this case, the powers of the *Greater Necrerotiphant* are merely suppressed, however it may still function as a conscious entity. (*i.e.* Its brain will still function, but its other powers, except for SR, will be suppressed.)

In a true **null-magic area**, a *Greater Necrerotiphant* may function for one day per caster level of the person or entity that created it before its brain goes dormant. As soon as it re-enters a magical energy field, it will instantly resume functioning normally.

Spell Lore

Spell Availability: Very Rare (14); originally available only via the Ordasian Federation, a society of Hedonists, this is a more powerful version of the *Create Necrerotiphant* spell, and is never sold or traded. Some have learned it via the black market, but it is an unusual practice and requires something very valuable in exchange. Some theorize they created the spell, while others suggest they encountered and made use of this in off-world trade. A legend in the *Lotophe Fragments* makes mention of a man who sang a melody of bitter sadness at the death of his lover, returning her to an unnatural life as a being much like a *necrerotiphant*. If this is true, then the Ordasians likely learned of this magic from that source.

Material Component: The teardrop of a virgin *Necrerotiphant*. and the hair of a nymph or similar creature, both encapsulated in a red diamond of any size. The *Greater Necrerotiphant* must also have been engaged in a sexual act during death.

Create Advanced Necrerotiphant [v1.1]

Essence 14 (1,000 MEA), Dark Undead Chain 14 (1,000 MEA) Erotica Chain (13; 750 MEA) Channeling Sphere: Darkness (14; 1,000 MEA), Necromantic (14; 1,000 MEA), Erotica (13; 750 MEA), Song (15; 1,600 MEA)

Casting Time: 6 Rounds

Range: 10M/Caster Level

Components: V, S, M

Duration: Instantaneous

Target: One Corpse

Spell Resistance; Yes

Saving Throw: None

As *Create Greater Necrerotiphant*, except for the following;

The *Advanced Necrerotiphant* may change any of its settings (skin colour, hair colour, eye colour, body temperature, and fluid colour) at will, and may add slight feature adjustments such as feathers, scales, alterations to eye structure, tongue structure, hair (absence or presence and exact configuration and areas of growth). It may add features such as spines, frills, tendrils or other similar additions as per the spell *Alter Self* as a free action at will, or more exotic features such as wings, horns, spines, etc. a per the spell *Polymorph Self* as a standard action once per day per Level/HD of the *Advanced Necrerotiphant*.

Additionally, if it has male organs, it may elect to have them be fully-functional, with the possibility of impregnating creatures that it could have in life. If it does so, there is a 75% chance that any new life created is based off of the *necrerotiphant's* original (living) DNA, and a 25% chance that it takes on *necrerotiphant traits*. If the creature has female reproductive organs, it may now elect to make them functional as well. Any offspring birthed from an *Advanced Necrerotiphant* has a 25% chance of taking on the genetic traits based off of the *necrerotiphant's* original (living) DNA, and a 75% chance that it takes on *necrerotiphant traits*, as it receives maternal traits more readily than paternal traits.

Creatures transformed lose their Constitution score entirely, but retains its soul; they do not convert their Hit Dice to d12s, but rather, retain whatever their hit dice already were. They may continue to progress in class levels if their controllers wish them to do this, but their preferred class becomes *Seducer*. An *Advanced Necrerotiphant* gains +10 to Charisma with a 8/12 split; the +8 applied to Influence, and the +12 applied to Physical Beauty.

An *Advanced Necrerotiphant* retains all racial abilities that it had in life.

Special Qualities

Pheromone

The pheromone that a *necrerotiphant* may emit (Fortitude DC 30+Influence+ ½-Level/HD) causes all subjects within a 15M/Level (or HD) range to become libidinous; they will act more

affectionately towards to any that they would normally find attractive. A critical failure will trigger an instantaneous sexual response, based on the personality of the character or creature failing. This may be anything from masturbation to full-blown rape of the nearest potential victim.

Gaze Upon Me, My Love

An *Advanced Necrerotiphant* has a trait, similar to the *blinding beauty* of a Nymph, which the *Advanced Necrerotiphant* may suppress or activate as a free action and maintain a suppressed or active state at its discretion. Any creature that looks upon the *Advanced Necrerotiphant* when this ability is active must make saving throw (Will DC 25 + Influence + ½ Level or HD) or become entranced as per the *Cause Lust* spell. Failing this causes the subject to immediately wish to become libidinous with the *Advanced Necrerotiphant*. This effect lasts for one turn per level of HD of the *Advanced Necrerotiphant* that caused it.

If the subject fails this saving throw, after one turn of gazing upon the *Advanced Necrerotiphant*, or engaging it in any sexual or sensual acts, the creature must make a second saving throw (Will DC 25 + Influence + ½ Level or HD) or become affected as by the spell *Love at First Sight*. The subject will become fully entranced (in love) with the *Advanced Necrerotiphant*, which is an effect similar to *Domination* or *Charm Monster* spells. This effect lasts for the same duration as a *Charm Monster* spell (with a minimum of one day) as outlined below, however a critical failure on this saving throw makes the effect permanent. At the end of each span of time, the creature so bespelled is given a new saving throw at the current DC for the *Advanced Necrerotiphant* that bewitched them. A success breaks the effect (unless their original saving throw was a critical failure), and if the effect ends, the creature feels no ill-will toward the *Advanced Necrerotiphant* that bewitched them, and may even seek them out in earnest to perpetuate or renew the bond.

Duration of Time Between Checks

Reason Score of Victim	Time Span
3 or Less	3 Months
4—6	2 Months
7—9	1 Month
10—12	3 Weeks
13—14	2 Weeks
15—16	1 Week
17—18	3 Days
19—20	2 Days
21 or More	1 Day

Sensual Song

An *Advanced Necrerotiphant* gains one rank in Perform (Song) per level/HD upon creation, and gains a bonus rank in Perform (Song) for each level or HD they gain thereafter. They may use this ability to lure people to gaze upon them, as a *siren song*. Creatures that hear the *siren song* of an *Advanced Necrerotiphant* must make a saving throw (Will DC 20 + Influence + ½ Level or

HD) or walk stupidly toward the *Advanced Necrerotiphant* whereupon they will look at it and possibly be affected by the *Advanced Necrerotiphant's Gaze Upon Me, My Love* ability. Any creature affected by the *siren song* receives a -4 penalty on will saving throws to resist the abilities of the *Advanced Necrerotiphant's Gaze Upon Me, My Love* abilities.

Fluid of Pleasure

The sacs in a *necrerotiphant* produce a fluid that feels very pleasurable, stimulating sexual response. The controller may limit the additional pleasure slightly downward if desired, to prolong activities. This fluid normally increases the Fortitude Save DC to avoid orgasm by +15, but may be reduced to as little as a +1 increase to that DC. Upon climaxing, the *necrerotiphant* will eject a great quantity of this fluid, which requires a Fortitude save for any creature that comes into contact with the extremely potent fluid (DC 45+Influence Modifier+½ Level/HD), else they will also instantly orgasm.

This fluid also replaces any vascular requirements for erectile function in any organic process that requires it. This include dilation of tissues that fill with vascular fluid; in these cases, the organic operations still function, but the fluid transmitted is this fluid, rather than blood, or whatever process is normally used for the anatomy of that creature.

Skills

An *Advanced Necrerotiphant* is designed for sexual stimulation. They automatically gain a number of ranks in *Perform (Sexual)* and to *Sensuality* equal to their levels or Hit Dice; furthermore, they gain a +15 circumstance modifier to all *Perform (Sexual)* and *Sensuality* checks that they make. The skill ranks are a special bonus, and may exceed the normal skill rank cap of the creature. (Thus, if the subject already has maximum ranks, their ranks in these skills still increase.)

Disease and Infection

The incantation kills any normal, mundane bacteria or virus in the creature, but not magical diseases. This is a true-ongoing process, any any such bacterial or viral agents are neutralized on contact. There is a 10% chance per level (or HD) of the *Advanced Necrerotiphant* of instantly neutralizing any supernatural or magical disease as well.

Detection, Destruction and Repair

An *Advanced Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 13th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature.

A *necrerotiphant* can be destroyed as any normal undead, however spells that do so must bypass a SR equal to 25 + Total Hit dice (or Levels) of the *Advanced Necrerotiphant* or 25 + the Caster level of the original spellcaster who created it, whichever is higher.

It is damaged by positive energy and many Light-based spells, as well as anything that damages objects, with the same SR applying. It can be repaired using negative energy as any

other undead. Spells that enhance physical attributes that would not normally function may partially function, especially those that enhance beauty or cause physical attraction.

An *Advanced Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 13th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature. If *Detect the Living* is used on the *Advanced Necrerotiphant*, there is a 10% chance per level or HD of the *Advanced Necrerotiphant* that they indeed detect as being alive. The *Advanced Necrerotiphant* may suppress either of these abilities at will as a free action.

Antimagical Fields

An *Advanced Necrerotiphant* blurs the line between life and death. It has a physical brain, and an animation field sustained by perpetuating magic.

The mystic brain and other supernatural powers of an *Advanced Necrerotiphant* continue to function in an antimagic field unless the creator of that field can pass a caster-level check versus the level of the person or entity that created the *Advanced Necrerotiphant* +10. Thus, if a 15th level caster created the *Advanced Necrerotiphant*, the minimum CLC would be 26 to suppress the *Advanced Necrerotiphant*. In this case, the powers of the *Advanced Necrerotiphant* are merely suppressed, however it may still function as a conscious entity. (*i.e.* Its brain will still function, but its other powers, except for SR, will be suppressed.)

In a true **null-magic area**, an *Advanced Necrerotiphant* may function for one day per caster level of the person or entity that created it before its brain goes dormant. As soon as it re-enters a magical energy field, it will instantly resume functioning normally.

Spell Lore

Spell Availability: Very Rare (14); originally available only via the Ordasian Federation, a society of Hedonists, this is a more powerful version of the *Create Necrerotiphant* spell, and is never sold or traded. Some have learned it via the black market, but it is an unusual practice and requires something very valuable in exchange. Some theorize they created the spell, while others suggest they encountered and made use of this in off-world trade. A legend in the *Lotophe Fragments* makes mention of a man who sang a melody of bitter sadness at the death of his lover, returning her to an unnatural life as a being much like a *necrerotiphant*. If this is true, then the Ordasians likely learned of this magic from that source.

Material Component: The teardrop of a virgin *Necrerotiphant*. and the hair of a nymph or similar creature, both encapsulated in a red diamond of at least 4CTW. The *Advanced Necrerotiphant* must also have been engaged in a sexual act during death.

Create True Necrerotiphant [v1.0]

Essence 16 (3,000 MEA), Dark Undead Chain 16 (3,000 MEA) Erotica Chain (15; 1,600 MEA)
Channeling Sphere: Darkness (16; 3,000 MEA), Necromantic (16; 3,000 MEA), Erotica (15;
1,600 MEA), Song (17; 5,000 MEA)

Casting Time: 8 Rounds

Range: 10M/Caster Level

Components: V, S, M

Duration: Instantaneous

Target: One Corpse

Spell Resistance; Yes

Saving Throw: None

As *Create Advanced Necrerotiphant*, except for the following;

The *True Necrerotiphant* may change any of its settings (skin colour, hair colour, eye colour, body temperature, and fluid colour) at will, and may add slight feature adjustments such as feathers, scales, alterations to eye structure, tongue structure, hair (absence or presence and exact configuration and areas of growth). It may add features such as spines, frills, tendrils or other similar additions as per the spell *Alter Self* as a free action at will, or more exotic features such as wings, horns, spines, etc. a per the spell *Polymorph Self* as a standard action *at will*.

The *necrerotiphant* may also choose to have different fluid colours at each orifice at its discretion which it may change at will as a free action.

A *True Necrerotiphant* may alter anything about itself as a full-round action once per day per Level/HD of the *True Necrerotiphant* as per the spell *Shapechange*.

Additionally, if it has male organs, it may elect to have them be fully-functional, with the possibility of impregnating creatures that it could have in life. If it does so, there is a 75% chance that any new life created is based off of the *necrerotiphant's* original (living) DNA, and a 25% chance that it takes on *necrerotiphant traits*. If the creature has female reproductive organs, it may now elect to make them functional as well. Any offspring birthed from a *True Necrerotiphant* has a 25% chance of taking on the genetic traits based off of the *necrerotiphant's* original (living) DNA, and a 75% chance that it takes on *necrerotiphant traits*, as it receives maternal traits more readily than paternal traits.

Creatures transformed lose their Constitution score entirely, but retains its soul; they do not convert their Hit Dice to d12s, but rather, retain whatever their hit dice already were. They may continue to progress in class levels if their controllers wish them to do this, but their preferred class becomes *Seducer*. A *True Necrerotiphant* gains +14 to Charisma with a 12/16 split; the +12 applied to Influence, and the +16 applied to Physical Beauty.

A *True Necrerotiphant* retains all racial abilities that it had in life.

Special Qualities

Pheromone

The pheromone that a *True Necrerotiphant* may emit (Fortitude DC 35+Influence+ ½-Level/HD) causes all subjects within a 20M/Level (or HD) range to become libidinous; they will act more affectionately towards to any that they would normally find attractive. A critical failure will trigger an instantaneous sexual response, based on the personality of the character or creature failing. This may be anything from masturbation to full-blown rape of the nearest potential victim.

Gaze Upon Me, My Love

A *True Necrerotiphant* has a trait, similar to the *blinding beauty* of a Nymph, which the *True Necrerotiphant* may suppress or activate as a free action and maintain a suppressed or active state at its discretion. Any creature that looks upon the *True Necrerotiphant* when this ability is active must make saving throw (Will DC 30 + Influence + ½ Level or HD) or become entranced as per the *Cause Lust* spell. Failing this causes the subject to immediately wish to become libidinous with the *True Necrerotiphant*. This effect lasts for one turn per level of HD of the *True Necrerotiphant* that caused it.

If the subject fails this saving throw, after one turn of gazing upon the *True Necrerotiphant*, or engaging it in any sexual or sensual acts, the creature must make a second saving throw (Will DC 30 + Influence + ½ Level or HD) or become affected as by the spell *Love at First Sight*. The subject will become fully entranced (in love) with the *True Necrerotiphant*, which is an effect similar to *Domination* or *Charm Monster* spells. This effect lasts for the same duration as a *Charm Monster* spell (with a minimum of one day) as outlined below, however a critical failure on this saving throw makes the effect permanent. At the end of each span of time, the creature so bespelled is given a new saving throw at the current DC for the *True Necrerotiphant* that bewitched them. A success breaks the effect (unless their original saving throw was a critical failure), and if the effect ends, the creature feels no ill-will toward the *True Necrerotiphant* that bewitched them, and may even seek them out in earnest to perpetuate or renew the bond.

Duration of Time Between Checks

Reason Score of Victim	Time Span
3 or Less	3 Months
4—6	2 Months
7—9	1 Month
10—12	3 Weeks
13—14	2 Weeks
15—16	1 Week
17—18	3 Days
19—20	2 Days
21 or More	1 Day

Sensual Song

A *True Necrerotiphant* gains one rank in Perform (Song) per level/HD upon creation, and gains a bonus rank in Perform (Song) for each level or HD they gain thereafter. They may use this ability to lure people to gaze upon them, as a *siren song*. Creatures that hear the *siren song* of an *True Necrerotiphant* must make a saving throw (Will DC 25 + Influence + ½ Level or HD) or walk stupidly toward the *True Necrerotiphant* whereupon they will look at it and possibly be affected by the *True Necrerotiphant's Gaze Upon Me, My Love* ability. Any creature affected by the *siren song* receives a -6 penalty on will saving throws to resist the abilities of the *True Necrerotiphant's Gaze Upon Me, My Love* abilities.

Fluid of Pleasure

The sacs in a *necrerotiphant* produce a fluid that feels very pleasurable, stimulating sexual response. The controller may limit the additional pleasure slightly downward if desired, to prolong activities. This fluid normally increases the Fortitude Save DC to avoid orgasm by +20, but may be reduced to as little as a +1 increase to that DC. Upon climaxing, the *necrerotiphant* will eject a great quantity of this fluid, which requires a Fortitude save for any creature that comes into contact with the extremely potent fluid (DC 50+Influence Modifier+½ Level/HD), else they will also instantly orgasm.

This fluid also replaces any vascular requirements for erectile function in any organic process that requires it. This includes dilation of tissues that fill with vascular fluid; in these cases, the organic operations still function, but the fluid transmitted is this fluid, rather than blood, or whatever process is normally used for the anatomy of that creature.

Skills

A *True Necrerotiphant* is designed for sexual stimulation. They automatically gain a number of ranks in *Perform (Sexual)* and *Sensuality* equal to their levels or Hit Dice; furthermore, they gain a +20 circumstance modifier to all *Perform (Sexual)* and *Sensuality* checks that they make. The skill ranks are a special bonus, and may exceed the normal skill rank cap of the creature. (Thus, if the subject already has maximum ranks, their ranks in these skills still increase.)

Disease and Infection

The incantation kills any normal, mundane bacteria or virus in the creature, but not magical diseases. This is a true-ongoing process, and any such bacterial or viral agents are neutralized on contact. There is a 15% chance per level (or HD) of the *True Necrerotiphant* of instantly neutralizing any supernatural or magical disease as well.

Detection, Destruction and Repair

A *True Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 15th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature.

A *necrerotiphant* can be destroyed as any normal undead, however spells that do so must bypass a SR equal to 30 + Total Hit dice (or Levels) of the *True Necrerotiphant* or 30 + the Caster level of the original spellcaster who created it, whichever is higher.

It is damaged by positive energy and many Light-based spells, as well as anything that damages objects, with the same SR applying. It can be repaired using negative energy as any other undead. Spells that enhance physical attributes that would not normally function may partially function, especially those that enhance beauty or cause physical attraction.

A *True Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 15th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature. If *Detect the Living* is used on the *True Necrerotiphant*, there is a 15% chance per level or HD of the *True Necrerotiphant* that they indeed detect as being alive. The *True Necrerotiphant* may suppress either of these abilities at will as a free action.

Antimagical Fields

A *True Necrerotiphant* blurs the line between life and death. It has a physical brain, and an animation field sustained by perpetuating magic.

The mystic brain and other supernatural powers of a *True Necrerotiphant* continue to function in an antimagic field unless the creator of that field can pass a caster-level check versus the level of the person or entity that created the *True Necrerotiphant* +15. Thus, if a 15th level caster created the *True Necrerotiphant*, the minimum CLC would be 31 to suppress the *True Necrerotiphant*. In this case, the powers of the *True Necrerotiphant* are merely suppressed, however it may still function as a conscious entity. (*i.e.* Its brain will still function, but its other powers, except for SR, will be suppressed.)

In a true **null-magic area**, a *True Necrerotiphant* may function for one week per caster level of the person or entity that created it before its brain goes dormant. As soon as it re-enters a magical energy field, it will instantly resume functioning normally.

Spell Lore

Spell Availability: Extremely Rare (15); originally available only via the Ordasian Federation, a society of Hedonists, this is a more powerful version of the *Create Necrerotiphant* spell, and is never sold or traded. Some have learned it via the black market, but it is an unusual practice and requires something very valuable in exchange. Some theorize they created the spell, while others suggest they encountered and made use of this in off-world trade. A legend in the *Lotophe Fragments* makes mention of a man who sang a melody of bitter sadness at the death of his lover, returning her to an unnatural life as a being much like a *necrerotiphant*. If this is true, then the Ordasians likely learned of this magic from that source.

Material Component: The teardrop of a virgin *Necrerotiphant*. and the hair of a nymph or similar creature, both encapsulated in a red diamond of at least 6CTW. The *True Necrerotiphant* must also have been engaged in a sexual act during death.

Create Ultimate Necrerotiphant [v1.1]

Essence 18 (7,500 MEA), Dark Undead Chain 18 (7,500 MEA) Erotica Chain (17; 5,000 MEA)
Channeling Sphere: Darkness (18; 7,500 MEA), Necromantic (18; 7,500 MEA), Erotica (17;
5,000 MEA), Song (19; 14,500 MEA)

Casting Time: 10 Rounds

Range: 10M/Caster Level

Components: V, S, M

Duration: Instantaneous

Target: One Corpse

Spell Resistance; Yes

Saving Throw: None

As *Create True Necrerotiphant*, except for the following;

The *Ultimate Necrerotiphant* may change any of its settings (skin colour, hair colour, eye colour, body temperature, and fluid colour) at will, and may add slight feature adjustments such as feathers, scales, alterations to eye structure, tongue structure, hair (absence or presence and exact configuration and areas of growth). It may add features such as spines, frills, tendrils or other similar additions as per the spell *Alter Self* as a free action *at will*, or more exotic features such as wings, horns, spines, etc. a per the spell *Polymorph Self* as a free action *at will*.

The *Ultimate necrerotiphant* may also choose to have different fluid colours at each orifice at its discretion which it may change at will as a free action.

An *Ultimate Necrerotiphant* may alter anything about itself as per the spell *Shapechange* as a standard action *at will*.

Additionally, if it has male organs, it may elect to have them be fully-functional, with the possibility of impregnating creatures that it could have in life. If it does so, there is a 75% chance that any new life created is based off of the *necrerotiphant's* original (living) DNA, and a 25% chance that it takes on *necrerotiphant traits*. If the creature has female reproductive organs, it may now elect to make them functional as well. Any offspring birthed from an *Ultimate Necrerotiphant* has a 25% chance of taking on the genetic traits based off of the *necrerotiphant's* original (living) DNA, and a 75% chance that it takes on *necrerotiphant traits*, as it receives maternal traits more readily than paternal traits.

Creatures transformed lose their Constitution score entirely, but retains its soul; they do not convert their Hit Dice to d12s, but rather, retain whatever their hit dice already were. They may continue to progress in class levels if their controllers wish them to do this, but their preferred class becomes *Seducer*. An *Ultimate Necrerotiphant* gains +16 to Charisma with a 14/18 split; the +14 applied to Influence, and the +18 applied to Physical Beauty.

An *Ultimate Necrerotiphant* retains all racial abilities that it had in life.

Special Qualities

Pheromone

The pheromone that an *Ultimate Necrerotiphant* may emit (Fortitude DC 40+Influence+ ½-Level/HD) causes all subjects within a 20M/Level (or HD) range to become libidinous; they will act more affectionately towards to any that they would normally find attractive. A critical failure will trigger an instantaneous sexual response, based on the personality of the character or creature failing. This may be anything from masturbation to full-blown rape of the nearest potential victim.

Gaze Upon Me, My Love

An *Ultimate Necrerotiphant* has a trait, similar to the *blinding beauty* of a Nymph, which the *Ultimate Necrerotiphant* may suppress or activate as a free action and maintain a suppressed or active state at its discretion. Any creature that looks upon the *Ultimate Necrerotiphant* when this ability is active must make saving throw (Will DC 35 + Influence + ½ Level or HD) or become entranced as per the *Cause Lust* spell. Failing this causes the subject to immediately wish to become libidinous with the *Ultimate Necrerotiphant*. This effect lasts for one turn per level of HD of the *Ultimate Necrerotiphant* that caused it.

If the subject fails this saving throw, after one turn of gazing upon the *Ultimate Necrerotiphant*, or engaging it in any sexual or sensual acts, the creature must make a second saving throw (Will DC 35 + Influence + ½ Level or HD) or become affected as by the spell *Love at First Sight*. The subject will become fully entranced (in love) with the *Ultimate Necrerotiphant*, which is an effect similar to *Domination* or *Charm Monster* spells. This effect lasts for the same duration as a *Charm Monster* spell (with a minimum of one day) as outlined below, however a critical failure on this saving throw makes the effect permanent. At the end of each span of time, the creature so bespelled is given a new saving throw at the current DC for the *Ultimate Necrerotiphant* that bewitched them. A success breaks the effect (unless their original saving throw was a critical failure), and if the effect ends, the creature feels no ill-will toward the *Ultimate Necrerotiphant* that bewitched them, and may even seek them out in earnest to perpetuate or renew the bond.

Duration of Time Between Checks

Reason Score of Victim	Time Span
3 or Less	3 Months
4—6	2 Months
7—9	1 Month
10—12	3 Weeks
13—14	2 Weeks
15—16	1 Week
17—18	3 Days
19—20	2 Days
21 or More	1 Day

Sensual Song

An *Ultimate Necrerotiphant* gains one rank in Perform (Song) per level/HD upon creation, and gains a bonus rank in Perform (Song) for each level or HD they gain thereafter. They may use this ability to lure people to gaze upon them, as a *siren song*. Creatures that hear the *siren song* of an *Ultimate Necrerotiphant* must make a saving throw (Will DC 30 + Influence + ½ Level or HD) or walk stupidly toward the *Ultimate Necrerotiphant* whereupon they will look at it and possibly be affected by the *Ultimate Necrerotiphant's Gaze Upon Me, My Love* ability. Any creature affected by the *siren song* receives a -8 penalty on will saving throws to resist the abilities of the *Ultimate Necrerotiphant's Gaze Upon Me, My Love* abilities.

Touch of Lust

An *Ultimate Necrerotiphant* gains a touch attack that permits it to affect any touched creature as with the *Cause Lust* spell (with no saving throw) at will, or as with the *Love at First Sight* spell (with no saving throw) once per day. To use this, the *Ultimate Necrerotiphant* must succeed at a touch attack, or a casual touch in passing, or be permitted by another creature to touch them. Obviously, seduction often plays a part in the latter.

Fluid of Pleasure

The sacs in a *necrerotiphant* produce a fluid that feels very pleasurable, stimulating sexual response. The controller may limit the additional pleasure slightly downward if desired, to prolong activities. This fluid normally increases the Fortitude Save DC to avoid orgasm by +25, but may be reduced to as little as a +1 increase to that DC. Upon climaxing, the *necrerotiphant* will eject a great quantity of this fluid, which requires a Fortitude save for any creature that comes into contact with the extremely potent fluid (DC 55+Influence Modifier+½ Level/HD), else they will also instantly orgasm.

This fluid also replaces any vascular requirements for erectile function in any organic process that requires it. This includes dilation of tissues that fill with vascular fluid; in these cases, the organic operations still function, but the fluid transmitted is this fluid, rather than blood, or whatever process is normally used for the anatomy of that creature.

Skills

An *Ultimate Necrerotiphant* is designed for sexual stimulation. They automatically gain a number of ranks in *Perform (Sexual)* and to *Sensuality* equal to their levels or Hit Dice; furthermore, they gain a +25 circumstance modifier to all *Perform (Sexual)* and *Sensuality* checks that they make. The skill ranks are a special bonus, and may exceed the normal skill rank cap of the creature. (Thus, if the subject already has maximum ranks, their ranks in these skills still increase.)

Disease and Infection

The incantation kills any normal, mundane bacteria or virus in the creature, but not magical diseases. This is a true-ongoing process, any and all such bacterial or viral agents are neutralized on

contact. There is a 20% chance per level (or HD) of the *Ultimate Necrerotiphant* of instantly neutralizing any supernatural or magical disease as well.

Detection, Destruction and Repair

An *Ultimate Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 17th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature.

A *necrerotiphant* can be destroyed as any normal undead, however spells that do so must bypass a SR equal to 35 + Total Hit dice (or Levels) of the *Ultimate Necrerotiphant* or 35 + the Caster level of the original spellcaster who created it, whichever is higher.

It is damaged by positive energy and many Light-based spells, as well as anything that damages objects, with the same SR applying. It can be repaired using negative energy as any other undead. Spells that enhance physical attributes that would not normally function may partially function, especially those that enhance beauty or cause physical attraction.

An *Ultimate Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 17th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature. If *Detect the Living* is used on the *Ultimate Necrerotiphant*, there is a 20% chance per level or HD of the *Ultimate Necrerotiphant* that they indeed detect as being alive. The *Ultimate Necrerotiphant* may suppress either of these abilities at will as a free action.

Antimagical Fields

An *Ultimate Necrerotiphant* blurs the line between life and death. It has a physical brain, and an animation field sustained by perpetuating magic.

The mystic brain and other supernatural powers of an *Ultimate Necrerotiphant* continue to function in an antimagic field unless the creator of that field can pass a caster-level check versus the level of the person or entity that created the *Ultimate Necrerotiphant* +20. Thus, if a 15th level caster created the *Ultimate Necrerotiphant*, the minimum CLC would be 36 to suppress the *Ultimate Necrerotiphant*. In this case, the powers of the *Ultimate Necrerotiphant* are merely suppressed, however it may still function as a conscious entity. (*i.e.* Its brain will still function, but its other powers, except for SR, will be suppressed.)

In a true **null-magic area**, a *Ultimate Necrerotiphant* may function for one month per caster level of the person or entity that created it before its brain goes dormant. As soon as it re-enters a magical energy field, it will instantly resume functioning normally.

Spell Lore

Spell Availability: Absurdly Rare (16); originally available only via the Ordasian Federation, a society of Hedonists, this is a more powerful version of the *Create Necrerotiphant* spell, and is never sold or traded. Some have learned it via the black market, but it is an unusual practice and requires something very valuable in exchange. Some theorize they created the spell, while others suggest they encountered and made use of this in off-world trade. A legend in the *Lotophe Fragments* makes mention of a man who sang a melody of bitter sadness at the death of his lover, returning her to an unnatural life as a being much like a *necrerotiphant*. If this is true, then the Ordasians likely learned of this magic from that source.

Material Component: The teardrop of a virgin *Necrerotiphant*, and the hair of a nymph or similar creature, as well as a drop of blood from a virgin and the scale a siren, plus any part of a chimera (or any part of a shapeshifting or multiform creature), all encapsulated in a pure and clear (perfect) red diamond of at least 10CTW. The *Ultimate Necrerotiphant* must also have been engaged in a sexual act during death.

Create Necrerotiphant Lord [v0.9]

Essence 20 (7,500 MEA), Dark Undead Chain 20 (7,500 MEA) Erotica Chain (19; 5,000 MEA)
Channeling Sphere: Darkness (20; 7,500 MEA), Necromantic (20; 7,500 MEA), Erotica (19;
5,000 MEA), Song (??; 14,500 MEA)

Casting Time: 15 Rounds

Range: 10M/Caster Level

Components: V, S, M

Duration: Instantaneous

Target: One Corpse

Spell Resistance; Yes

Saving Throw: None

As *Create Ultimate Necrerotiphant*, except for the following;

The *Necrerotiphant Lord* may change any of its settings (skin colour, hair colour, eye colour, body temperature, and fluid colour) at will, and may add slight feature adjustments such as feathers, scales, alterations to eye structure, tongue structure, hair (absence or presence and exact configuration and areas of growth). It may add features such as spines, frills, tendrils or other similar additions as per the spell *Alter Self* as a free action *at will*, or more exotic features such as wings, horns, spines, etc. a per the spell *Polymorph Self* as a free action *at will*. A *Necrerotiphant Lord* may alter anything about itself as per the spell *Shapechange* as a free action *at will*, and may adopt one supernatural, spell-like or psionic ability normally available to the chosen form/creature as a full-round action at will, with a maximum number of abilities equal to the *Necrerotiphant Lord's* Influence score modifier.

The *Ultimate necrerotiphant* may also choose to have different fluid colours at each orifice at its discretion which it may change at will as a free action; each orifice may have a fluid colour different to the colour of the fluid at any other orifice, and impossible colours (e.g, plaid, opalescent, glowing) can be produced if desired,.

Additionally, if it has male organs, it may elect to have them be fully-functional, with the possibility of impregnating creatures that it could have in life. If it does so, there is a 40% chance that any new life created is based off of the *necrerotiphant's* original (living) DNA, and a 60% chance that it takes on *necrerotiphant traits*. If the creature has female reproductive organs, it may now elect to make them functional as well. Any offspring birthed from an *Ultimate Necrerotiphant* has a 10% chance of taking on the genetic traits based off of the *necrerotiphant's* original (living) DNA, and a 90% chance that it takes on *necrerotiphant traits*, as it receives maternal traits more readily than paternal traits.

Creatures transformed lose their Constitution score entirely, but retains its soul; they do not convert their Hit Dice to d12s, but rather, retain whatever their hit dice already were. They may continue to progress in class levels if their controllers wish them to do this, but their preferred class becomes *Seducer*. A *Necrerotiphant Lord* gains +18 to Charisma with a 16/20 split; the +16 applied to Influence, and the +20 applied to Physical Beauty.

A *Necrerotiphant Lord* retains all racial abilities that it had in life.

Special Qualities

Pheromone

The pheromone that a *Necrerotiphant Lord* may emit (Fortitude DC 45+Influence+ ½-Level/HD) causes all subjects within a 25M/Level (or HD) range to become libidinous; they will act more affectionately towards to any that they would normally find attractive. A critical failure will trigger an instantaneous sexual response, based on the personality of the character or creature failing. This may be anything from masturbation to full-blown rape of the nearest potential victim.

Influence Field

A *Necrerotiphant Lord* has an spherical ***Influence Field*** with a radius equal to (their level and/or HD) x (their Influence score modifier + any bonus to *Direct Influence* from mystical or psychic items) x1 Meters, with its focal point being the *Necrerotiphant Lord*. For example, an 8th Level *Necrerotiphant Lord* with an Influence score of 38 (+9) has a spherical Influence Field with a radius of 72M (a 144M diameter).

Influence Field Abilities

A *Necrerotiphant Lord* may use any of the following abilities within its Influence Field:

Provide Sensation: The *Necrerotiphant Lord* may permit any creature with a Reasoning score of 1 or more to have physical sensation, even if it would otherwise be impossible for the creature to feel anything. This includes any sensation, including both pleasure and pain. If the creature desires to suppress the sensation, it must pass an opposed Willpower check, or make a saving throw (Will negates DC 45+Influence+ ½-Level/HD). If it succeeds, it may ignore any sensation caused by the use of this power for one full day, or perpetuity with an activated critical success. Failing either check means they may not attempt to suppress this power again for one full day from the point that they attempted to do so and failed. A botched result means they may never attempt to suppress sensations caused by this power (used by that specific *Necrerotiphant Lord*).

Dominate Undead:

Suggest Action:

Dominate Necrerotiphant: The *Necrerotiphant Lord* may control any necrerotiphant of a lesser status (e.g. a True Necrerotiphant, Greater Necrerotiphant, Ultimate necrerotiphant, Advanced Necrerotiphant, etc.) as per the spell *Domination* at will with no saving throw.

Overlapping Influence Fields

If two or more *Necrerotiphant Lords* are in proximity, their Influence Fields may overlap. When this happens, each makes a **Direct Influence Check to determine the field that takes precedence**. Whomever makes the highest **Direct Influence Check** uses his powers freely in that overlapping area; that *Necrerotiphant Lord* may permit the others who have overlapping fields to use their powers there, or deny them. It is possible to recheck on this only after the fields cease to overlap or a period in excess of one hour.

Enhanced Pheromone

A *Necrerotiphant Lord* may emit an enhanced version of the *Necrerotiphant Pheromone* (Fortitude DC 35+Influence+ ½-Level/HD) that instantly causes all affected creatures to desire to initiate sensual or sexual activities (with the choice up to the *Necrerotiphant Lord*) with any nearby entity, including the *Necrerotiphant Lord*. There is a 5% chance per level or HD that the choice of the subject of the sexual or sensual activity also belongs to the *Necrerotiphant Lord*, rather than the affected creature. That is, a *Necrerotiphant Lord* with 8 levels has a 40% chance of both choosing the activity type and with whom the activity will take place. In this case, the affected subject of the advanced pheromone will conduct the activity to their best ability, even if they would never normally do so, and the *Necrerotiphant Lord* may require them to do things that are against their personality.

Gaze Upon Me, My Love

An *Ultimate Necrerotiphant* has a trait, similar to the *blinding beauty* of a Nymph, which the *Ultimate Necrerotiphant* may suppress or activate as a free action and maintain a suppressed or active state at its discretion. Any creature that looks upon the *Ultimate Necrerotiphant* when this ability is active must make a saving throw (Will DC 40 + Influence + ½ Level or HD) or become entranced as per the *Cause Lust* spell. Failing this causes the subject to immediately wish to become libidinous with the *Ultimate Necrerotiphant*. This effect lasts for one turn per level of HD of the *Ultimate Necrerotiphant* that caused it.

If the subject fails this saving throw, after one turn of gazing upon the *Ultimate Necrerotiphant*, or engaging it in any sexual or sensual acts, the creature must make a second saving throw (Will DC 40 + Influence + ½ Level or HD) or become affected as by the spell *Love at First Sight*. The subject will become fully entranced (in love) with the *Ultimate Necrerotiphant*, which is an effect similar to *Domination* or *Charm Monster* spells. This effect lasts for the same duration as a *Charm Monster* spell (with a minimum of one day) as outlined below, however a critical failure on this saving throw makes the effect permanent. At the end of each span of time, the creature so bewitched is given a new saving throw at the current DC for the *Ultimate Necrerotiphant* that bewitched them. A success breaks the effect (unless their original saving throw was a critical failure), and if the effect ends, the creature feels no ill-will toward the *Ultimate Necrerotiphant* that bewitched them, and may even seek them out in earnest to perpetuate or renew the bond.

Duration of Time Between Checks

Reason Score of Victim	Time Span
3 or Less	3 Months
4—6	2 Months
7—9	1 Month
10—12	3 Weeks
13—14	2 Weeks
15—16	1 Week
17—18	3 Days
19—20	2 Days
21 or More	1 Day

Sensual Song

An *Ultimate Necrerotiphant* gains one rank in Perform (Song) per level/HD upon creation, an gains a bonus rank in Perform (Song) for each level or HD they gain thereafter. They may use this ability to lure people to gaze upon them, as a *siren song*. Creatures that her the *siren song* of an *Ultimate Necrerotiphant* must make a saving throw (Will DC 35 + Influence + ½ Level or HD) or walk stupidly toward the *Ultimate Necrerotiphant* whereupon they will look at it and possibly be affected by the *Ultimate Necrerotiphant's Gaze Upon Me, My Love* ability. Any creature affected by the *siren song* receives a -10 penalty on will saving throws to resist the abilities of the *Ultimate Necrerotiphant's Gaze Upon Me, My Love* abilities.

Touch of Lust

An *Ultimate Necrerotiphant* gains a touch attack that permits it to affect any touched creature as with the *Cause Lust* spell (with no saving throw) at will, or as with the *Love t First Sight* spell (with no saving throw) once per day per +1 bonus of its Influence score modifier. To use this, the *Ultimate Necrerotiphant* must succeeds at a touch attack, or a casual touch in passing), or be permitted by another creature to touch them. Obviously, seduction often plays a part in the latter.

Fluid of Pleasure

The sacs in a *necrerotiphant* produce a fluid that feels very pleasurable, stimulating sexual response. The controller may limit the additional pleasure slightly downward if desired, to prolong activities. This fluid normally increases the Fortitude Save DC to avoid orgasm by +30, but may be reduced to as little as a +1 increase to that DC. Upon climaxing, the *necrerotiphant* will eject a great quantity of this fluid, which requires a Fortitude save for any creature that comes into contact with the extremely potent fluid (DC 60+Influence Modifier+½ Level/HD), else they will also instantly orgasm.

This fluid also replaces any vascular requirements for erectile function in any organic process that requires it. This include dilation of tissues that fill with vascular fluid; in these cases, the organic operations still function, but the fluid transmitted is this fluid, rather than blood, or whatever process is normally used for the anatomy of that creature.

Skills

An *Ultimate Necrerotiphant* is designed for sexual stimulation. They automatically gain a number of ranks in *Perform (Sexual)* and to *Sensuality* equal to their levels or Hit Dice; furthermore, they gain a +30 circumstance modifier to all *Perform (Sexual)* and *Sensuality* checks that they make. The skill ranks are a special bonus, and may exceed the normal skill rank cap of the creature. (Thus, if the subject already has maximum ranks, their ranks in these skills still increase.)

Disease and Infection

The incantation kills any normal, mundane bacteria or virus in the creature, but not magical diseases. This is a true-ongoing process, any any such bacterial or viral agents are neutralized on contact. There is a 25% chance per level (or HD) of the *Ultimate Necrerotiphant* of instantly neutralizing any supernatural or magical disease as well.

Detection, Destruction and Repair

An *Ultimate Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 19th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature.

A *necrerotiphant* can be destroyed as any normal undead, however spells that do so must bypass a SR equal to 40 + Total Hit dice (or Levels) of the *Ultimate Necrerotiphant* or 40 + the Caster level of the original spellcaster who created it, whichever is higher.

It is damaged by positive energy and many Light-based spells, as well as anything that damages objects, with the same SR applying. It can be repaired using negative energy as any other undead. Spells that enhance physical attributes that would not normally function may partially function, especially those that enhance beauty or cause physical attraction.

An *Ultimate Necrerotiphant* does not detect as undead via normal means. Anyone seeking to discover if the creature is undead must cast a spell to detect the undead of 19th degree or higher, and pass an opposed caster-level check versus the original caster of this spell on the creature. If *Detect the Living* is used on the *Ultimate Necrerotiphant*, there is a 25% chance per level or HD of the *Ultimate Necrerotiphant* that they indeed detect as being alive. The *Ultimate Necrerotiphant* may suppress either of these abilities at will as a free action.

Antimagical Fields

An *Ultimate Necrerotiphant* blurs the line between life and death. It has a physical brain, and an animation field sustained by perpetuating magic.

The mystic brain and other supernatural powers of an *Ultimate Necrerotiphant* continue to function in an antimagic field unless the creator of that field can pass a caster-level check versus the level of the person or entity that created the *Ultimate Necrerotiphant* +25. Thus, if a 15th level caster created the *Ultimate Necrerotiphant*, the minimum CLC would be 41 to suppress the *Ultimate Necrerotiphant*. In this case, the powers of the *Ultimate Necrerotiphant* are merely suppressed, however it may still function as a conscious entity. (*i.e.* Its brain will still function, but its other powers, except for SR, will be suppressed.)

In a true **null-magic area**, a *Ultimate Necrerotiphant* may function for one month per caster level of the person or entity that created it before its brain goes dormant. As soon as it re-enters a magical energy field, it will instantly resume functioning normally.

Special Advancement

A *Necrerotiphant Lord* with 20+ levels, HD or any combination of the two automatically advances to a *GreTER Necrerotiphant Lord*, gaining the creature type *Undead-Outsider-Horror*. This provides them the following additional powers:

**Create Necrerotiphant* as a spell-like ability at will. This affects any corpse, and requires no special material components or rituals.

***Mindbending Beauty:** The *Greater Necrerotiphant Lord* gains a Horror Factor equal to its Physical Beauty score. Merely gazing upon the *Greater Necrerotiphant Lord* may cause sanity damage (2d4; Horror half; Horror+5 negates). The *Greater Necrerotiphant Lord* may suppress this ability selectively or entirely as it chooses.

*+X Cha/PB/Inf

+X Dex/Agi

+X DCs

Spell Lore

Spell Availability: Unique (17); originally available only via the Ordasian Federation, a society of Hedonists, this is a more powerful version of the *Create Necrerotiphant* spell, and is never sold or traded. Some have learned it via the black market, but it is an unusual practice and requires something very valuable in exchange. Some theorize they created the spell, while others suggest they encountered and made use of this in off-world trade. A legend in the *Lotophe Fragments* makes mention of a man who sang a melody of bitter sadness at the death of his lover, returning her to an unnatural life as a being much like a *necrerotiphant*. If this is true, then the Ordasians likely learned of this magic from that source.

Material Component: The teardrop of a virgin *Necrerotiphant*. and the hair of a nymph or similar creature, as well as a drop of blood from a virgin and the scale a siren, plus any part of a chimera (or any part of a shapeshifting or multiform creature), all encapsulated in a pure and clear (perfect) red diamond of at least 20CTW. The *Ultimate Necrerotiphant* must also have been engaged in a sexual act during death.

Resist The Light

Essence 7 (25 MEA), Dark Undead Chain 6 (15 MEA), Protection Chain 7 (25 MEA)
Channeling Sphere: Darkness (7; 25 MEA), Necromantic (6; 15 MEA), Protection (7; 25 MEA),
Song (8; 35 MEA)

Casting Time: 6 Segments

Duration: Permanent

Target: One Undead Entity

Spell Resistance; Yes

Saving Throw: Yes; Wn (Harmless)

Upon intoning this invocation, you infuse one undead creature with the ability to resist positive-energy, and light-based spells. The creature gains **SR** equal to $15 + (\frac{1}{2} \text{ its level and hit dice}) + \text{Influence Modifier}$. This applies only to spells and effects based on light and positive energy. This also conveys SR versus *turning* and *channeling*, and provides a *special resistance* versus any attempt to gain control over it. Furthermore, should any being bypass the resistance granted in an attempt to control it, they must make additional *Willpower checks* against the present controller of the creature, or the creature itself, every round in order to maintain control.

Specific Details

Spell Resistance

The creature gains Spell Resistance using the following formula ($15 + \text{Influence} + \frac{1}{2} \text{-Level/HD}$) that is only active for spells based on positive energy, or any Light-energy type effects. Any spell, whether targeted, or an area effect that allows for SR must check against this protection. Furthermore, any attempt to turn or rebuke the creature, and any divine effect designed to target undead, such as positive-energy channeling must also check against this SR.

This affects spell-like abilities, supernatural abilities and psionic powers as well; psionic powers have greater penetration, and the DC is lessened by 5.

Uncontrollable

Creatures protected by this invocation are protected from foreign control. Any attempt to gain control over them incurs an instantaneous *Willpower check*; further, should the initial check be made, a new one must be made every round in order to maintain control. If a person makes and activates a critical success on this *Willpower check*, they need not check again for 24-hours. Should they botch, however, the GM (or controlling player) may spend one action die to reverse the control, as per the spell Dominate Person, limited, with a total duration of one round per caster level, based on the caster level of the controller of the undead creature.

Psionic control is easier, and the psychic gains a +5 circumstance bonus on *Willpower checks* against the creature and controller.

When making a *Willpower check*, use either the creature or the controller; whoever has the better chance makes a single check. Determine the best base by calculating the levels/HD and Influence score of each, and then determine which entity (the creature or its controller) has the greater force of willpower, and then roll 1d20 and total the opposed check.

Special

In an *unhallowed* area, or similar field of negative-energy, this spell is bolstered. The creature gains +5 to its SR and +5 on all *Willpower checks*.

Spell Lore

Spell Availability: Uncommon (5); Originally made by Seldarak of Marthrok in order to protect his sons, who has been turned into undead by a tragic accident, and who were hunted by Warriors of Light. The spell is more common in communities where necromancy is commonplace, and was adapted by Vitimo, Lord of The City of the Dead, and is used on all his subjects.

Transparency

Essence 5 (10 MEA), Alterations Chain 4 (8 MEA), ? Chain 5 (10 MEA)

Channeling Sphere: Alteration (5; 10 MEA), ? (6; 15 MEA), Artifice (4; 8 MEA), Song (6; 15 MEA)

Casting Time: 1 Segments

Duration: Permanent

Target: One Object or Mass of Objects in an Area

Spell Resistance; Yes

Saving Throw: Yes; FnO (Harmless)

Upon intoning this invocation, you alter one single object (with no size, mass or volume limitation; however it must be contiguous and attached, so a planet or a space station does not qualify, but a statue does), or an area of objects with a volume equal to $1M^3$ per caster level (with no weight or mass limitations) so that it can be set to any desired level of transparency.

Any object so enchanted will be initially set to a specified level of transparency from 0% to 100%. Anyone holding or wearing such an object, assuming it is small enough to hold or wear may thereafter adjust the level of transparency at will as a free action from the same range of 0% to 100%. Note that a 100% transparent object is essentially invisible, and a 0% transparency is as the object would be normally. Using this spell it is possible to make transparent metal, which is useful on space vessel designs, or transparent clothing or jewelry for aesthetic purposes.

It is not possible to use this on any sort of creature, whether alive or not, although it can be used on a normal (but not undead) corpse.

Specific Details

Transparency

Any object enchanted by this spell can be set initially to any level of desired transparency from 0% to 100%. If the object is small enough or proper to be held, handled or worn, it can be adjusted thereafter by anyone wearing or holding it. If it is too large, the level can be adjusted at will as a free action only by the original caster of this spell, or with a re-casting of the spell by anyone else. Other (lesser) spells may exist to simply adjust the level, and it is possible to make a mystic item as a transparency controller to give to someone to adjust the level of transparency of any object so enchanted.

It is possible to cast this spell in repetition to make multiple areas of a noncontiguous object transparent: These spell areas overlap. Thus, if one wished to make a space station transparent, they could cast this spell repeatedly to cover the volume of the entire station, or metaconcert to have a high-enough caster-level to cover the volume on the initial casting.

If done the former, overlapping *transparency* spells merge, so any adjustment affects all areas touching, not just one of them. It is possible to overlap areas for this purpose, and then to select single objects to have *transparent* that are separate from the main structure, so that a space station is transparent at 25%, but its windows can be set to be 100% transparent. Each single

object that is so set to have its own level of transparency, apart from the main structure requires a separate casting of this spell.

Therefore, it is also possible to have a multi-function mystic controller, with multiple, different setting functions, so that you could make windows and doors opaque or transparent and the structure opaque or transparent as desired.

Spell Lore

Spell Availability: Uncommon (5); This spell was conceived by Vardus, who originally used it to make buildings and space vessels (or parts of them) transparent. He later started using it for practical jokes on comrades, who would come home to invisible tables with objects laid out on them, seemingly suspended in mid-air, and half-there cabinets and tools. Much later he shared it with friends who used it for clothing and apparel that met the legal requirements for being clothed, but allowed people to be seemingly naked in public. Vardus also made a spell to provide illusory clothing when needed, which points to some potential mis-use of this spell at times against him; some people didn't apparently take to his class of humour.

Spells from 10th Degree to 20th Degree:

These spells were originally designed as *Epic Spells* in the d20 system, but are usable as **Zoria** spells as well. All of these need to be modified and converted to the Zoria system as follows: the DCs for these spells are not nearly so high! They work as normal spells, and each needs a spell circle assignment.

The MEA cost of these spells starts at 50MEA and can go as high as required. For example, *Aspect of the Gods* would be 1,500 MEA plus 20d6 MEA drain if made permanent. Some of these spells are clearly underpowered, and would fall into lesser degrees in this system; *Flame Aura* for example, is probably a 3rd degree spell in reality, and not a 10th degree spell. Examine the level of power up to the point of altering the entire Universe (the power of *True Wish* and *Revise Reality*), which are both 20th degree spells, and to the lowest cantrip, and compare the spell in question to other spells and place its power level as you see fit, until the actual degree and cost is decided. .

Aspect of the Gods

Transmutation

Level 15

MEA Cost: 1,500

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature Touched

Duration: 120 hours (5 days)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell raises all stats except Fea (Str, Dex, Con, Mobility, Int, Wis and Cha) by 20 points each for a duration of 5 days. Because the caster has the ability to sleep and perceive the way this effects him over a duration of time this also means that the ability increases effect bonus spells per day, bonus MEA, and bonus PPE. The target also gains a +10 bonus to comeliness as a side effect of the spell's transformation.

You can make this effect permanent by expending 20d6 permanent MEA drain.

Verbal components:

Vau-nai Imos

Visual effect:

The caster glows with multi-chromatic light with silver cascading stars as the target glows with a radiant orange light which emits from every orifice. The target grows in stature by 6 inches and becomes more .

Accused

Enchantment (Compulsion)/Transmutation

Level: Essence 9

Components: V, S, M

Casting Time: 4-Segments

Range: Close 5M/level

Target: One Living Creature

Duration: Permanent

Saving Throw: See text

Spell Resistance: Yes

Accused places a permanent hold on a living creature. That creature may be ordered to perform a specific task, or may be required to never take a specific action. The original intent of *Accused* is to prevent a particular foe or ally from taking a treasonous action against the caster.

As a primary function of the spell, *Accused* causes a compulsion over the target. Commands such as the following can be given:

- Kill Valendil, the Red Mage
- You must always remain faithful to the Order of Vahenna
- You must go forth and return with the Staff of Ages

Compulsions never have a time limit or a time period: All compulsions of *Accused* have a time limit of indefinite/permanent) You can not send someone forth to retrieve an object of great power within a week, or a year, but you can set them forth to retrieve it.

The secondary effect comes into play if the command set forth is willfully disobeyed:

If the target of *Accused* refuses to obey the actions set forth by the caster, the *Accused* spell causes them to forever turn into a small demeaning animal (such as a toad, a worm, a bat, etc.).

Casting *Accused* is a strange matter, for *Accused* is a spell that is bound not only into the target, but also the caster. The caster places the accused spell into his/her fingernail, which becomes a separate substance (it is transmuted) and comes off leeching its way into the hand of the target. The target makes a Fortitude Save and a Will Save immediately as the spell is cast. If the Will save is made, but not the fortitude, the spell goes into effect but is limited (see below). If the target fails the saves the *Accused* fingernail becomes forever part of the target and as long as the demands placed by the *Accused* spell are followed it remains **sapphire blue** in colour. If the demands are not followed the *Accused* nail begins to change colour, first to **indigo**, then to **violet**, then to **red**, and finally begins to bleed. (Each step takes one day.) When the nail finally turns to blood the transmutation trigger comes into effect, taking one hour to finalize as the targets body painfully (as *Baleful Polymorph*) dissolves leaving behind the animal specified at the time of casting. (Default is a green toad.) If the target resumes the manner of acting that the *Accused* dictated, the colour change halts, but does not reverse.

Limited Effect: If the subject fails the Fortitude Save but not the Will Save, the transmutation effect then becomes a simple transmutation (As *Polymorph*) and is subject to the duration and limitations of the *Polymorph* spell.

If the target succeeds on both the Fortitude and Will saves he/she instead takes 3d6 points of damage.

Accused can only be reversed by a *Wish*, a *Miracle*, an *Erasure* spell, an *Remove Ancient Curse* (all of which require an opposed caster level check vs. the level of the caster of *Accused* to function) or by the willing sacrifice of a loved one who bathes the *Accused* nail in blood from their heart as they die (which requires no save).

Material component: A blue diamond worth at least 5000 GP, and a piece of bat wing.

Burst of Aravus

Abjuration

Spellcraft DC: 204

Components: None. Mental Action.

Casting Time: 1 minute.

Range: Touch

Target: 100 ft radius sphere centered on area touched.

Duration: 20 hours

Saving Throw: None, Fortitude negates, Reflex half, and Fortitude Partial.

Spell Resistance: Yes

To Develop: 1,836,000gp; 37 days; 73,440 XP; Seed *ward* (DC 14) (increase range by 1000%, +40 DC) (add extra creature type (x2), *slay* (DC 25) change from target to area (+10 DC) (increase area by 500% +20 DC), *transform* (DC 21) affect incorporeal creatures (+10 DC), change from target to area (+10 DC) (increase area by 500% +20 DC), *energy* (fire) (DC 19) (increase area by 500% +20 DC). Factors: No somatic or verbal components (DC +4). Mitigating factors: 30d6 backlash (DC -30). Burn 3000 XP (-30 DC).

A sphere of bursting energies emits at a radius of 100 feet from the area, creature or object touched. This radiation spells ruin for anyone who can attempt to enter it; though it tries to prevent anyone from doing so. The major effect this spell creates is a wall of pure magical force that blocks humanoids and outsiders from entering the area of the spell (no save). This doesn't however protect creatures from coming into contact with the swirling energies bound into the ward its self. Any creature that attempts to touch the sphere of force is immediately subjected to fire damage, instant death, and finally (if they should survive), transformation into a creature of the caster's choice (see below) (even ethereal creatures can be transformed by this effect).

The first effect to come into play is the fire damage, which is a Reflex-half save DC of 20 plus relevant casting ability modifier. If they fail to save, they take 2d6 points of fire damage per round.

Secondly, they are subject to instant death. This effects creatures with up to 80 HD and has a save DC of 20 + relevant ability modifier. On a failed save the creature dies instantly. Upon a successful save the creature takes 3d6+20 points of damage, which may be enough to kill the creature anyway. Creatures with more than 80HD are unaffected by this portion of the spell.

Finally, if a creature is fortunate enough to survive the first two effects of the spell, the spell attacks their bodies attempting to transform them into a creature of the caster's choice (Upon casting the spell the caster may select a creature from Diminutive size to one size category larger than the creature is normally.). The save for this is a fortitude save of DC 20 + relevant ability modifier.

Creatures that make all saves and take appropriate damage still cannot pass the wall.

Even creature types that can enter into the wall (such as aberrations and magical beasts) are still effected by the remainder of the effects of the spell.

Visual effect:

As the casting is begun yellow light begins to swirl from the caster as his eyes light red and orange. The red and orange light stream forth into the yellow energy forming a wall as the caster's eyes turn violet and black, with the violet and black energy streaming forth finally completing the spell, which appears as a sphere of yellow, red, orange, violet and black swirls.

Mori Ultima

Necromancy [Death]

Spellcraft DC: 201

Components: None

Casting Time: 1 quickened action

Range: 300ft

Target: One Living Creature

Duration: Instantaneous

Saving Throw: Fortitude Partial

Spell Resistance: Yes

To Develop: 1,809,000 gp; 37 days; 72,360 XP; Seed: *slay* (DC25). Factor: increase to 320 HD (+24 DC), quickened (+28 DC), no verbal or somatic components (+4 DC), +60 to DC of subject's saving throw (+120 DC).

With a single thought you spell death for a creature of 320 Hit Dice or less. With neither gesture nor sound you will a single target creature to die. The subject is entitled to a fortitude save (DC 80 + relevant ability modifier) to have a chance of surviving the attack. If successful the target instead takes 3d6+20 points of damage.

Visual effect:

Swirls of black and violet energy form around the caster, as black, violet and grey light emit from his eyes striking the target dead.

Eradication

Necromancy [Death]

Spellcraft DC: 194

Components: Black Sapphire, Diamond or Talysium Sphere with *Spirit Ward* cast on it.

Casting Time: 1 quickened action

Range: 300ft

Target: One Living Creature

Duration: Instantaneous

Saving Throw: Fortitude Partial, Will negates

Spell Resistance: Yes

To Develop: 1,746,000gp; 35 days; 69,840 XP; Seed: *slay* (DC25), *transport* (DC 27). Factor: unwilling target (+4 DC), quickened (+28 DC), no verbal or somatic components (+4 DC), +50 to DC of subject's saving throws (+200 DC), change touch to target (+4 DC). Mitigating factors: Burn 10,000 XP (-100 DC)

With a single thought you spell death for a creature of 80 Hit Dice or less. With neither gesture nor sound you will a single target creature to die. The subject is entitled to a fortitude save (DC 70 + relevant ability modifier) to have a chance of surviving the attack. If successful the target instead takes 3d6+20 points of damage. If the target dies their soul is transported into a small black orb of sapphire, diamond or talysium that must be worth at least 1000gp per HD of the

creature killed. The orb must have spirit ward cast on it prior to the casting of this spell for the soul to be trapped therein. The soul is given a will save (DC 70 plus relevant ability modifier) to avoid being captured.

Visual effect:

None. The creature's soul winks out of existence into the black orb.

Spirit Ward

Abjuration

Spellcraft DC: 170

Components: Black Sapphire, Diamond or Talysium Sphere.

Casting Time: 1 minute

Range: Touch

Target: One Black Crystal Orb

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

To Develop: 1,530,000gp; 31 days; 61,200 XP; Seed: *ward* (DC14. Factor: ward against spirits (+20 DC), Permanent (x5 DC).

You create an invisible field around a black sphere of crystal (sapphire, diamond or talysium) that wards against spirits touching the surface of the orb. This also functions to trap spirits inside the orb through the use of other spells or spell-like effects.

Visual effect:

None.

Q

Conjuration [Teleportation]

Spellcraft DC: 165

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature or Object Touched

Duration: Permanent (D)

Saving Throw: Willing Only

Spell Resistance: Yes

To Develop: 1,485,000gp; 30 days; 59,400 XP; Seed *transport* (DC 27). Factors: Allow interplanar travel (+4 DC), Dismissible (+2 DC), Permanent (x5 DC).

You create a 5' radius disc of force under a touched target creature or on top of a touched object which functions as a transportation device. The disk of force can move to any point on the plane

it is on or to any point on another plane and continue to do so until the person steps off of the disc at which point it vanishes leaving behind only a faint red glow for 20 hours. The disc can have a pattern or design in light on it in any design and colour pattern you wish (though you must succeed at an appropriate craft check to create the pattern). If you designate a design, the design glows red when the disc's use is expended instead of the entire disc. If you do not specify a pattern the entire disc glows with a faint white light.

Visual effect:

As you cast a spiral of light forms in mid air, forming the base and pattern of the disc to be made, which is moved by you (with a touch) to the area desired.

Seed *transport* (DC 27). Factors: Interplanar travel (+4 DC), Dismissible (+2 DC), Permanent (x5 DC).

Assisted Suicide

Enchantment (Compulsion) [Mind-Effecting]

Spellcraft DC: 193

Components: None. Pure Mental Action

Casting Time: 1 minute

Range: 75 feet

Target: One Living Creature

Duration: 20 hours or until completed

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 1,737,000gp; 35 days; 69,480 XP; Seed *compel* (19). Factors: Allow

Unreasonable Requests (+10 DC), 1 action casting time (+20 DC), No verbal or somatic components (+4 DC), +50 to Saving Throw (+100 DC), +20 to overcome SR (+40 DC).

You compel a creature to commit an act for you as you desire (usually suicide). This act may be as unreasonable as you desire it to be. The creature received a Will save DC 70 plus relevant ability modifier. On a successful save the creature does nothing and retains all of its normal actions.

Visual effect:

A deep indigo and green ghostly image of you appears over the target of the spell, smiling with a wicked grin and entering into the creature ad a burst of deep indigo and green energy surges around the creature's head and eyes.

Temporal Hop

Conjuration (Teleportation) (Creation) [Time]

Spellcraft DC: 205

Components: V, S

Casting Time: 1 quickened action

Range: Caster and all creatures within 20' radius

Target: One Living Creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

To Develop: 1,845,000gp; 37 days; 73,800 XP; Seed *conjur* (21), *transport* x2 (DC 52), *time* (DC 100). quickened casting time (+28 DC), alter medium to temporal field (+4 DC).

You create a sphere around you and other travelers that allows travel through both space and time. You may travel both to the past and future, though doing so is very stressful on the souls of travelers requiring a Feä save (DC 40).

Verbal components:

Aldoze nos'qu

Visual effect:

The casters eyes blaze in a fire of every colour of the spectrum spreading out as a glow from the caster forming a sphere of quintessence with a radius of 20 ft. Upon completion the sphere becomes solid and tangible and cannot be broken by any means as those inside watch the rest of the world fall away behind them in a swirl of blue and golden light. The process is repeated in reverse as the world comes back and the destination looms closer when finally the sphere pops into motes of quintessence that sparkle and emit a tinkling sound like shards of crystal as they fall to the ground and evaporate.

Truevision

Divination

Spellcraft DC: 59

Components: V, S

Casting Time: 1 action cast

Range: 360 ft

Target: One Creature Touched

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

To Develop: 531,000; 11 days; 21,240 XP; Seed *reveal* (19). Factors: one action casting time (+20 DC), increase duration by 500% (+10 DC)

This spell allows a creature to see things as they truly are and pierce illusions for a duration of one hour.

Verbal components:

Halvo naaneh

Visual effect:

A faint green light flows from the caster's hand and enters the target creature as the target's eyes glow with a faint green and silver light that lasts through the duration of the spell. The light in the targets eyes dims to an almost unnoticeable silvery green glow when suppressed.

Greater Truevision

Divination

Spellcraft DC: 195

Components: V, S

Casting Time: 1 action cast

Range: 360 ft

Target: One Creature Touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To Develop: 1,755,000gp; 36 days; 70,200 XP; Seed *reveal* (19). Factors: one action casting time (+20 DC), permanent (x5 DC)

This spell allows a creature to see things as they truly are and pierce illusions. The effect is permanent and can be suppressed at will.

Verbal components:

Halsu kumovo nan

Visual effect:

The caster emits a faint green light as the subject's eyes glow with brilliant green light and silver and green motes swirl and cascade around the subject. The subject is temporarily blinded for a duration of one minute as the spell modifies their eyes to see the formerly unseeable. Afterward, the subject's eyes glow faintly with a silvery green light that dims to an almost unnoticeable glow when suppressed.

Perfect Invisibility

Illusion (Glammer)

Spellcraft DC: 59

Components: V, S

Casting Time: 1 action cast

Range: Personal or Touch

Target: One Creature or Object Touched

Duration: 20 hours

Saving Throw: None or WnH(O)

Spell Resistance: No or Yes (harmless, object)

To Develop: 531,000; 11 days; 21,240 XP; Seed *conceal* (DC 21), one action casting time (+20 DC), allow subject to suppress effect (+4 DC ad-hoc), subject is invisible regardless of actions (+4 DC), increase duration by 500% (+10DC)

This spell conceals a creature or an object from sight, even from darkvision and infravision. The effect can be suppressed by the target creature (or caster if cast on an object).

Verbal components:

Navue ba'halo

Visual effect:

Teal cascading stars flow around the target as it fades from sight.

Permanent Invisibility

Illusion (Glammer)

Spellcraft DC: 145

Components: V, S

Casting Time: 1 minute

Range: Personal or Touch

Target: One Creature or Object Touched

Duration: Permanent

Saving Throw: None or WnH(O)

Spell Resistance: No or Yes (harmless, object)

To Develop: 1,305,000gp; 27 days; 52,200 XP; Seed *conceal* (DC 21), allow subject to suppress effect (+4 DC ad-hoc), subject is invisible regardless of actions (+4 DC), permanent duration (x5 DC).

This spell conceals a creature or an object from sight, even from darkvision and infravision. The effect can be suppressed by the target creature (or caster if on an object).

Verbal components:

Navue ba'halo nan

Visual effect:

Bright teal cascading stars and flow around the target as a teal radiance emits from both target and caster until the spell is complete and the target fades from sight.

Deification

Transmutation

Spellcraft DC: 220

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature Touched

Duration: 120 hours (5 days)

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 1,980,000gp; 40 days; 79,200 XP; Seed *fortify* x5 (DC 115), increase bonus by 19 [x5] (+95 DC) increase duration by 500% (+10 DC)

This spell raises all stats (Str, Dex, Con, Int, Wis and Cha) by 20 points for a duration of 5 days. Because the caster has the ability to sleep and perceive the way this effects him over a duration of time this also means that the ability increases effect bonus spells per day, bonus spell slots, and bonus power points. The target also gains a +10 bonus to comeliness as a side effect of the spell's transformation.

Verbal components:

Vau-nai Imos

Visual effect:

The caster glows with multichromatic light with silver cascading stars as the target glows with a radiant orange light which emits from every orifice. The target grows in stature by 6 inches and becomes more attractive.

Greater Deification

Transmutation

Spellcraft DC: 320

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature Touched

Duration: 120 hours (5 days)

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 2,880,000gp; 358 days; 115,200 XP; Seed *fortify* x5 (DC 85), increase bonus by 39 [x5] (+195 DC) increase duration by 500% (+10 DC)

This spell raises all stats (Str, Dex, Con, Int, Wis and Cha) by 40 points for a duration of 5 days. Because the caster has the ability to sleep and perceive the way this effects him over a duration of time this also means that the ability increases effect bonus spells per day, bonus spell slots, and bonus power points. The target also gains a +20 bonus to comeliness as a side effect of the spell's transformation.

Verbal components:

Vau-nai Imos'maaze

Visual effect:

The caster glows with brilliant multichromatic light with silver and orange cascading stars as the target glows with a blinding orange light which emits from every orifice. The target grows in stature by 12 inches and becomes much more attractive.

True Deification

Transmutation

Spellcraft DC: 420

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature Touched

Duration: 120 hours (5 days)

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 3,780,000; 76 days; 151,200 XP; Seed *fortify* x5 (DC 115), increase bonus by 59 [x5] (+295 DC) increase duration by 500% (+10 DC)

This spell raises all stats (Str, Dex, Con, Int, Wis and Cha) by 60 points for a duration of 5 days. Because the caster has the ability to sleep and perceive the way this effects him over a duration of time this also means that the ability increases effect bonus spells per day, bonus spell slots, and bonus power points. The target also gains a +30 bonus to comeliness as a side effect of the spell's transformation.

Verbal components:

Vau-nai Imos'zano

Visual effect:

The caster glows with blinding multi-chromatic light with stars of every colour cascading over him as the target glows with a blinding orange and multi-chromatic light which emits from every orifice. The target grows in stature 24 inches and becomes impossibly attractive

A Deity Become

Transmutation

Spellcraft DC: 2,100

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature Touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 18,900,000gp; 379 days; 756,000 XP; Seed *fortify* x5 (DC 115), increase bonus by 59 [x5] (+295 DC), permanent duration (x5 DC)

This spell permanently raises all stats of a single creature (Str, Dex, Con, Int, Wis and Cha) by 60 points. Because the caster has the ability to sleep and perceive the way this effects him over a duration of time this also means that the ability increases effect bonus spells per day, bonus spell slots, and bonus power points. The target also gains a +40 bonus to comeliness as a side effect of the spell's transformation.

Verbal components:

Vau-nai Imos'zano naan

Visual effect:

The caster glows with blinding multi-chromatic light that bursts out a radius of 100 miles with stars of every colour cascading over him and the target at a radius of 10 miles as the target glows with a blinding orange and multi-chromatic light which emits from every orifice as bright as a small star. The target grows in stature 36 inches and becomes ungodly attractive

Day of Insight

Conjuration (Creation) [Force]

Spellcraft DC: 38

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes

To Develop: 342,000gp; 7 days; 13,680 XP; Seed: *armour* (DC14. Factor: +2 insight bonus (+20 DC), additional +2 armour bonus (+4 DC)

You generate a field of force around a subject granting them a +6 armour bonus to their AC. In addition, the creature gains a +2 insight bonus to their AC.

Verbal component:

Krela halna

Visual effect:

A aura of deep blue light with silver sparkles forms around the target as the spell takes effect. The aura slowly fades over a period of five minutes.

Deep Depression

Enchantment (Compulsion) [Mind-Effecting]

Spellcraft DC: 34

Components: V, S

Casting Time: 1 action

Range: 300 ft

Target: One living creature

Duration: 20 minutes

Saving Throw: Wn

Spell Resistance: Yes

To Develop: 306,000gp; 7 days; 12,240 XP; Seed: *afflict* (DC14. Factor: additional –10 penalty (+20 DC))

You fill a subject's mind with thoughts of self hate and sorrow, giving them a –12 penalty on all attack rolls, checks, and saving throws.

Verbal component:

Laban se'kyr

Visual effect:

The target's eyes turn dark indigo for a moment as the spell comes into effect.

Flame Aura

Evocation [Fire]

Spellcraft DC: 35

Components: V, S

Casting Time: 1 action

Range: Touched

Target: One living creature

Duration: 20 hours (D)

Saving Throw: Wn

Spell Resistance: Yes

To Develop: 315,000gp; 7 days; 12,600 XP; Seed: *afflict* (DC14. Factor: additional –10 penalty (+20 DC))

You create an aura (10 ft radius) of fire around a target creature that emanates from that creature. The aura deals 10d6 points of fire damage per round to any unprotected creature that comes into contact with the aura for the duration of the spell. The aura is dismissible.

Warning! *If you don't have fire protection of some kind when you cast this on a target other than yourself, you will take fire damage until you can escape the radius of the aura!*

Verbal component:

Krella saleao

Visual effect:

Red light springs forth over the target glowing with even brighter red sparkles that slowly forms a 10ft radius aura of red illumination with motes of red energy around the target creature.

Ice Aura

Evocation [Cold]

Spellcraft DC: 35

Components: V, S

Casting Time: 1 action

Range: Touched

Target: One living creature

Duration: 20 hours (D)

Saving Throw: Wn

Spell Resistance: Yes

To Develop: 315,000gp; 7 days; 12,600 XP; Seed: *afflict* (DC14. Factor: additional –10 penalty (+20 DC))

You create an aura (10 ft radius) of freezing cold around a target creature that emanates from that creature. The aura deals 10d6 points of cold damage per round to any unprotected creature that comes into contact with the aura for the duration of the spell. The aura is dismissible.

***Warning!** If you don't have cold protection of some kind when you cast this on a target other than yourself, you will take cold damage until you can escape the radius of the aura!*

Verbal component:

Krella Qev

Visual effect:

Red light springs forth over the target glowing with bright blue sparkles that slowly forms a 10ft radius aura of light violet illumination with motes of blue energy around the target creature.

Electric Aura

Evocation [Electricity]

Spellcraft DC: 35

Components: V, S

Casting Time: 1 action

Range: Touched

Target: One living creature

Duration: 20 hours (D)

Saving Throw: Wn

Spell Resistance: Yes

To Develop: 315,000gp; 7 days; 12,600 XP; Seed: *afflict* (DC14. Factor: additional –10 penalty (+20 DC))

You create an aura (10 ft radius) of dancing electricity around a target creature that emanates from that creature. The aura deals 10d6 points of electricity damage per round to any unprotected creature that comes into contact with the aura for the duration of the spell. The aura is dismissible.

Warning! *If you don't have electricity protection of some kind when you cast this on a target other than yourself, you will take electricity damage until you can escape the radius of the aura!*

Verbal component:

Krella t'zef

Visual effect:

Red light springs forth over the target glowing with bright yellow sparkles that slowly forms a 10ft radius aura of pale orange illumination with arcs of electricity in white and yellow around the target creature.

Acidic Aura

Evocation [Acid]

Spellcraft DC: 35

Components: V, S

Casting Time: 1 action

Range: Touched

Target: One living creature

Duration: 20 hours (D)

Saving Throw: Wn

Spell Resistance: Yes

To Develop: 315,000gp; 7 days; 12,600 XP; Seed: *afflict* (DC14. Factor: additional –10 penalty (+20 DC))

You create an aura (10 ft radius) of acidic gas around a target creature that emanates from that creature. The aura deals 10d6 points of acid damage per round to any unprotected creature that comes into contact with the aura for the duration of the spell. The aura is dismissible.

Warning! *If you don't have acid protection of some kind when you cast this on a target other than yourself, you will take acid damage until you can escape the radius of the aura!*

Verbal component:

Krella myzzo

Visual effect:

Red light springs forth over the target glowing with dull green motes that slowly forms a 10ft radius aura of pale brown illumination with motes of dull green around the target creature.

Sonic Aura

Evocation [Acid]

Spellcraft DC: 35

Components: V, S

Casting Time: 1 action

Range: Touched

Target: One living creature

Duration: 20 hours (D)

Saving Throw: Wn

Spell Resistance: Yes

To Develop: 315,000gp; 7 days; 12,600 XP; Seed: *afflict* (DC14. Factor: additional –10 penalty (+20 DC))

You create an aura (10 ft radius) of wavering sonic rays around a target creature that emanates from that creature. The aura deals 10d6 points of sonic damage per round to any unprotected creature that comes into contact with the aura for the duration of the spell. The aura is dismissible.

Warning! *If you don't have sonic protection of some kind when you cast this on a target other than yourself, you will take sonic damage until you can escape the radius of the aura!*

Verbal component:

Krella de'in

Visual effect:

Red light springs forth over the target glowing with purple sparkles that slowly forms a 10ft radius aura of wavering indigo illumination that distorts the area around it slightly.

Temporary Raiment

Illusion (Figment)

Spellcraft DC: 24

Components: V, S

Casting Time: 1 minute

Range: 12,000ft

Target: One living creature

Duration: 20 hours

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

To Develop: 216,000gp; 5 days; 8,640 XP; Seed: *delude* (DC14); Factor: add tactile figment (+2 DC), allow figment to attach to creature (+4 DC ad-hoc), allow figment to move with creature as normal raiment (+4 ad-hoc DC).

This spell garbs a creature with an illusionary raiment that appears to be real when touched (it feels like the normal material). The illusionary garment can appear as the caster wishes within his ability to imagine it (creation requires an Int check). *Note: This was often used for sexual purposes,*

Verbal component:

Sepo'teek po'vash

Visual effect:

Pale teal light forms around the caster and springs forth in arc to the target creature weaving around them forming the raiment over the creature through the duration of the casting.

SCO

Transmutation

Spellcraft DC: 46

Components: V, S

Casting Time: 1 minute

Range: 300ft

Target: One creature

Duration: Permanant

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 414,000gp; 9 days; 16,560 XP; Seed: *transform* (DC21); Factor: allow caster to change appearance and gender (+25 DC)

This spell transforms a single creature from male to female or from female to male as the caster wishes. The caster defines the overall appearance of changed creature within the comeliness limitation of the creature to be changed (The appearance of the creature may be less, but cannot be more attractive than the original creature was.)

Verbal component:

Vau-nai to'lau

Visual effect:

Orange light streams over the creature to be changed, with even brighter orange light pouring into their brain and genitals.

Party On Dudes!

Conjuration (Creation)

Spellcraft DC: 66

Components: V, S

Casting Time: 1 minute

Range: 300ft

Target: A 600 square foot area

Duration: 20 hours

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

To Develop: 594,000gp; 18 days; 35,640 XP; Seed: *delude* (DC14), *energy* (DC 19), *conjure* (DC 21); Factor: add auditory music to illusionary band (+2 DC), make complex music that you have control over (+4 DC), create light instead of normal energy (+2 DC ad-hoc), make balloons at distance of 50 ft (+4 ad-hoc), dismissible (+2 DC).

You create a party of light and music in a 600 square foot, 30 foot high area that creates an illusionary band that plays music that you know (you must succeed at a perform check with a +4 bonus to your perform skill to see how good the music will sound) and light in different colours streaming down from a point up to 300 feet high in colours and patterns as you designate that repeat in a pattern you designate for 20 hours. 12 hours into the party 50 balloons in colours designated by the caster spring into existence release and drop from 50 feet up.

Verbal component:

To-ga, to-ga!

Visual effect:

As if the light and music weren't enough already, the party starts with a one minute long casting that sends streamers of every colour of the rainbow through the area to be effected.

Party Animal

Conjuration (Creation)

Spellcraft DC: 51

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 20 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 459,000gp; 10 days; 18,360 XP; Seed: *fortify* x2 (DC23),; Factor: +9 to fortitude, +19 to charisma (+28 DC).

This spell grants you an increase to both fortitude and charisma for 20 hours. It's intent is to make you more appealing during a party and more resistant to intoxication. You gain a bonus to Fortitude of +10 and a bonus to your charisma of +20. This also confers a +5 to comeliness in the process.

Verbal component:

Va, va, voom!

Visual effect:

A soft multichromatic light wells over the target making him more resistant and more attractive all around.

Chapter XI

Psychic Powers and Manifestations

Psionics

10.1.2.1

Saving against Psionic Powers

Unlike spells, saving throws for Psionic powers are not static. Whereas a spell always has a saving throw of $10 + \text{Spell Degree} + \text{Key Ability} + \frac{1}{2} \text{Caster Level}$, a Psionic power has a variable saving throw.

When a psionic character manifests a power that allows a saving throw, the DC is determined by a *manifestation roll* as follows:

$1d20 + \text{Power Degree} + \text{Relevant Ability Modifier} + \frac{1}{2} \text{Manifester Level (rounded down)}$

Thus, psionic powers gain a DC much more like a form of attack than a spell.

Creatures with Psionic Abilities (such as some Mind Flayers) use $\frac{1}{2}$ of their hit dice to determine manifester level.

For example, Ulo, a 5th level Psionicist is manifests *Mind Thrust*, a 1st Degree power of the Telepathy discipline. To set the DC for his opponent's Will Save, he rolls a D20.

Ulo rolls a 13, this making the DC 18:

$13 \text{ (roll)} + 1 \text{ (Power Degree)} + 2 \text{ (Influence 14)} + 2 \text{ (Level } 5/2=2.5, \text{ rounded down to 2)} = 18$

If Ulo rolled a 3 instead of a 13, the DC would be 8!

Some powers may be *augmented*, further increasing their DC. This increase acts as a bonus to the psionicist's manifestation roll:

In the case of *Mind Thrust*, Ulo could also augment the power by up to 5 PPE. For each PPE he adds, the power deals an additional die of damage, and for each two additional dice of damage the power gains a +1 bonus to its DC. Thus, if Ulo manifested the power at its maximum potential, spending all 5 extra PPE it would deal 6d10 damage with a +2 bonus to the DC.

Therefore, in the case of manifesting this power at its maximum potential, the DC would raise by 2 points, making Ulo's roll of 13 set the DC to 20.

$13 \text{ (roll)} + 1 \text{ (power degree)} + 2 \text{ (Influence 14)} + 2 \text{ (level } 5/2=2.5 \text{ rounded down to 2)} + 2 \text{ (augmentation)} = 20$.

Powers that do not require a save are resolved in other methods as noted in the power description.

Psychic Powers, Disciplines and Abilities + Psychic Combat [v0.9]

Forward: Thoughts from a Psychic

Here, I recount my first briefing on Psychic abilities by Professor Tobardum Smith, during his lecture *Acadame Mentalis*, at my local University, teaching about how to develop mental awareness in the ‘mentally gifted’.. I was a curious lad, and I had of late taken to seeing things through a sort of haze, where colours would look more vivid, and I could almost feel the life-energies of the daisies and deep red starflowers in my garden.

I read about him, and saw his interview in the HoloView news on frequency 27X14. That was a long time ago, and of course, you may wonder how I recount the details so vividly. Well now, let me first go on about his lecture, and then we can discuss the details... This is what he said:

‘People often consider (and therefore link) Psychic abilities with supernatural, occult or evil ‘magic’, but rest assured, they are nothing of the sort. Psychic abilities—as they are occasionally called, Psionic Powers—are no less natural than the sea and the air and the stars in the sky. We are an amazing species, and I want you all to listen carefully, especially you—and you—and especially you there, Mister Gordon Pendralius.’

My heart stopped! ‘How could he? How did he.. how was it possible that he knew my name?’, the thought rushed it, and I could clearly hear in my mind, his voice, more clearly than his spoken words, ‘Now now my boy, just sit back and listen. We can talk privately later, when you’re ready. That time will be soon enough, as I can perceive, and I want you to know that you are not alone!’ Then he continued with the lecture, or perhaps he never stopped, as certainly the audience didn’t seem to notice a pause.

‘Rest assured,’, he said, after a taking a sip from a white and green porcelain teacup, ‘these are powers that lay dormant in every human mind, and maybe, in other species.’ He laughed a bit, as to shake off the nervousness he could feel in the room with that last remark.

The lecture wasn’t important anymore. His words were all I needed to hear, and as he spoke, his ideas poured into my mind, and I woke up. No, not from the ordinary realm of sleep and dreams, but a **true awakening**: an understanding of myself, and the grander things yet to come as I prepared to learn how to develop the foundations of my psychic abilities and take the big leap towards the next evolution of man.

Psychic Disciplines

Psychic powers aren't like spells. You don't learn them arbitrarily, and in fact, attempting to do so is both dangerous in the psychical sense, and to the psyche. Instead, you must first work on forming the basis for the main disciplines: *Telekinesis*, *Telepathy* and *Extra-Sensory Perception (E.S.P.)*. There are some sub-disciplines, but these are the building blocks for all psychic abilities. Each *discipline* functions in two ways: *inwardly*, and *outwardly*. A very basic example of this is easily given with *Minor Telekinesis*:

With *Minor Telekinesis* (TKOS), you could use the power **outwardly** to lift a very small thing like a coin, or change the colour of a tiny object, like a bead, or heat room temperature water to warm-water.

When used **inwardly**, you can do slight alterations to your person, like altering your metabolism to grant yourself a slight resistance to alcohol, or lengthen your hair a little, or make a slight illumination come from your eyes.

Obviously, this is the lowest form of this power, and the more psychic energy (PPE) that you can put into an effect, the more you can do with it. Of course, you first have to unlock the potential of these powers, which is a gradual process; the rushing of which can be *fatal* or cause *severe madness*. .

Thus, each discipline has degrees of power, with each degree having a PPE cost, range of possible effects (inward and outward) and possibly a method of using it to attack or defend either in physical, or in purely mental combat. The later, *psychic combat* is described later in this chapter.

Main Power
Usage

Symbiotic Usage

Colours depict general manifestation auras.

Telekinesis (Blue/Silver Light)

Inward

Outward

\
Telemechanics (Symbiotic of Telekinesis and Telepathy)

Telepathy

/ Inward [White]

Inward

Outward

Outward

\
Empathy (Symbiotic of Telepathy and ESP) [Grey/Brown]

E.S.P.

/ Inward

Inward

Outward

Outward

\

Teleportation (Symbiotic of Telekinesis and E.S.P.) [Aqua/Amber]
/
 Inward
 Outward

Discipline Descriptions, Details and Examples:

General Details;

Telekinesis involves manipulating physical objects or creatures. It is a Reasoning & Knowledge-based *Discipline*, broke into two groups (inward & outward), starting at Magnitude Zero, and escalating upwards to Magnitude 20 (maybe higher).

Telekinesis (Inward): Altering material substances within self (including poisons, body modifications (metabolic changes, causing eyes to glow, additional limbs, enhancements of a physical nature, flight/levitation (personal), self-healing (includes regeneration; DR may be Empathy),

Telekinesis (Outward): Polymorphing, healing others, causing physical damage, matter manipulation, moving/levitating objects or creatures, altering magnetic fields and energy fields, manipulation of energy, construction of objects from base materials, **psychic attacks that deal damage to the physical being (such as HP damage or Ability Damage to physical abilities)**, such as the old *Mind Thrust* power or lightning attacks..

Telepathy involves dealing with mental contact and mental manipulation, mind-probing or shielding. It is an Influence & Willpower-based Discipline broken into two parts (inward and outward), starting at Magnitude Zero and escalating to Magnitude 20 (possibly higher).

Telepathy [Inf&Will] (Inward): Self-hypnosis, mind-shielding, controlling fear and other emotions, blocking or altering memories (self), rapid thought processing, sensing own subconscious, recalling memories (self), recalling dreams (self) modifying mental state (personal), altering personality (self).

Telepathy (Outward): Mental communication, mind-control & domination, hypnotism, reading the minds, (conscious and subconscious thoughts), memories (including total mind-wiping and full personality reformation) and/or intentions of others (as a *psychic attack*), **psychic attacks that affect the minds of others, but don't deal physical (HP) damage (although they may do ability damage to Mental statistics)**, such as attacks that cause mental or sanity damage, erase or alter memories, change personas of others, cause hallucinations, etc.

Extra-Sensory Perception (E.S.P.) is an Intuition & Reasoning based *Discipline* that involves using your mind to augment your normal senses, allowing you to do psychic detective work, read objects, and places for latent psychic impressions, and sense (or 'see') things far away. There is no direct, *daming* psychic attack associated with his power, but rather, if used to object-read or scry upon on a creature, treat it as a **psychic attack** made against that creature, unless they are a willing participant.

Extra-Sensory perception [Inu&Res?] (Inward): Rapid-thought-processing, self-awareness, sensory augmentation & sensory substitution (self), local (limited) precognition (pertaining only to your own actions.)

Extra-Sensory Perception (Outward): Far-seeing (scrying-type powers), time-sensitive abilities, precognition (events not in the immediate future, or events concerning others), reading strong psychic impressions on objects or areas, reading weak, but recent impressions on an item or location.

Empathy is a sub-Discipline of Telepathy and E.S.P. based on Intuition, Fea and Reasoning that allows for exchange of life force, renewal of life, understanding alien minds, and greater levels of object & place-reading (of psychic impressions, no-matter how latent or weak). It is also the basic foundation of power for time-sensitives. *In order to gain this Sub-discipline, you must first develop both Telepathy and E.S.P. to at least **Magnitude Five**.* Empathy has its own Magnitude rating starting at Zero (maybe 5) up to 20 (maybe higher).

Empathy [Fea&Inu]: Healing others by taking fatigue or non-lethal damage to self (e.g. take non-lethal damage or suffer fatigue to heal lethal damage of others), comprehending *alien* thoughts, restoring life to the dead, sense motives and intentions without a psychic attack. Long-term and in-depth object-reading and location-reading, even for weak and latent psychic impressions. Empathy can be used as a **psychic attack** if you attempt to use it against unwilling participants, or if you attempt to recover your own health at the cost of another being. Empathy is also used to modify timelines, create intentional paradoxical events, and overcome causality.

Teleportation is a Sub-Discipline that combines E.S.P. and Telekinetic powers to allow for the transfer of matter or energy across time, space and dimensions, based on Knowledge, Reasoning and Intuition.. *In order to gain this Sub-discipline, you must first develop both Telekinesis and E.S.P. to at least **Magnitude Five**.* Telepathy has its own Magnitude rating starting at Zero (maybe 5) up to 20 (maybe higher)..

Teleportation: Moving objects through space and time (including only parts of objects), moving creatures through space and time (as a **psychic attack** against unwilling creatures), retrieving objects via mental force held by others (such as in another city, realm, planet, or dimension).

Telemechanics is a Sub-Discipline of Telepathy and Telekinesis that allows you to mentally control machines, computers and other electronic or mechanical devices. It is based on Knowledge, Reasoning and Willpower and is very useful in high-tech societies. *In order to gain this Sub-discipline, you must first develop both Telepathy and Telekinesis. to at least **Magnitude Five**.* Telemechanics has its own Magnitude rating starting at Zero (maybe 5) up to 20 (maybe higher)..

Telemechanics [Know+Rea+Will] Controlling machines and devices (mechanical , electronic or otherwise) by pure mental interaction and force of will. This can be passive if used on normal computers or machines, or a **psychic attack** if used on Intelligent targets, such as AI systems, complex computers, androids, 'living' machines, etc.

Learning Disciplines:

It takes six months at eight hours per day or any cumulative total of 1,440 hours of inner-mental restructuring, via meditation and other means to learn one psychic discipline at Magnitude Zero. Once you have learned a Discipline, you may augment it by learning its increasing magnitudes. This takes one month per degree of that Magnitude of inner-reflection and mental reworking, meditating at eight hours per day (or 240 hours of total meditation) per degree of Magnitude; thus learning 4th Magnitude E.S.P takes 960 hours of meditation.

Telekinesis Magnitude Details

0

Inward:

- Heal 1HP physical or 1d3 HP non-lethal damage to self.
- Produce faint illumination from your eyes.
- Slow a fall, reducing falling damage by 10 feet.

Outward

- Inflict 1HP of damage to a person or object.
- Heal 1HP of damage to a person or object.
- Levitate an object weighing no more than six ounces with crude control.
- Heat or cool an object by +1 or -1 degrees centigrade.

1

Inward:

- Heal 1HP/Level physical or 1d3/level non-lethal damage to self.
- Slow a fall, reduce falling damage by up to 20 ft.

Outward

- Levitate an object weighing no more than 11lbs with crude control.
- Heal or inflict damage equal to 1d3HP + 1 per Psychic level (augment 2PPE for an additional 1d3-max augment 1d3 per psychic level)
- Heat or cool an object by +5 or -5 degrees centigrade.

2

Inward: Heal 1d3/level lethal damage to self, or 1d4/level non-lethal damage to self.

- Change appearance by up to 25%, size by 10%
- Slow a fall, reduce falling by up to 40 ft.

Outward

- Levitate an object weighing no more than 5lbs with crude control or 11lbs with clumsy control.
- Heal or inflict damage equal to 1d4HP + 1 per Psychic level; augment 2PPE for an additional 1d4-max augment 1d4 per psychic level)
- Increase a physical statistic by +1d4; augment +1d4 for 6PPE, max 1d4/2levels
- Ignite combustible materials.

3

Inward: Heal 1d4/level lethal damage to self, or 1d5/level non-lethal damage to self.

- Change appearance by up to 40%; size by up to 20%; Change gender.

Slow a fall, reduce falling by up to 60 ft.
Levitate self up to 10 ft off the ground; movement crude.

Outward

Levitate an object weighing no more than 10 lbs with crude control, 5lbs with clumsy control or 1lbs with average control.

Hurl an object with a maximum velocity of 1 feet per second.

Heal or inflict damage equal to 1d5HP + 1 per Psychic level; augment 2PPE for an additional 1d5-max augment 1d5 per psychic level)

Rearrange basic structure of an object with a maximum mass equal to 1Lbs; augment +1Lbs per 6PPE, max augment 1Lbs per Psychic level

Heat or cool an object by +10 or -10 degrees centigrade.

Create fire by manipulating oxygen content of the air and igniting it.

4

Inward: Heal 1d5/level lethal damage to self, or 1d6/level non-lethal damage to self.

Change appearance by up to 55%, size by 30%; change gender; change species (Humanoid types only)

Increase or decrease physical beauty by up to 1d6

Slow a fall, reduce falling by up to 80 ft.

Levitate self up to 20 ft off the ground; movement clumsy.

Outward

Levitate an object weighing no more than 20 lbs with crude control, 10 lbs with clumsy control, 5lbs with average control or 1lbs with good control.

Hurl an object with a maximum velocity of 3 feet per second.

Heal or inflict damage equal to 1d6HP + 1 per Psychic level; augment 2PPE for an additional 1d6-max augment 1d6 per psychic level)

Rearrange basic structure of an object with a maximum mass equal to 2Lbs; augment +2Lbs per 8PPE, max augment 2Lbs per Psychic level

Heat or cool an object by +20 or -20 degrees centigrade.

Augment Intelligence or Wisdom by +1d4; augment +1d4 for 10PPE – max 1d4/2 levels

Reconstruct an object from large parts (8PPEA) or medium parts (12PPE)

Create lightning by ionizing the air and generating a static charge that follows the ionized path.

5

Inward: Heal 1d6/level lethal damage to self, or 1d7/level non-lethal damage to self.

Change appearance by up to 70%, size by 40%; change gender (includes nonstandard genders; change species (Humanoid types, monstrous humanoid and animal or humanoid-animal hybrid only)

Slow a fall, reduce falling by up to 100 ft.

Levitate self up to 40 ft off the ground; movement average.

Outward

Levitate an object weighing no more than 40 lbs with crude control, 20 lbs with clumsy control, 10 lbs with average control, 5lbs with good control or 1lbs with expert control.

Hurl an object with a maximum velocity of 5 feet per second.

Heal or inflict damage equal to 1d7HP + 1 per Psychic level; augment 10PPE for an additional 1d7-max augment 1d7 per psychic level)

Rearrange basic structure of an object with a maximum mass equal to 5Lbs; augment +5Lbs per 10PPE, max augment 5Lbs per Psychic level

Heat or cool an object by +40 or -40 degrees centigrade.

Reconstruct an object from medium (10PPE) or small (15PPE) parts

Change elemental makeup by one degree (one step in any direction on periodic table)

Change appearance of a creature by up to 55%, size by 30%; change gender; change species (Humanoid types only)

6

Inward: Heal 1d7/level lethal damage to self, or 1d8/level non-lethal damage to self.

Change appearance by up to 85%; size by 40%; change gender (includes nonstandard genders; change species (Humanoid types, monstrous humanoid, animal or humanoid-animal hybrid, and aberration only)

Slow a fall, reduce falling by up to 150 ft.

Levitate self up to 80 ft off the ground; movement good.

Outward

Levitate an object weighing no more than 80 lbs with crude control, 40 lbs with clumsy control, 20 lbs with average control, 10lbs with good control or 5lbs with expert control, 1Lbs with perfect control.

Hurl an object with a maximum velocity of 10 feet per second.

Heal or inflict damage equal to 1d8HP + 1 per Psychic level; augment 15PPE for an additional 1d8-max augment 1d8 per psychic level)

Rearrange basic structure of an object with a maximum mass equal to 10Lbs; augment +10Lbs per 15PPE, max augment 10Lbs per Psychic level

Heat or cool an object by +60 or -60 degrees centigrade.

Reconstruct an object from medium (10PPE) or small (15PPE) parts

Change elemental makeup by two degrees (two steps in any direction on periodic table)

Change appearance of another creature by up to 70%, size by 40%; change gender (includes nonstandard genders; change species (Humanoid types, monstrous humanoid and animal or humanoid-animal hybrid only)

Create more devastating fire attacks by modifying the gasses involved, doing more damage (d8 dice instead of d6)

7

Inward: Heal 1d8/level lethal damage to self, or 1d10/level non-lethal damage to self.

Change appearance by up to 100%; size by 50%; change gender (includes nonstandard genders; change species (Humanoid types, monstrous humanoid, animal or humanoid-animal hybrid, incorporeal and aberration only)

Slow a fall, reduce falling by up to 150 ft.

Levitate self up to 80 ft off the ground; movement good.

Outward

Levitate an object weighing no more than 100 lbs with crude control, 80 lbs with clumsy control, 40 lbs with average control, 20lbs with good control or 10lbs with expert control, 5Lbs with perfect control.

Hurl an object with a maximum velocity of 20 feet per second.

Heal or inflict damage equal to 1d10HP + 1 per Psychic level; augment 25PPE for an additional 1d10-max augment 1d10 per psychic level)

Rearrange basic structure of an object with a maximum mass equal to 20Lbs; augment +20Lbs per 25PPE, max augment 25Lbs per Psychic level

Heat or cool an object by +80 or -80 degrees centigrade.

Reconstruct an object from (25PPE) parts or diminutive parts (40PPE)

Change elemental makeup by three degrees (three steps in any direction on periodic table)

Change appearance of another being by up to 85%; size by 40%; change gender (includes nonstandard genders; change species (Humanoid types, monstrous humanoid, animal or humanoid-animal hybrid, and aberration only)

Create lightning attacks that can strike at multiple targets at once (d6) or larger energy bolts against a single target (d8)

8

Inward: Heal 1d10/level lethal damage to self, or 1d12/level non-lethal damage to self.

Change appearance by up to 115%; size by 60%; change gender (includes nonstandard genders; change species (Humanoid types, monstrous humanoid, animal or humanoid-animal hybrid, incorporeal, aberration only, and psionic creatures)

Slow a fall, reduce falling by up to 200 ft.

Levitate self up to 160 ft off the ground; movement excellent.

Outward

Levitate an object weighing no more than 200 lbs with crude control, 100 lbs with clumsy control, 80 lbs with average control, 40lbs with good control or 20lbs with expert control, 10Lbs with perfect control.

Hurl an object with a maximum velocity of 40 feet per second.

Heal or inflict damage equal to 1d12HP + 1 per Psychic level; augment 35PPE for an additional 1d10-max augment 1d10 per psychic level)

Rearrange basic structure of an object with a maximum mass equal to 40Lbs; augment +40Lbs per 25PPE, max augment 35Lbs per Psychic level

Heat or cool an object by +160 or -160 degrees centigrade.

Reconstruct an object from diminutive (35PPE) parts or fine parts (55PPE)
Change elemental makeup by four degrees (four steps in any direction on periodic table)
Change appearance of another being by up to 100%; size by 50%; change gender (includes nonstandard genders; change species (Humanoid types, monstrous humanoid, animal or humanoid-animal hybrid, incorporeal and aberration only)

9

Inward: Heal 1d10/level lethal damage to self, or 1d12/level non-lethal damage to self.

Change appearance by up to 130%; size by 70%; change gender (includes nonstandard genders; change species (Humanoid types, monstrous humanoid, animal or humanoid-animal hybrid, incorporeal, aberration only, psionic creatures, and extra-dimensional creatures)

Slow a fall, reduce falling by up to 400 ft.

Levitate self up to 320 ft off the ground; movement perfect.

Outward

Levitate an object weighing no more than 400 lbs with crude control, 200 lbs with clumsy control, 100 lbs with average control, 80lbs with good control or 40lbs with expert control, 20Lbs with perfect control.

Hurl an object with a maximum velocity of 60 feet per second.

Heal or inflict damage equal to 1d14HP + 1 per Psychic level; augment 60PPE for an additional 1d14-max augment 1d14 per psychic level)

Rearrange basic structure of an object with a maximum mass equal to 80Lbs; augment +80Lbs per 60PPE, max augment 60Lbs per Psychic level

Heat or cool an object by +320 or -320 degrees centigrade.

Reconstruct an object from fine parts (50PPE), powder/dust/ash (75PPE)

Change elemental makeup by five degrees (five steps in any direction on periodic table)

Change appearance of another being by up to 115%; size by 60%; change gender (includes nonstandard genders; change species (Humanoid types, monstrous humanoid, animal or humanoid-animal hybrid, incorporeal, aberration only, and psionic creatures)

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Telepathy Magnitude Details

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E.S.P. Magnitude Details

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Empathy Magnitude Details

0
1
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Teleportation Magnitude Details

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Telemechanics Magnitude Details

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PPE Costs By Magnitude:

Section 11.X PPE Costs for Psychic Abilities by Magnitude

The following are the TEMPORARY rules and regarding psychic PPE cost for each magnitude of power. This is a guideline for assigning MEA costs ***at this time*** until the Psionics section is complete:

Degree

0	1 PPE
1	2 PPE
2	4 PPE
3	6 PPE
4	8 PPE
5	10 PPE
6	15 PPE
7	25 PPE

8	35 PPE
9	45-60 PPE
10	100-150 PPE
11	200-350 PPE
12	400-600 PPE
13	650-950 PPE
14	1,000-1,450 PPE
15	1,500-2,000 PPE
16	2,500-3,500 PPE
17	4,000-6,000 PPE
18	6,500-8,500 PPE
19	9,000-20,000 PPE
20	30,000-50,000+ PPE

Psychic Combat

When initiating Psychic Combat, first the attacker must establish a psychic link with the target. Have the attacker roll against his Psychic Affinity. Failing this check means that the attacker cannot make a psychic link, and nothing happens at all. If he succeeds, then the target(s) make a Psychic Affinity roll. Success allows for *special defense*, as the subject is aware of the psychic attack, failure results in only *normal defense*.

If the target also has psychic abilities, and succeeds on his PA check, he may attempt to retaliate as well, as defined below.

For normal defense, the attacker rolls 1d20, adding into it half his Psychic level, and the Magnitude of the power involved, plus the ~~average~~ of the total of ability score modifiers involved in the power. This determines the saving throw DC.

For special defense, the attacker and the target's PA rolls come into effect. The attacker must have a lower roll than the defender for the ability to work at all. If the attacker's roll is successful (lower than the target), then the target makes a saving throw as normal. If the defender's roll is higher, he may instantly retaliate if he also has psychic powers, effectively reversing the situation. (For retaliation, the original attacker becomes the defender, and both roll a new PA check to see if the attack is successful. ~~This can go back and forth only twice per subject per segment.~~ Remember that psychic combat happens at the speed of thought, so you can only retaliate a number of times per segment equal to your reasoning score modifier.

A target without psychic abilities that succeeds on his P.A. roll may or may not know that somebody tried to attack him using a psychic power.

Indirect Psychic Attacks

Indirect psychic attacks are generally telekinetic in nature. Shooting lightning bolts at a target, or throwing a knife using telekinesis are *indirect*, meaning that there is no actual psychic contact with the target. The attacker must still make a successful PA check to activate the power, and then must make either a psychic attack to set the DC for the saving throw of the effect, or a Weapon Skill (Telekinetics) check (for controlling and aiming a physical weapon via telekinesis) if telekinesis is used to move a material object to effect a physical (melee or ranged) attack.

New Psionic Powers

New Psionic Disciplines (For PB, Soul, Sanity)

Soulcasting

Chapter XII

Setting Details & Locations

12.0 Locations

12.1 Merkano (The Prime Plane)

12.1.1 Galaxies & Solar Systems

12.1.2 Planets

Planet: Merlankh

Saerosian Imperial Hierarchy

Social

Emperor / Empress
Emperor Vocalis (Emperor in Power, but not in name)
Imperium Seate Vacante (Ruler w/o an Emperor)
Regenta Imperium (Ruler of Multiple Dominions)
Regenta Dominion (Ruler of an Imperial Dominion)
Regenta Minoris (Ruler of a Sub-Dominion)
Ruling Lord / Lady (Ruler of Kingdom)
Magistrate / Sentor
Lord / Lady / Ambassador
Governor (Regional Governer)
Administrator (City Administrator / Mayor)
Squire (Speaker of the People)
Citizen
Citizen Alien
Non-citizen

Castes

Ruling (Black)
Soldier (Red)
Scientist (Pale Blue)
Mage (Violet)
Medical (Sky Green)
Commoner (Yellow)
Divine Servant (White)
Architect / Craftsman (Royal Blue)

Military

Officer

Legion Commander/ Swordmaster General
Brigade Leader / Swordmaster Commander
Regimental Commander / Swordmaster Primo
Legionnaire / Swordmaster Secundus
Tribune / Swordmaster Tercio
Commander / Swordmaster
Marshal
Secundus
Centurion
Century

Enlisted

Infantry Commander
Infantry Leader
Insignia / Warrant Officer
Squadron Commander
Squadron Leader
Soldier Primo / Cavalryman Primo
Soldier Secundus / Cavalryman

Planet: Ardwy lai ~ Terra Viridaethra (Viridans=green;aethera sky)

World Details

Continents:

Saroa (“The Empire”)\

> Formerly the Saerosian Empire

Tarania

/

Ilumera

Aradia

Information on Saeroa:

Names and Places

Human Realm

Other Realm (Verdis/Lai)

What it is

Great Western Cemetary

Androst

City of the Dead

Urborix

Barakh/Galeon

City of Light

Dimensions:

The ‘other realm’ is not another plane, but rather another dimension of the material plane. This other realm is the Arthurian ‘Faerie Realm’, whereas there is also the Spirit Realm.

Layout

The great river, RIO LUSTERA, runs through VIVILUSRTRUS and halves the city URBORIX. A canal system in URBORIX flows out in several direction providing the source for many other streams and rivers.

Another river RIO ARGENTA, runs from the north to the southwest, passing by Occamer cantera and ending at the western sea at Portus Turbia. A mountain range, MIRTO MONTANI, runs by Portus Turbis, to its south and bending south-east.

Mirto Montari has tiny amounts of Mithril (Mirto) deposits, and no living person knows what Mirto is anymore. Some of it is held in the Imperial Archives, but it is kept top secret (like the Ark in ‘Indiana Jones’).

In the Faerie Realm, there is a great Dwarven settlement in Mirto Montani. They have *very little* Mithril, but some veins are left in the **old mines** which the group can explore as a DUNGEON at some point in order to secure some for weaponry.

The Great Western Cemetery contains a tomb in which part of the great sky-ship can be found. (Maybe something else?), whereas in the Faerie Realm, the neighboring city to the cemetery is inhabited by very powerful undead. Some of this power bleeds over into the mortal realm, making the area a *high taint zone* and ensuring that some undead exist there too. Perhaps the ring of the sky (Vilya) is in one of these locations.

Saeros lives in Occemercantera (western trade city) and the starting location is the continent REGIA EX VIVU INLUSTRUS, now simply called VIVILUSTRIS.

The capital city is URBORIX, formerly URBUS EX DIVILUSTRIS (city of the gods of light).

TARANIA - Asian culture both language and country.

(Tarda=Slow;annuo=consent: The Taranians were slow to consent to the Ori)

Quaera (To seek: There is a legend of a long lost civilization in Quaera. Not much else is known, as the location is quite frozen)

Odalosa (Odia=hate/despise;locus=place: The Odalosan Reign is hated by the outside world and have no trading partners, except the exiled islands; Their own name for themselves is Alplalosa from Amplus=great;locas=place)

Isulana (Island Chain between Saroa and Tarania)

Ilumera; Continent/Island of the Illumirian Race on Terra Viridaethra

Legends of cities of gold, and endless wealth draw travelers to this small continent. Surrounded by many small islands of rock, few ships ever make it within sight of the shore, and even fewer ever return. Those who have tread on the legendary soil of this ancient land rarely are ever heard of again; those who return to their home lands are usually completely mad, and their tales of horror often regarded as mere fantasy.

Most who travel here crash on the rocks, and those who make it ashore find it hard to navigate out again, though some proclaim that they have seen or found an ancient port, hidden in the eternal fog and haze that surrounds the islands bordering the land.

One legend speaks of a man who found in the center of the continent a desolate wasteland filled with trees of stone. Within this land there is a large golden pyramid, with stairs that ascent to its top, upon which there is an altar. No visible entrance is present, though there is a strange circle etched into the altar at its topmost point.

Others speak of ancient ruins, temples, and strange stone circles; pillars and obelisks litter the landscape, which runs from jungle to forest to desert and everything in-between. The mad adventurers who return speak of fierce creatures in the forests and jungles, and some even say that the trees cannot be trusted. Other, deadlier horrors lurk in the ruins, and in the more desolate

locations of Ilumera; beware for some of them are rumored to be more intelligent than man, and ever more cunning.

History of the Ilumerian People

People on Altera worship a quartet of deities, each with a primary premise; these being Xiom, Orion, and Divious and Mentolis. Other religions are tied to the panthionic religion of Divious and include deities such as Maganiala, Tempision, and others.

The people of Altera develop matter-transmission technology in the form of ring-devices. These are used for short-range to mid-range matter-transfer and eventually used for space-ship to planet transfer of both cargo and crew.

Alterrans develop interstellar travel.

Matter transmission rings are enhanced, and the first pair of interplanetary rings are devised. These function on the same premise as the rings, with a compressed matter stream, at supra-light speed. This was problematic, and deemed only usable for cargo, not people. Research begins on a method to transfer matter more reliably.

Wormhole technology becomes reliable and the matter rings are adapted to use this new technology. Initial tests are done with adapted singular ring pairs, and are successful. A method of creating rings with configurable destination coordinates is still a problem.

The first Stargates (Portustella) are created. These use six positional symbols to define an area of space in relation to Alterra, followed by a point for distance (if required) and a final encoded symbol to identify the sending-gate signature on the network. A distance of zero (no input) indicates a local network; a distance of 1 indicates an alternate gate on the same network at those coordinates, as do 2, 3, 4, and 5. This allows up to six gates in operation on one planet, which is deemed enough to cover gates on the planet, and in orbit. Symbols seven through thirteen are used for spacial distance; symbols fifteen through twenty-two act as multipliers of that distance, and symbols twenty-three through thirty are multiplier upon the previous calculation. The final eight—symbols thirty-one through thirty-eight—are reserved for dimensional distance. This allows for Stargate 'addresses' from seven to nine symbols.

If a gate signature symbol is entered in position 7, 8 or 9, then the gate considers the encoding sequence complete. If a symbol other than this is entered in position 7, or 8, then it must be of the correct set (for distance or dimensional position), followed by a signature. Dimensional position can be multiplied by distance in space, or may be set to a distance of 1, for the same position in another dimension. In this case, distance is set first, then dimensional location, then gate signature. Obviously, this would require having a gate in another galaxy, or in another dimension.

At this time, no ship was fast-enough to get to any other galaxy, at that time, much less another dimension, however the possibility was considered and allowance was made for both the probability and the possibility of both.

Each symbol is encoded individually. The original gates required manual calibration, and once this was done, the symbols were encoded by rotating the inner-ring (encoder-ring) and locking each into the each register. Later, an encoder-device was devised, removing the need to rotate the encoder-ring; these

devices also contained a power device, similar to those that powered space-vehicles at that time (precursors to ZPMs); these provide power both to the encoder device and to the gate itself.

Gates were also designed so that they can be both disabled without being destroyed or dismantled, and so that they can remain active, but so that matter cannot re-materialize of a substance is placed within a certain distance from where the event-horizon forms. Some gates in high-security areas are fitted with a physical shield that achieves this goal.

Once this was in place, a programme was devised to continually update and maintain the Stargate network, and programmed with a calculation of spacial expanse and planetary drift so that a Stargate 'address' would not need to be updated once initially known.

Each symbol was also given a name (a single syllable), and thus addresses could be spoken as words. New planets discovered and colonized were given names derived from their gate address when spoken aloud. The gate signatures (Point of Origin symbols) were also named, but were not part of planetary names, although the signature symbol of a permanent gate (on a planet) was often named to reflect the capital city of that planet.

1v1

2v2

3v3

4v4

5v5

6v6

7v7

8v10

9v11

10v12

11v13

12v14

13v15

14v16

-

15v17

16v20

17v21

18v22

19v23

20v24

21v25

22v26

-

23v27

24v30

25v31

26v32
27v33
28v34
29v35
30v36
-
31v37
32v40
33v41
34v42
35v43
36v44
37v45
38v46

The first seeder ships are dispatched to place gates on viable planets.

Much faster supra-luminous FTL engines are devised, allowing for faster transit. Intra-galactic transit was still not possible within one lifetime, however new robotic-controlled seeder ships are made and sent out to add Stargates in other galaxies, set out with auto-pilot ships that had specific gates that were locked into the network that would always update their position (backward) across the network and could therefore always be reached. These use a nine-symbol address, using the dimensional coordinates set at 1 (prime). Dialing such an address will always reach this auto-pilot ship, nomatter where it is, although enough energy is needed to establish an outgoing wormhole to it, depending on its distance.

Wormhole technology combined with the newer FTL ships leads to meeting cultures with hyperspace tevhnology used on ship designs, which when combined with the Alterran knowledge of wormhole physics (which also use hyperspace to a degreee) allowed for ships now capable of traveling directly to other galaxies.

The first crewed exploration ships are dispatched to other galaxies. These each have two strgates aboard. One for the ship, and a second to place on a *primary Outpost planet*. This exploration puts the Alterran people in contact with the Gallifreyans, who at this time still exchanged knowledge; from them, the Alterran people learned the location of other Galaxies with civilization at an advanced level.

The firt ships are dispatched to the galaxies with the most-advanced civilizations, and Outposts are established there.

The first ZPMs are developed. This allowed for larger ships, and easier connection for long-range gates. The first city-ships are developed.

Civil unrest grows, when a radical group of the Follower of Orion, with many voices in the senate declared all other religions as blasphemy. Writing this into law, many Alterrans began to flee their homeworld to other planets. Some flee to outposts in external networks in other galaxies.

A precaution is added to the encoding-sequence software that requires an additional encoded crystal to connect to any network outside of prime. This is undertaken by the Orion faction government, and before anyone can stop it, it infects the Stargate network like a virus. The initial reason for this is to prevent 'infidels' from fleeing to other galaxies or from leaving the Alterran Federation.

Two groups begin to meet in secret: One, mostly comprised of atheists, and people devoted to self-reflective (non-religious spiritualism), and the other devoted to other deities, and mysticism. These two groups work to steal nine city-ships, and many smaller vessels, and depart from the Alterran federation in search of freedom from the now zealous Orion faith that controls the government. Three attempts are thwarted entirely, and one group that had succeeded was engaged in combat by Alterran battleships and was destroyed: Only five escaped.

The groups leave to two different galaxies (one per association). They do stay in communication, and maintain communication with Alterra in the hope that they may someday return home. Communication is maintained with inter-dimensional communication terminals, that allow people to exchange their consciousness. A user on one end and one on another essentially 'swap bodies' for a time. This was designed to allow secret communication and avoid detection by not having actual transmission occur in normal space and to allow people (especially supporters) to observe locations in other galaxies remotely and interact with them as if they were there without being noticed or actually traveling there.

The connection to these terminals is maintained using a psionic device shaped like a black stone, as to be as discreet as possible.

Primary outposts are established for both groups. Three in the '*Mutters' Spiral*' galaxy, consisting of ships from the faction devoted to science and spiritualism, and two in the '*Zo'Saero'marta*' galaxy. These latter two Outposts are established by the group that also still believed in deities and mysticism, and called themselves the '*Ilumeriani*'. The choice of this location is from information gained from Gallifrey that the ancient 'Silver Being' that aided the Alterran civilization in its infancy had moved on to this region of space.

The encryption (code) designed by the Orion faction, preventing using distance and dimensional coordinates is broken, and special control crystals are developed to once again use this function, but the programme that creates the condition that prevents any gate from dialing using distance or dimension coordinates other than 1 (prime) is impossible to remove because of its self-perpetuating nature. (It is encoded directly into the Stargate's . Therefore, an additional programme crystal is required in every control device for dialing to another galaxy, or any great distance.

Upon entering this the Saero'marta galaxy, the Ilumerian city-ships detect a minor temporal anomaly and head to investigate its source. It exists on a planet with a thriving civilization, and thus the Ilumeriani make contact with the *Saerosian Empire*, as well as the *Zorian Empire*, who are all already advanced. The Saerosian Empire agree to act as a neutral ambassador between the Ilumerian people and both the group that moved to Mutters' Spiral and the Orion faction. The agreement also made the Ilumerians citizens of the Saerosian Empire, exchanging science and understanding, but making the Ilumerians subject to Saerosian rule. The Ilumerian city-ship is landed on the planet that the inhabitants name *Terra Viridaethra*, which is also the capital world of the Saeroan Empire. The Saerosian Empire grants them an entire continent, which they designate *Ilumera*.

Close ties are made with the people on the coasts of South Saeroa, which include a cultural exchange.

The government of Alterra, now officially called the Orionion Government, allowed the Saerosian Empire to negotiate as a neutral position; all three factions now communicate and representatives are selected to be ambassadors living on each planet for each of the three factions. Special 'meeting places' are constructed on the outpost planets where three members of each faction would gather, each with a representative of the Saerosian Empire, plus a single neutral mediator (from the Saerosian Empire or the then allied Zorian Empire) as an adjudicator. Thus, each 'congress' had thirteen total participants.

This process continued for over a thousand years, and in that time, the Orionion people were further suppressed, while their government secretly made both warships and both chemical and viral weapons.

Negotiations between the Orionion Federation, the Ilumerian Government, and the Atalantus Council (as the group in Mutters' Spiral named themselves) slowly broke down, and the first attacks were launched from the Orionian faction on the Atalantus faction. This was mostly in the form of a plague, sent via the Stargates.

The Atalantus faction fought to overcome this plague. They also add a shield-device to use on city-ship Stargates to prevent anything from materializing that can be enabled easily and prevent further attacks of this nature. They share this technology with the Ilumerian people before they can be infected, but it is too late to prevent the spread of the plague in the Atalantian people. The capital city-ship, then on Terra-Atalantus, has all infected people evacuate, then the people sterilize it, and the remaining (non-infected) population seals itself off. They begin work on a weapon to combat the Orions that can self-perpetuate itself. Some work is done on this weapon, but before completion, the weapon goes out of control, and the scientist who developed it and the entire population of his planet is destroyed by the creations of that weapon.

Other experiments are conducted by the infected, including time-travel and other experiments.

With most of their people dead at this point the Atalantian people construct repositories of knowledge on several of their outpost planets, and then move their city-ship to another galaxy, leaving behind a device that will re-write the genetics on all planets in their local gate-network to eradicate the virus and re-start the life-process in that galaxy.

In the meanwhile, the Ilumerian people have defenses against viral attack, and alliance with the Saerosian and Zorian Empires makes them too strong to easily overpower by military force, however, over time the Orion government does begin dispatching warships to wipe them out.

The Ilumerians build mystic skyships to take advantage of the planet's high MEF. These are used for pleasure-based travel, mostly between Ilumeria and south Saeroa, especially *Larandra*.

Foreseeing some of the perils, they begin working on both weapons to use against such an invasion and on escape routes. A primary experiment is conducted on the planet of their primary outpost, into dimensional technology to shift entirely outside the dimension in which they normally resided. This

went terribly awry, and caused a very large temporal rift and distortion that echoed through the continuum.

Some hypothesize that this is the very same temporal distortion that the Ilumerian people first detected that attracted them to this planet, and that this caused both a causal paradox and a major temporal nexus that they could no longer avoid.

Additional work was done seeking a way to escape, into other dimensions. Research done by the Atalantian people in quantum dimensional transport technology was adapted and furthered to this end, as was work done on weapons to defend themselves. In the meanwhile, the Shan'ril, the three wisest of all the Ilumerian people, worked on another plan to save their people, and all their wisdom, knowledge and science. In the end, the fleet Orion faction arrived, but not before a Time-War between the Saerosian (now *Saerenan*) and Zorian Empires that severely altered the circumstances of their allies at the time of engagement with the Orion fleet.

An outpost is built in Larandra, and an experimental geo-thermal powerstation is provisioned there. Relations with the Larandran people continue, and they adapt both some of the customs and portions of the Alterran/Ilumerian culture into their own.

The Ilumerian Council moved their primary city-ship to the place that once occupied the spot of the capital of the Saerenan Empire, moving very slightly further from the source of the temporal distortion. This was done primarily as a distraction, as a great remainder of their people remained in one last-ditch effort to escape extermination, and between the temporal distortion masking any possible sensor-readings, and the city-ship being located in another position, the Orion fleet ignored the people that were left on their continent (*Ilumera*) who could still possibly be saved.

Moving the cityship through such a distortion without shielding it, however, caused heavy power-drain, and the Ilumerian people were unable to prevent their destruction. The planet was claimed by the Orion Federation, some of whose people had already begun to ascend. Those who did were called the Chosen of Orion, or simply the Ori, and their new religion was spread methodically to any planet under Orion control. The remaining Ilumerians that submitted in the end commingled with the people that remained of the Saerenan Empire (as more than 2/3 were removed from time and space during the Time-War between them and the Zorian Empire) and interbred. Eventually, the fractured government of Terra Viridaethra succumbed to Orion control.

The different (Saerosian) familial factions on Terra Viridaethra were permitted to continue to govern their own, however it was mandated that they were still subjects of the Orion Federation, and that their first law was that they must follow the Orion faith, now made into a specific religion revolving around the ascended Orion people, called 'Origin'.

Thus, the people who survived began to worship the Ori, under forced rule, and the Ilumerian city-ship became the capital of North Saeroa. As their religion became the predominant part of the culture, and people were forced to dedicate more and more time worshiping the Ori (and thus less time studying other things), many sciences faded.

At this point, the Ori religion banned many forms of science and technology on all of its controlled planets, and destroyed libraries, and conducted door-to-door searches to locate and destroy any archives, historical records, and many other pieces of literature. The people regressed into a new Dark Ages, and development of any kind was both closely monitored, and restricted, ensuring that all people were dedicating themselves to origin, and this funneling energy to the now ascended people of Orion (The Ori), increasing their power as divine beings.

Klar'randoz

Klar'ran'doz

Oran = bronze

KLAR after the chaos of war

RANDOZ mind between time

“surviving great scientist after the chaos of the war of dimensions’

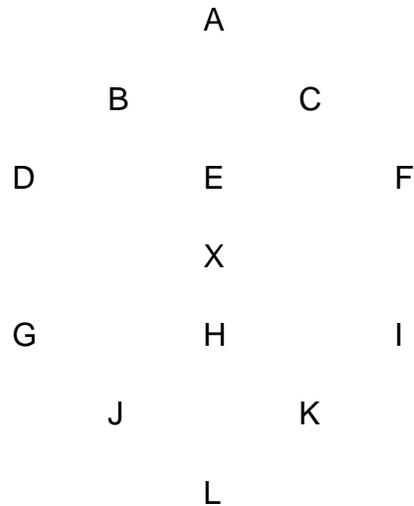
Originally names Resemza, the scientific advisor to Larandro—the Regent of the Seraeanan Empire and first husband to Saerena—changed his name to Klar'randoz (olr Klar'ran'doz) after the first battle in the War of Dimensions. He remained with Larandro up until the end, assisting him with the creation of the *Dome of Larandro* and *The Zelendraec Cube*. When Larandro entered into *The Spiraling Dimensions of the Within*, Klar'randoz followed him, eventually taking up the position of Guardian of the Key of Air.

Klar'randoz was obsessed with aging, and feared death greatly. To this end, he spent the latter years of his life attempting to recreate the Casket of Saeros, and met only partly with success. His reproduction restored, and greatly enhanced his physical strength, but neither extended his lifespan nor restored his youth. In anger, and desperate frustration, he transmuted all the people of the Obsidian City into a Philosophers' Stone and became young again, sealing the Key of Air in his secret workshop under the temple in the centre of the city, then he left for the next layer of the *spiral* with the intention to escape back into the Universe.

Cultof Dsushakhthyn Zhen

Cult of Shadowy Secret Stealer-Masters

The Elite 12
12 Seats



A = Atlan
 B & C Atlan
E = Ilumin
 D & F Ilumin
L= Orion
 J & K Orion
H= Sero
 H & I Sero
X=High Seat

13 Symbols
13 Columns
Forrest with Rings (Obelisk)
Code Names

A = Tabus Lama (Saeroa) Psychic 14/Telemechanic 9 Alchemist 10
B = La'mat Androse (Saeros) Psychic & Alchemist
C = Janus Virum (Larandra; South Saerosa) – Sorcerer 10 (Air+Light)/Wiz10 (Evocation)
D = Nero Tanosa (Tanysar) – 637-year old man; Psychic 15 Telekinetic 14/ESP 12/Telepathy 10/Telemechanic 6/Psychic Engineer 10
E = Kara Matalori (SW Saeroa) – Magician 12/Psychic7 Empath 6
F = Nora Selym Emara Virilinium (Larandra) – Mystic Engineer 18
G = Qam Tok Mar (Taranya) – Psychic Warrior 14

H = Sepma Lam (Taranya) – Alchemist 11 Alchehestrist 6

I = Kalos Nar () – Alchemist 10/Scholar 6/Alchehestrist 2

J = Mit Shu () – Scientist 14/Artificer 3

K = Salek () – Very powerful and ancient mage (Sorcerer 20 Ice+Light & Wizard 12).

L = Nirim Chal () Psychic Detective 15 – Telepath 12 Empath 5

X = Mysterious Leader Figure... Could it be Saeros? Or the Taranyan Emperor? Or somebody else? – Mastermind/Alchemist/Alchehestrist/Sorcerer (Air+Darkness)??? Has the 'Gauntlets of Skyfire'.

12.2 Alien Races, Creatures, Cultures, Planets and Systems

Spfhnpfgh, spawn of the great old ones – splif hen pel fihg

Spawn of [Cyäegha](#)

Gartfh, glowing red, insect winged creatures, about the size of a bat, with spiney bodies and tendrils instead of a mouth; no eyes.

Kaptura – small blue humanoid race wit white spirql horns, solid green eyes and no hair, about 2ft to 4 ft tall. From Mazorokusta (planet), Khrushi system.

Balos tal parasite: Blue blob creature with tendrils; it insert itself into a host andmerges with its neurological cells, taking over the host mind. Much like a Goa'uld, but it normally uses the host as a vehicle for breeding, converting its cell structure by genetic manipulation into that of its own, generating cells of its species that grow, feeding off the host until the host dies; then the small creatures spawn looking for more host vehicles. They can infect any cellular organism larger than themselves, but prefer intelligent beings, as the merger with the mind of an intelligent and sentient creature allows the parasite to leech the knowledge of the host an store it in its genetic matrix, which further allows it to pass the knowledge on to its offspring, again much like the genetic memory of Zorian and Goa'uld.

Mat'rach; clone of Nymphonica; created via an Alterran clone chamber, hooked to a mystic field intelligent power source, made by dimensional sheering, actively replicating the temporal anomalies in Nymphonica's DNA (from paradox). Mat'rach wasw pulled in from another dimension and time, and placed in Nymphonicas body. He was dead, and is now again alive.

The Planes of Merkono'va Talyxiux

A Roadmap to the Cosmos

- 00 – Origin - (10% chance of Xiom'arte) – Adamantine and Corium
- 01 – Observatorium – Sirium
- 02 – Union – Adamantine and Mithril
- 03 – Pandemonium -
- 04 – Darshaan (Dreamworld) – **Xy'va** – Corium and Amethyst
- 05 – Erevystanyx (Magic) – **Erevystyx** – Adamantine
- 06-07 – Mörëonium (darkness) – **Thynghos** – Morëaum and Jet
- 08-09 – Vokyrae (Balance) – **Hyvlaxta** – Gold
- 10-11 – Za'Kyree (Psionics/Quartz) – **Revystas** – Quartz and Silver
- 12-13 – Avanne (Battle Planes) – **Omande** – Steel and Silver
- 14-15 – Aldrist (Time(Mechanus)/Sands of Time/Temporal Energy) – **Aldus** – Gold and Sapphire
- 16-17 – Mítrius (Craft) – **Jh'karr** – Steel and Broze
- 18-19 – Leqius (Life) – **Yea've** – Gold and Platinum set with Opal
- 20-21 – Demetrium (Nature) – **Delde** – Ash Wood
- 22-23 – Koromo (The Halls of Wisdom) – **Haldor and Umande** – Platinum and Adamantine set w/ Opal
- 24-25 – Alamätrea (Elemental Limbo) – **Levian** – Electrum set w/ Ruby, Sapphire, Amethyst, Emerald & Topaz
- 26-27 – T'zaru (Electricity) – **T'zyef** – Copper set with topaz and diamond
- 28-29 – Yama (Water) – **Galda** – Silver set with Opal
- 30-31 – Sara'fa (Air) – **Galda** – Platinum set with Sapphire
- 32-34 – Aou'ral (Positive Energy) - Lantrium
- 35-39 – Astral – **Qevas** – Silver
- 40-44 – Aldanyx (The Spirit World) – Platinum and Lantrium
- 45-49 – Ethereal – Steel and Silver
- 50-65 – Merkano – **Talysiux** – (Material Plane) - Iron
- 66-70 – Thyze (The Shadow Plane) – Adamantine and Iron
- 71-75 – Tipthelese (The Plane of Mirrors) – Glass and Silver
- 76-78 – Karaqel (Negative Energy plane) – N'Tra – Morëaum
- 79-80 – Saeleomo (Plane of Fire) – **Galda** – Gold set with Ruby
- 81-82 – Saekoru (Magma) – Gold set with Garnet
- 83-84 – Jhara (Earth) – **Galda** – Iron set with Garnet and Quartz
- 85-86 – Sytora (Mists and Steams) – Silver set with Smoky Quartz
- 87-88 – So'Kraan (Muds and Bogs) – Gold and Bronze
- 89-90 – Derkath (Pure Evil) – **Felosa** – Morëaum set with black and purple diamonds
- 91-92 – My'Krath (The Abyss) – **Keldor** – Iron and Bronze
- 93 – Tormaz (Hell) – **Weldankh** – Steel and Brass
- 94 – Chastë (The Freezing Depths) – **Calmenos** – Solarium
- 95 – Sae'krath (The Furnaces of Darkness) – **Selmenos** – Gold and Black Diamond
- 96 – Uvu (As neth) – The Living Plane - Selenium

- 97 – Pel’Imozë (As Concordium) – Eldritch
- 98 – Valeo (The Waiting Place) – **Balda** – Virium or Lantrium, Morëaum and Corium
braided
- 98 – The Void (20% chance of Xiom’arte) - Xzerium
- 100 – Origin (10% chance of Xiom’arte) – Adamantine and Corium

The Void

The void is a dimension, theorized by mystical engineers over the ages, as a place existing between and touching all other dimensions of the cosmos. In this place, there exists no life, heat, matter, magic or other energy of a kind that we as mortals can comprehend.

Ancient tablets and plates found in the ruins of lost civilizations describe *The Void* as the place from which, stems the Universe that we know and understand, but that it has no directly comparable components of its own. Most Sages describe it as a place of true and utter nothingness, but others occasionally offer the conjecture that if a place exists, it cannot be without substance of some nature, and thus they offer the suggestion that this essentially speculative plane contains a material dubbed “void matter” or “void energy”. Naturally, both terms are highly oxymoronical.

As rare examples of some strange materials have occasionally crossed through the walls of reality, including the utterly precious Sirium metals and their related cousins, so have specks of another substance, not unlike them in its anomalous dimensional qualities. This strange material appears to absorb heat and energy readily, and though it is black as the midnight sky of Winter, still it seems to contain within it micronic sparkles of luminosity, as if it were a starfield barely detectible to the eye glass.

This material, which scholars have often dubbed Void Matter, or also Xzerium (or Simply Xerium and occasionally Sirium Noctu), they categorize equally as both metallic and crystalline. However, samples are so scarce that not even enough dust of it is available to fill the basin of a thimble, rendering further analysis impractical at best, and obfuscating any deeper understanding of its properties. Further complicating the situation is that Xzerium is an unviable substance to study without great mystical means of support, as its structure is thus that its mass is greater than any other known substance.

The latter problem is amazingly our base means of detecting its presence, as it warps spatial and relativistic dynamics both in the physical and supernatural worlds, including the Æthereal dimension and the mystical energy field.

If Xzerium truly originates from The Void, then perhaps the ancient scriptures concerning the “Ancient Ones”, gods of terrible and alien powers and motivations, who are said to “dwell in the Void, beyond the reach of creation” (and their offspring who were “banished from this world into the depths of the great howling darkness”) are true as well.

Whatever the case, assuming that *The Void* actually exists (if *exists* is even a valid expression, given the circumstances), clearly it is the last place in the cosmos that any **sane** being would wish to visit, for scientific or any other reasons, and likely as not, the last place that anybody who undertakes the journey there shall ever see.

Zoria RPG System Technology Ratings

0 — This world is completely primordial. There is no sign of technology or science of any kind! Even simple shelters such as the usage of caves or sharpening sticks as tools is not apparent anywhere.

Architecture	— None
Building Materials	— None
Circuit Types	— None
Computer Types	— None
Energy Source Availability	— None
Language	— None
Mathematics	— None
Matter Manipulation	— None
Medicine	— None
Metals	— None
Philosophy	— None
Political Systems	— None
Religion	— None
Sciences	— None
Space Travel Types & Speeds	— None
Teleportation Capability	— None
Tools & Machinery	— None
Vehicles	— None
Water Management	— None
Weapons	— None
Writing System	— None

1 — The simplest and most basic tools, such as sharpened sticks or bones are in rare to uncommon use. No stone weapons yet, and only natural shelters are in use, such as caves/tunnels and overhangs.

Architecture	— None; Natural Dwellings Only
Building Materials	— None
Circuit Types	— None
Computer Types	— None
Energy Source Availability	— None
Language	— None
Mathematics	— None
Matter Manipulation	— None
Medicine	— None
Metals	— None
Philosophy	— None
Political Systems	— None
Religion	— None
Sciences	— None
Space Travel Types & Speeds	— None
Teleportation Capability	— None
Tools & Machinery	— None, save possibly sharpened bones or rocks.
Vehicles	— None
Water Management	— None
Weapons	— Bones sharpened on rocks (rare). Sticks and thrown stones.
Writing System	— Sound & Gesture

2 — Basic tools and weapons of stone, bone and surface-metals that can be worked by hand are available. Fur clothing, blankets, and the discovery of fire occur at this level of advancement. Language begins to develop, starting with pictographic paintings, grunts and gestures. Towards the end of this level of development, more capable language develops, with very limited writing systems and people begin to worship celestial symbols (e.g. sun, moon, stars, light, darkness, etc.)

Architecture	— Cave systems, huts, very simple fabrications of sticks and fur.
Building Materials	— Sticks, loose rocks, furs.
Circuit Types	— None
Computer Types	— None
Energy Source Availability	— Fire
Language	— Extremely basic, flowing into simple pictographic paintings and limited vocabularies.
Mathematics	— None
Matter Manipulation	— None
Medicine	— None
Metals	— Surface-found metals only, such as gold.
Philosophy	— None
Political Systems	— None
Religion	— Worshiping the sun, moon, stars, wind, etc.
Sciences	— None
Space Travel Types & Speeds	— None
Teleportation Capability	— None
Tools & Machinery	— Stone tools, sharpened rocks, sharpened bones.
Vehicles	— None
Water Management	— Wells, River water gathering by hand to store.
Weapons	— Sharpened stone, stone axes, stone tipped spears, bone weapons.
Writing System	— Painting and very early pictographs.

3 — At this stage of development, sentient life had discovered how to create sod or clay brick buildings, work with soft and low-melt-point metals, such as gold and copper. The first true writing systems are developed, as is the concept of mathematics. People begin to worship gods and form religions. As such, some people begin to discover channeling magic, but only at the most basic level. Wizards do not exist, and the old Essence magicians are sorcerers born of hybridization with races that have natural Essence powers, such as dragons and demons.

Even so, such sorcerers are rare and usually become powerful leaders and are feared by all.

Tribal warfare begins for food, women, land or water.

Architecture	— Small buildings of sod and clay bricks.
Building Materials	— Sod, clay.
Circuit Types	— None
Computer Types	— None
Energy Source Availability	— Fire
Language	— None
Mathematics	— Early, basic math; counting and subtracting.
Matter Manipulation	— None
Medicine	— Plants that can be used as remedies.

Metals	— Low melting point metals; copper, gold, etc.
Philosophy	— None
Political Systems	— Tribal
Religion	— Early proto-religions (common), semi-organized religions (rare).
Sciences	— Proto-Astrology & Proto-Astronomy
Space Travel Types & Speeds	— None
Teleportation Capability	— None
Tools & Machinery	— Hand mill.
Vehicles	— Small boats and rafts powered by paddle.
Water Management	— Wells, River water gathering by hand to store, hand-trench river diversion.
Weapons	— All previous, plus copper or other metallic weapons (rare to uncommon).
Writing System	— Simple; spoken language is fully formed, with limited to moderate vocabulary; writing systems are still developing and use complex or many simple pictographs.

4 — The development of true mathematics, geometry and sophisticated systems for writing and counting are developed. Simple alloys and alchemical reactions are being discovered but are not understood, and people begin to use bronze and cut stone. Buildings begin to appear out of harder substances and out of wood, as people invent ways of cutting and felling trees for timber.

Stone cutting allows people to build temples, and religion takes on a pivotal role in many cultures.

New substances include cloth, such as wool sheeting, perfume, cleaning oils, and candles. People begin to discover alcohol via different accidents and implement it in their daily routines.

The invention of the most basic herbal medicines and embalming occur towards the end of this level of advancement. This is the primal age of exploration by land and sea. People begin to tame animals, build ships, wagons, wains, chariots, etc.

Channeling magic increases to moderate to full availability, with some of the most potent spells being discovered during this age. In worlds with a medium level or higher MEF, people begin developing, learning and studying *Essence* magic. The first Wild Mages appear, Sorcerers become more common, and Wizardry takes its first steps forward.

People make war with weapons and chariots by land and by sea for religious reasons or for conquest. The first Empires form from such wars.

The discovery of papyrus and parchment & the development of waterways and siphons occur. People begin using coins of uniform weight as currency. The most basic experiments with steam-power can begin during this era, although these are rare. It is also possible to begin experimenting with electricity, via acid-based batteries, which can be used for medicinal purposes, and Greek fire or similar compounds.

The development of true philosophy occurs towards the middle of this era, as do advanced geometry, and algebra and the conceptualization of democracy.

Large ships are usually oar-powered, as making sails large enough to carry a great vessel by wind is impossibly difficult. Slavery is not uncommon. War and siege engines such as trebuchets appear towards the end of this era. The development of glass occurs toward the end of this age.

Architecture	— Stone and wood buildings.
Building Materials	— Softer stone, wood, metal (nails).
Circuit Types	— None
Computer Types	— None
Energy Source Availability	— Fire, coal, pitch, acids, steam.
Language	— Fully developed spoken languages; Phonetic writing systems.
Mathematics	— Geometry, first use of zero, advanced mathematics (multiplication, algebra,
etc.)	
Matter Manipulation	— Very primitive Alchemy
Medicine	— Organized medicine in early development; Elixirs, leechcraft.
Metals	— Bronze
Philosophy	— Basic originating theories of philosophy.
Political Systems	— Monarchical.
Religion	— Organized religion is commonplace.
Sciences	— Very basic alchemical sciences begin; astrology & proto-astronomy.
Space Travel Types & Speeds	— None
Teleportation Capability	— None
Tools & Machinery	— Cutting implements (for wood and stone), forges, glass (rare), parchment,
papyrus, paper (very rare), water mill (middle-late onwards), hand mill.	
Vehicles	— Wagons, wains, chariots. Small boats with oar and/or sail power. Medium
craft by oar power.	
Water Management	— Wells, River water gathering by hand to store, hand-trench river diversion,
Aqueducts, waterways, siphoning.	
Weapons	— Swords, knives, spears, leather armour, Bronze Age weapons, siege
engines, trebuchets.	
Writing System	— Phonetic writing advances.

5 — The Iron Age begins, and people begin mining and utilizing heavier metals. The discovery of coal and pitch. Basic medicine advances in some areas of the world, as people begin to learn what substances can be used as curatives and understand anatomy.

People discover how to make use of mortar and build with stone more regularly. Complex languages develop in many areas, evolving from root languages and create linguistic diversity, as well as spiritual diversity between different cultures. This leads both to extensive exploration and to Holy War. Glass is first made into lenses by careful grinding.

Democratic governments begin to take shape.

Astrology rules over astronomy, and superstition over science. Priests hold great power, as do any mages, on worlds where magic is possible.

The discovery of chemistry and of Alchemy leads to new professions and continuing advancements in metalworking. Blacksmithing is common toward the end of this time period, and towards the end of this era, people begin to discover steel, which marks the coming of the next age.

People begin making paper and explosives first begin to appear across the more developed nations, mostly in the form of black powder and Greek fire. People start using oil lamps, but these are not yet as bright as candles and are not commonly employed for lighting large areas.

Architecture	— Stone and wood buildings plus brick & mortar.
Building Materials	— Most stone, wood, metal (nails, mortar (cement), rock).
Circuit Types	— None
Computer Types	— None
Energy Source Availability	— Fire, coal, pitch, acids, steam.
Language	— Fully developed spoken languages; Phonetic writing systems.
Mathematics	— Geometry, advanced mathematics (multiplication, algebra, etc.)
Matter Manipulation	— Early Alchemy
Medicine	— Anatomy unveiled. True medicinal development. Concern for health,
exercise, diet, etc. exists.	
Metals	— Bronze, Iron
Philosophy	— Platonic Philosophy
Political Systems	— Monarchical, Democratic.
Religion	— Organized religion is commonplace.
Sciences	— Alchemy, chemistry, astrology and astronomy.
Space Travel Types & Speeds	— None
Teleportation Capability	— None
Tools & Machinery	— Glass, metal forges, black powder, parchment, papyrus, paper (uncommon),
oil lamps, simple lenses, water mill, hand mill, camera obscura.	
Vehicles	— Wagons, wains, chariots. Small sailing ships, plus medium to large oar-
powered vessels.	
Water Management	— Wells, River water gathering by hand to store, hand-trench river diversion,
Aqueducts, waterways, siphoning, water mills.	
Weapons	— Swords, knives, spears, leather armour, Bronze Age weapons, siege
engines, trebuchets, Greek fire.	
Writing System	— Advanced writing systems; technical and medical terminology.

6 — The discovery of steel leads to the development of new weapons, armour and tools.

Paper is uncommon, but available. New metals allow for more complex mining tools, which leads to the discovery of new elements.

This also allows for the building of lighter ships, easier cutting of timber, the making of more uniform coins. Other alloys and methods of improving metalworking are discovered, including Damascus steel. People begin to cut gemstones instead of simply smoothing them. Empires extend their power across larger distances with the aid of new ships and new methods of transit.

The first machinery appears during this age, concluding with the development of the book press and the loom. It is now possible to build large sailing ships rather than oar-powered ships. Gunpowder first appears and is used in primitive canons.

Architecture	— Stone and wood buildings plus brick & mortar.
Building Materials	— Most stone, wood, metal (nails, mortar (cement), rock).
Circuit Types	— None
Computer Types	— None
Energy Source Availability	— Fire, coal, pitch, acids, steam.
Language	— Fully developed spoken languages; Phonetic writing systems.
Mathematics	— Geometry, advanced mathematics (multiplication, algebra, etc.)
Matter Manipulation	— Alchemy
Medicine	— Anatomy unveiled. Advanced medicinal development. Concern for health,
exercise, diet, etc. exists. Acupuncture, and other practices begin.	
Metals	— Bronze, Iron, Steel, Laminated Steel
Philosophy	— Platonic Philosophy

Political Systems	— Monarchical, Democratic, Imperial.
Religion	— Organized religion is commonplace.
Sciences	— Alchemy, chemistry, astrology; astronomy early mystic theory.
Space Travel Types & Speeds	— None
Teleportation Capability	— None
Tools & Machinery	— Glass, metal forges, black powder, parchment, papyrus, paper (uncommon), oil lamps, moderate lenses, cut gemstones, gunpowder (very rare).
Vehicles	— Wagons, wains, chariots. Medium to large sailing ships, plus oar powered vessels.
Water Management	— Wells, River water gathering by hand to store, hand-trench river diversion, Aqueducts, waterways, siphoning, water milling.
Weapons	— Swords, knives, spears, leather armour, Bronze Age weapons, steel weapons & armour, laminated weapons, siege engines, trebuchets, explosives, Greek fire..
Writing System	— Advanced writing systems; technical and medical terminology.

7 — The development of machinery, including the book press and loom (from the end of the last era) allows people to advance further. Science begins to take sway over superstition, and people discover true astronomy, learning of the planet's orbit, and the expanse of the Universe. Mystics such as Wizards take the place of earlier forms of Essence magicians on worlds where magic is predominant. People begin to develop Psychic powers as they work on expanding their minds.

Democracies and republics emerge when people revolt against their governments. Some Empires win, while others fall and new governments run by the people take their place, beginning a while new era of corruption. .

Physics enters the spheres of science along with calculus. The first reservoir pens.

Development on gunpowder increases, allowing the making of single-shot pistols. The first aircraft begin to appear, starting with dirigibles and rotary-wing crafts.

Steam-power becomes more common, and chemistry advances along with other sciences due to the development of more powerful lenses that allow scientists to develop powerful magnifying devices. The first mechanical devices for personal use come into being, such as typewriters and presses. Electrical generators first appear rarely in the middle of this age, and more commonly (but still infrequently) towards its end. There is still no useful purpose for electricity and its properties are mostly unknown.

Oil and coal are the most common fuels, with oil predominant for lighting towards the end of this era. At the end of this stage of development, people begin making more sophisticated gunpowder based weapons, such as rifles, and discover more potent explosives such as nitroglycerine and gelignite.

Architecture	— Stone and wood buildings plus brick & mortar.
Building Materials	— Most stone, wood, metal (nails, mortar (cement), rock).
Circuit Types	— None
Computer Types	— None
Energy Source Availability	— Oil, fire, coal, pitch, acids, steam, electricity (extremely rare to uncommon).
Language	— Fully developed spoken languages; Phonetic writing systems.
Mathematics	— Geometry, advanced mathematics (multiplication, algebra, etc.), calculus.
Matter Manipulation	— Alchemy

Medicine	— Anatomy unveiled. Advanced medicinal development. Concern for health, exercise, diet, etc. exists. Acupuncture, and other practices begin.
Metals	— Bronze, Iron, Steel, Laminated Steel
Philosophy	— Platonic Philosophy
Political Systems	— Monarchical, Democratic, Imperial, Republic.
Religion	— Organized religion is commonplace.
Sciences	— Alchemy, chemistry, astrology, astronomy, Newtonian Physics; mystic theory.
Space Travel Types & Speeds	— None
Teleportation Capability	— None
Tools & Machinery	— Glass, metal forges, black powder, parchment, papyrus, paper (uncommon), oil lamps, moderate lenses, cut gemstones, gunpowder (very rare), chemical explosives, paper press, book press, water mill, wind mill, typewriter, primitive photography (uncommon to rare).
Vehicles	— Wagons, wains, chariots. Medium to large sailing ships, plus oar powered vessels, railroads (late), dirigibles, bicycle.
Water Management	— Wells, River water gathering by hand to store, hand-trench river diversion, Aqueducts, waterways, siphoning, pressure-based water delivery.
Weapons	— Swords, knives, spears, leather armour, Bronze Age weapons, steel weapons & armour, laminated weapons, siege engines, trebuchets, explosives, Greek fire, nitroglycerine & gelignite, pistols (rare to uncommon in early, common in late) rifles (late).
Writing System	— Advanced writing systems; technical and medical terminology.; typesetting.

8 — The revolver is invented in this period, as are the later semiautomatic and automatic types of firearms. Ironsides ships first appear here, as does the first submarine. People begin more common experiments with electricity and develop electrical generators. The Industrial Revolution begins. Fountain pens are common, and paper is mass-produced & cheap.

Towards the middle of the age, Psychology is finally developed and people are treated with more humanitarian means, although medicines used are still primitive. Opiates and other narcotics are in common use for most medical practices. The first prosthetics are developed.

Electricity slowly takes its place in society, with electric instruments first appearing toward the middle of this stage of development. The phonograph, telephone, telegraph, and the incandescent light bulb appear towards the end of this era, as does the airplane and the gasoline engine. People continue expanding and wars are fought with guns and sabers and explosives, now more for territorial expansion than for the religious reasons of previous ages.

Architecture	— Stone and wood buildings, brick & mortar, frame buildings, metal structures, skyscrapers (late).
Building Materials	— Most stone, wood, metal (nails, mortar (cement), rock).
Circuit Types	— None
Computer Types	— None
Energy Source Availability	— Oil, fire, coal, pitch, acids, steam, electricity (uncommon to rare early; common to uncommon late).
Language	— Fully developed spoken languages; Phonetic writing systems.
Mathematics	— Geometry, advanced mathematics (multiplication, algebra, etc.), calculus.
Matter Manipulation	— Alchemy
Medicine	— Anatomy unveiled. Advanced medicinal development. Concern for health, exercise, diet, etc. exists. Acupuncture, chiropractic, “Easter” medicine, pills and tinctures, early psychology and psychiatry.
Metals	— Bronze, Iron, Steel, Laminated Steel, Alloys of Steel

Philosophy	— Platonic Philosophy
Political Systems	— Monarchical, Democratic, Imperial, Republic, Socialist (rare in late part of era).
Religion	— Organized religion is commonplace.
Sciences	— Alchemy, chemistry, astrology, astronomy, Newtonian Physics; Mystic Theory, Darwinism, early Einsteinian Physics.
Space Travel Types & Speeds	— None
Teleportation Capability	— None
Tools & Machinery	— Glass, metal forges, black powder, parchment, papyrus, paper (uncommon), oil lamps, moderate lenses, cut gemstones, gunpowder, chemical explosives, paper press, book press, water mill, wind mill, telegraph, typewriter, incandescent lighting, electrical generators, telephone, phonograph, photography, motion video, petroleum and steam based motors, industrial plants (late), acrylic materials, rubber, bakelite.
Vehicles	— Wagons, wains, chariots. Medium to large sailing ships, oar powered vessel, ironside ships, early sub-marine vessels, early (primitive) steam-based automobiles (rare), railroads, dirigibles, early airplanes (late), bicycle, trolley.
Water Management	— Wells, River water gathering by hand to store, hand-trench river diversion, Aqueducts, waterways, siphoning, pressure-based water delivery.
Weapons	— Swords, knives, spears, leather armour, bronze age weapons, steel weapons & armour, laminated weapons, siege engines, trebuchets, explosives, Greek fire, nitroglycerine & gelignite, pistols, rifles, revolver, simple bombs.
Writing System	— Advanced writing systems; technical and medical terminology.; typesetting; shorthand, sign language.

9 — The development of the vacuum tube starts this new era, where technology increases into the first, most primitive computers. Bombs are in common use, as is electricity. The first wireless communication begins, and the radio is invented. Automobiles appear and slowly begin to enter common use. Politicians take the place of Kings and Emperors in many societies.

The first antibiotics come into use, and the age of the “pill” begins full force. Pharmaceutical development is all the rage. Psychology and Psychiatry become household words.

People start discovering quantum physics and quantum mechanics. Towards the end of this era, people discover atomic energy and the transistor.

Architecture	— Stone and wood buildings, brick & mortar, frame buildings, metal structures, skyscrapers.
Building Materials	— Most stone, wood, metal, mortar, cement, acrylic, early plastics.
Circuit Types	— Vacuum tubes
Computer Types	— ENIAC type computers.
Energy Source Availability	— Oil, fire, coal, pitch, acids, steam, electricity.
Language	— Fully developed spoken languages; Phonetic writing systems.
Mathematics	— Geometry, advanced mathematics (multiplication, algebra, etc.), calculus, early quantum mathematics.
Matter Manipulation	— Alchemy
Medicine	— Anatomy well known. Advanced medicinal development. Concern for health, exercise, diet, etc. exists. Acupuncture, chiropractic, “Eastern” medicine, pills are commonplace, tinctures, Freudian-level psychology and psychiatry are commonplace
Metals	— Bronze, Iron, Steel, Laminated Steel, Alloys of Steel, Titanium, Radium
Philosophy	— Platonic Philosophy; Socialist Philosophy. Altruism

Political Systems	— Monarchical, Democratic, Imperial, Republic, Socialist; Politics rule the world.
Religion	— Organized religion is commonplace.
Sciences	— Alchemy, chemistry, astrology, astronomy, Newtonian Physics, , early quantum physics and quantum mechanics; Advanced mystic theory (blending magic and computers).
Space Travel Types & Speeds	— Early (crude) rockets (late).
Teleportation Capability	— None
Tools & Machinery	— Glass, metal forges, black powder, parchment, papyrus, paper (uncommon), oil lamps, moderate lenses, cut gemstones, gunpowder, chemical explosives, paper press, book press, water mill, wind mill,, typewriter, telegraph, incandescent lighting, electrical generators, telephone, phonograph, photography, motion video, petroleum and steam based motors, industrial plants (late), vacuum tubes, radio transmission, transmitters & receivers, plastic, vulcanite, rubber, bakelite.
Vehicles	— Wagons, wains, chariots. Medium to large sailing ships, oar powered vessel, ironside ships, sub-marine vessels, early (primitive) steam-based automobiles (uncommon in early, common in mid-to-late), railroads, wheelchair, airplanes, dirigibles, zeppelins, bicycle, trolley, tram.
Water Management	— Wells, River water gathering by hand to store, hand-trench river diversion, Aqueducts, waterways, siphoning, pressure-based water delivery. running water, water cleaning plants.
Weapons	— Swords, knives, spears, leather armour, bronze age weapons, steel weapons & armour, laminated weapons, siege engines, trebuchets, explosives, Greek fire, nitroglycerine & gellignite, pistols, rifles, revolver, bombs, semi-automatic and fully automatic firearms.
Writing System	— Advanced writing systems; technical and medical terminology.; typesetting, binary computer language.

10 — The transistor takes the place of the vacuum tube and atomic energy becomes more commonplace. Now wars are fought with more powerful bombs, but the greatest weapon becomes sheer terror: the fear of the A-Bomb.

Computers are large and are primarily used in big businesses towards the beginning of this era, but quickly reduce in size until the personal computer appears towards the middle of this era. Around the same time, people break the sound barrier and begin exploration into space. People begin to launch manned expeditions to nearby planetoids and orbiting satellites of their home world.

The invention of the microprocessor towards the later part of this era allows for smaller computers, including the development of home and small business-oriented personal computers and video game consoles. Computing technology begins to dominate the world. Towards the end of this era, the Internet first appears and begins a process that connects the world in a way never before available, making communications instantaneous.

Medical science allows for the treatment of advanced diseases via radiation, microsurgery, neurosurgery, etc. The first anti-viral medicines are invented.

The development of solar power. Rail guns first appear and come into use.

Satellites orbit the skies and the world is a noisy mess of signals. Space exploration continues and this age ends with the development of ion propulsion. Pollution is a global problem, as is population growth, with large food shortages in various areas of the world.

Extra-terrestrial visitation may or may not be happening.

Architecture	— Stone and wood buildings, brick & mortar, frame buildings, metal structures, skyscrapers acrylic structures, biodomes (mid-late).
Building Materials	— Most stone, wood, metal, mortar, cement, acrylic, plastics.
Circuit Types	— Vacuum tubes, transistors (early), Integrated Circuits & Microprocessors (mid to mid-late).
Computer Types	— Early IBM type business computers & crude personal computers (early); Microprocessor based computers and personal computers (such as Commodore 64 and Apple II) (mid), commonplace computing (mid-late). Internet (mid-late).
Energy Source Availability	— Oil, fire, coal, pitch, acids, steam, electricity, atomic energy, wind energy, solar energy (mid-late).
Language	— Fully developed spoken languages; Phonetic writing systems, computer-programming languages.
Mathematics	— Geometry, advanced mathematics (multiplication, algebra, etc.), calculus, quantum mathematics.
Matter Manipulation	— Alchemy
Medicine	— Anatomy well known. Advanced medicinal development. Concern for health, exercise, diet, etc. exists. Acupuncture, chiropractics, “Eastern” medicine, pills are commonplace, tinctures, Freudian-level psychology and psychiatry are commonplace; Neurology, the X-Ray and Fluoroscope. .
Metals	— Bronze, Iron, Steel, Laminated Steel, Alloys of Steel, Titanium, rarified metals, radioactive metals, and non-terrestrial metals.
Philosophy	— Platonic Philosophy; Socialist Philosophy. Altruism
Political Systems	— Monarchical, Democratic, Imperial, Republic, Socialist; Politics rule the world.
Religion	— Organized religion is commonplace.
Sciences	— Alchemy, chemistry, astrology, astronomy, Newtonian Physics, Relativistic Physics, Quantum physics and Quantum mechanics; temporal mechanics and string theory; Advanced Mystic Theory.
Space Travel Types & Speeds	— Early rockets begin at start of era, developing into shuttles at end of era; satellites, early space stations and space station telescopes.
Teleportation Capability	— None
Tools & Machinery	— Glass, metal forges, black powder, parchment, papyrus, paper (uncommon), oil lamps, moderate lenses, cut gemstones, gunpowder, chemical explosives, paper press, book press, water mill, wind mill,, typewriter, telegraph, incandescent lighting, electrical generators, telephone, phonograph, photography, motion video, petroleum and steam based motors, industrial plants (late), vacuum tubes, radio transmission, transmitters & receivers, plastic, vulcanite, rubber, bakelite, “modern” plastics, synthetic elements, satellite transmission, wireless communication & wireless Internet (mid-late)
Vehicles	— Wagons, wains, chariots. Medium to large sailing ships, oar powered vessel, ironside ships, sub-marine vessels, early (primitive) steam-based automobiles, railroads (steam and diesel), airplanes, dirigibles, zeppelins multiple-prop planes, jet aircraft, wheelchair, rocket craft, space shuttles (mid), bicycle, gyroscopic walkers (mid-late), electric wheelchair, trams, trolley, monorail..
Water Management	— Wells, River water gathering by hand to store, hand-trench river diversion, Aqueducts, waterways, siphoning, pressure-based water delivery. running water, water cleaning plants.
Weapons	— Swords, knives, spears, leather armour, bronze age weapons, steel weapons & armour, laminated weapons, siege engines, trebuchets, explosives, Greek fire, nitroglycerine & gelignite, pistols, rifles, revolver, bombs, semi-automatic and fully automatic firearms, missiles and atomic weapons.
Writing System	— Advanced writing systems; technical and medical terminology.; typesetting; binary computer language, computer programming languages, such as FORTRAN, PASCAL and COBOL (mid), machine code (early-mid), non-linear programming (mid), “modern” programming languages, such as C+ and Java (mid-late).

11 — This age begins with the invention of ion-propelled spacecraft. Electricity provides the power for many ground vehicles, rather than petroleum oils, and pollution is rampant. Global resources are running low, but the development of smaller atomic generators is now possible.

People begin to look to the stars for realistic answers to their problems. Improved space vehicles can now reach outlying planets and people begin the first colonizing of other worlds in the surrounding solar system.

The first true technocracies form, and many revolutions may occur to overcome the corruption of large and bloated governments. Settlers on new worlds form their own governments, while the great “empires” attempt to seize control of them for their resources. The first interplanetary wars occur toward the end of this age.

Solar power becomes widespread, cheap and economical. Rail guns in common use.

The development of organic computers and crystal data storage, holography and advanced cybernetics occurs toward the middle of this age. Nanites take the place of pills and perform surgeries. The first brain transplant is possible and people begin to develop psionic technology. Basic AI technology first appears, as does the first TransMat system.

Architecture	— Stone and wood buildings, brick & mortar, frame buildings, metal structures, skyscrapers, acrylic structures, biodomes.
Building Materials	— Most stone, wood, metal, mortar, cement, acrylic, plastics.
Circuit Types	— Vacuum tubes, transistors, Integrated Circuits & Microprocessors, organic circuits (early-mid), crystal computers (late), holographic crystal circuits.
Computer Types	— Very advanced microprocessor-based computers (early) , organic brain computers (mid) and crystal-based data storage (mid). Basic, A.I.-type computers first appear (mid). Psionic technology (late).
Energy Source Availability	— Oil, fire, coal, pitch, acids, steam, electricity, atomic energy, wind energy, solar energy, small atomic generators (rarified element fusion).
Language	— Fully developed spoken languages; Phonetic writing systems, computer-programming languages.
Mathematics	— Geometry, advanced mathematics (multiplication, algebra, etc.), calculus, quantum mathematics.
Matter Manipulation	— Alchemy; Primitive and unsafe TransMat via matter->energy->matter conversion and transmission via electrical impulses.
Medicine	— Anatomy well known. Advanced medicinal development. Concern for health, exercise, diet, etc. exists. Acupuncture, chiropractic, “Eastern” medicine, pills are commonplace, tinctures, Freudian-level psychology and psychiatry are commonplace; Neurology, the X-Ray and Fluoroscope; Nanites; early brain-transplantation; cybernetics commonplace.
Metals	— Bronze, Iron, Steel, Laminated Steel, Alloys of Steel, Titanium, rarified metals, radioactive metals, and non-terrestrial metals.
Philosophy	— Platonic Philosophy; Socialist Philosophy. Altruism
Political Systems	— Monarchical, Democratic, Imperial, Republic, Socialist; Technocratic, Global-Empire. Strife rules the world.
Religion	— Organized religion is commonplace, but not prevalent. .
Sciences	— Alchemy, chemistry, astrology, astronomy, Newtonian Physics, Relativistic Physics , Quantum physics and Quantum mechanics; temporal mechanics and string theory; Advanced Mystic Theory, Theory of Everything beginning to solidify.
Space Travel Types & Speeds	— Ion-drive space craft; satellites, space stations. First off-world colonies; Anarchic nations.
Teleportation Capability	— None
Tools & Machinery	— Glass, metal forges, black powder, parchment, papyrus, paper (uncommon), oil lamps, moderate lenses, cut gemstones, gunpowder, chemical explosives, paper press, book press, water mill, wind mill,, typewriter, telegraph, incandescent lighting, electrical generators, telephone, phonograph, photography, motion video,

petroleum and steam based motors, industrial plants (late), vacuum tubes, radio transmission, transmitters & receivers, plastic, vulcanite, rubber, bakelite, “modern” plastics, synthetic elements.

Vehicles — Wagons, wains, chariots. Medium to large sailing ships, oar powered vessel, ironside ships, sub-marine vessels, early (primitive) steam-based automobiles, railroads (steam and diesel), airplanes, dirigibles, zeppelins multiple-prop planes, jet aircraft, wheelchair, rocket craft, space shuttles (mid), bicycle, gyroscopic walkers (mid-late), electric wheelchair, trams, trolley, monorail..

Water Management — Wells, River water gathering by hand to store, hand-trench river diversion, Aqueducts, waterways, siphoning, pressure-based water delivery. running water, water cleaning plants, home-based water condensers, atmospheric condensers.

Weapons — Swords, knives, spears, leather armour, bronze age weapons, steel weapons & armour, laminated weapons, siege engines, trebuchets, explosives, Greek fire, nitroglycerine & gelignite, pistols, rifles, revolver, bombs, semi-automatic and fully automatic firearms, missiles and atomic weapons. Rail guns.

Writing System — Advanced writing systems; technical and medical terminology.; typesetting; binary computer language, computer programming languages, such as FORTRAN, PASCAL and COBOL (mid), machine code, non-linear programming, “modern” programming languages, such as C+ and Java; human-friendly programming languages; self-assisted (A.I.) computer language; Primitive phi-languages (late).

12 — Interplanetary war forces some people to look for a way of escape, finally developing the first **faster than light** spacecrafts. The only FTL means of transit starts as primitive hyperspace crafts, which can travel starting at 1x speed of light, culminating is 20x speed of light by the end of this era. People begin long journeys to other stars in search of habitable planets. Most perish, but some find suitable places to colonize.

Rail guns are now in common use, and the first particle-based energy and plasma weapons are developed, but are unreliable and require massive amounts of energy to operate.

Quantum Physics and Mechanics are integrated into a new Temporal Physics science, and towards the end of this era, the first warp-field crafts are designed, as are more advanced hyperspace crafts. Warp-field crafts are slower, but require less energy and less complex calculations. (Hyperspace crafts require very precise calculations in order to operate a hyperspace window.)

Towards the end of this era, crystal-based computing takes the place of all older technologies. Organic and semiconductor computing are antiquated, and fully aware (but not sentient) AIs finally appear.

Alien microbes from other worlds create the need for new medicines. The first trade with other non-terrestrial species is now possible, assuming there are any within reach.

Thinking computers allow for more advanced mathematical equations, and the development of better and more efficient energy sources. Crystal-power-induction and direct solar absorption first begin to become available toward the end of this era.

Energy and particle weapons replace missiles and guns.

Architecture — Stone and wood buildings, brick & mortar, frame buildings, metal structures, skyscrapers, acrylic structures, and biodomes.

Building Materials — Most stone, wood, metal, mortar, cement, acrylic, plastics.

Circuit Types — Vacuum tubes, transistors, Integrated Circuits & Microprocessors, organic circuits, crystal computers (late), holographic crystal circuits.

Computer Types	— Very advanced microprocessor-based computers (early) , organic brain computers (mid) and crystal computers (late). Fully aware A.I. computers, Psionic technology.
Energy Source Availability	— Oil, fire, coal, pitch, acids, steam, electricity, atomic energy, wind energy, solar energy, small atomic generators (rarified element fusion); Crystal-Power Induction; Solar Absorption.
Language	— Fully developed spoken languages; Phonetic writing systems, computer-programming languages.
Mathematics	— Geometry, advanced mathematics (multiplication, algebra, etc.), calculus, quantum mathematics.
Matter Manipulation	— Alchemy; Primitive and unsafe TransMat via matter->energy->matter conversion and transmission via electrical impulses.
Medicine	— Anatomy well known. Advanced medicinal development. Concern for health, exercise, diet, etc. exists. Acupuncture, chiropractic, “Eastern” medicine, pills are commonplace, tinctures, Freudian-level psychology and psychiatry are commonplace; Neurology, the X-Ray and Fluoroscope; Nanites; early brain-transplantation; cybernetics are commonplace; Xenobilology, Xeno psychiatry & Xenopsychology.
Metals	— Bronze, Iron, Steel, Laminated Steel, Alloys of Steel, Titanium, rarified metals, radioactive metals, non-terrestrial metals.
Philosophy	— Platonic Philosophy; Socialist Philosophy. Altruism, Xenophilosophy.
Political Systems	— Monarchical, Democratic, Imperial, Republic, Socialist; Technocratic, Global-Empire, interplanetary governments & Empires, some Anarchic societies.
Religion	— Organized religion exists, but not common. (Not always true).
Sciences	— Alchemy, chemistry, astrology, astronomy, Newtonian Physics, Quantum physics and Quantum mechanics; string theory; New “Temporal Physics”(solidifying the all possibilities of the ‘Theory of Everything’ into physical laws) replaces all older physics sciences; dimensional physics; Advanced Mystic Theory; Psionic Sciences.
Space Travel Types & Speeds	— FTL space craft{Warp: 1xC (early); 5xC (mid) 10xC (late)}{Hyperspace 2xC (early); 10xC (mid); 20xC (late)}; satellites, space stations; off-world colonies; first extra-solar colonies.
Teleportation Capability	—Wire & Wireless Impulse Matter/Energy Conversion Transmission
Tools & Machinery	— Glass, metal forges, black powder, parchment, papyrus, paper (uncommon), oil lamps, moderate lenses, cut gemstones, gunpowder, chemical explosives, paper press, book press, water mill, wind mill,, typewriter, telegraph, incandescent lighting, electrical generators, telephone, phonograph, photography, motion video, petroleum and steam based motors, industrial plants (late), vacuum tubes, radio transmission, transmitters & receivers, plastic, vulcanite, rubber, bakelite, “modern” plastics, synthetic elements.
Vehicles	— Wagons, wains, chariots. Medium to large sailing ships, oar powered vessel, ironside ships, sub-marine vessels, early (primitive) steam-based automobiles, railroads (steam and diesel), airplanes, dirigibles, zeppelins multiple-prop planes, jet aircraft, wheelchair, rocket craft, space shuttles (mid), bicycle, gyroscopic walkers (mid-late), electric wheelchair, trams, trolley, monorail..
Water Management	— Wells, River water gathering by hand to store, hand-trench river diversion, Aqueducts, waterways, siphoning, pressure-based water delivery. running water, water cleaning plants, home-based water condensers, atmospheric condensers. .
Weapons	— Swords, knives, spears, leather armour, bronze age weapons, steel weapons & armour, laminated weapons, siege engines, trebuchets, explosives, Greek fire, nitroglycerine & gelignite, pistols, rifles, revolver, bombs, semi-automatic and fully automatic firearms, missiles and atomic weapons. Rail guns. Early energy & plasma guns & energy weapons.
Writing System	— Advanced writing systems; technical and medical terminology.; typesetting; binary computer language, computer programming languages, such as FORTRAN, PASCAL and COBOL (mid), machine code, non-linear programming, “modern” programming languages, such as C+ and Java; human-friendly programming languages; self-assisted (A.I.) computer language; Primitive psi-languages; Xenolanguage integration.

13 — The development of subspace field manipulation marks the beginning of a new era. Now people begin to develop TransMat technology using this new subspace layer, which allows for the near instantaneous travel across vast distances of space, assuming a transmitter and receiver can be installed at both ends. (Thus, technology such as the Stargate network first comes into being around this time).

It is now possible to convert matter to energy and back to matter, using holography and quantum reconstruction to define the originating state of the matter, deconstruct it and reconstruct it. This is the basic principle used for the TransMat devices. Conversion of pure energy to matter is not as easy, as the technology to simply define the exact final form of the end product on the quantum level is not fully developed.

FTL travel increases in speed to up to 50x the speed of light towards the middle of this era but the power costs are too high to be practical. People discover non-terrestrial elements that help offset this problem, but their instability makes their use dangerous and even the most advanced AIs can't calculate all of the variables necessary to make their use safe. Towards the end of this era, many of these problems are resolved, and the notion of combining both warp-field and hyperspace (to generate a warp-field that works in hyperspace) is postulated and explored.

Actual super-luminous travel (in normal space) is also postulated and explored by some cultures.

This super-fast transit is usually used to set up TransMat stations (or Stargates, etc.) in order to facilitate faster travel. Interplanetary empires form, but span only a few star systems at most. Space-Time-Vortex manipulators (a form of primitive, dangerous time travel) and prototype time-space travel machines and similar devices in experimental use.

Trade with alien cultures begins as more advanced races begin to take notice of the "new people on the block". Towards the end of this era, a more advanced form of crystal-energy induction is discovered that allows for the common use of the faster FTL ships, and now greater speeds are possible. Warp-field ships are primarily used as long-term TransMat seeding ships, sent out in advance to seed areas of space with TransMat receivers.

It is now possible to transmute matter entirely with technology, but the energy costs are supremely high.

Architecture	— Stone and wood buildings, brick & mortar, frame buildings, metal structures, skyscrapers, acrylic structures, and biodomes.
Building Materials	— Most stone, wood, metal, mortar, cement, acrylic, plastics.
Circuit Types	— Vacuum tubes, transistors, Integrated Circuits & Microprocessors, organic circuits (early-mid), crystal computers (late), holographic crystal circuits.
Computer Types	— Very advanced microprocessor-based computers (early), organic brain computers and analogue circuit computers (mid) and crystal computers (late). Fully aware A.I. computers, Psionic technology.
Energy Source Availability	— Oil, fire, coal, pitch, acids, steam, electricity, atomic energy, wind energy, solar energy, small atomic generators (rarified element fusion); Crystal-Power Induction; Solar Absorption.
Language	— Fully developed spoken languages; Phonetic writing systems, computer-programming languages.
Mathematics	— Geometry, advanced mathematics (multiplication, algebra, etc.), calculus, quantum mathematics, temporal mathematics, transdimensional calculus.
Matter Manipulation	— Alchemy; TransMat technology via subspace (TransMat and Stargate); Early quantum particle construction (energy->matter creation/conversion).
Medicine	— Anatomy well known. Advanced medicinal development. Concern for health, exercise, diet, etc. exists. Acupuncture, chiropractic, "Eastern" medicine, pills are commonplace, tinctures, Freudian-level psychology and psychiatry are commonplace; Neurology, the X-Ray and Fluoroscope; Nanites; early brain-transplantation; cybernetics are commonplace; Xenobiology, Xenopsychiatry & Xenopsychology.

Metals	— Bronze, Iron, Steel, Laminated Steel, Alloys of Steel, Titanium, rarified metals, radioactive metals, and non-terrestrial metals.
Philosophy	— Platonic Philosophy; Socialist Philosophy. Altruism, Xenophilosophy.
Political Systems	— Monarchical, Democratic, Imperial, Republic, Socialist; Technocratic, Global-Empire, interplanetary governments & Empires, some Anarchic societies.
Religion	— Organized religion exists, but not common. (Not always true).
Sciences	— Alchemy, chemistry, astrology, astronomy, New “Temporal Physics”(solidifying the all possibilities of the ‘Theory of Everything’ into physical laws), dimensional physics; Advanced Mystic Theory; Psionic Sciences; Subspace field manipulation.
Space Travel Types & Speeds	— FTL space craft{Warp: 25xC (early); 50xC (mid) 75xC (late)}{Hyperspace 40xC (early); 80xC (mid); 120xC (late)}; satellites, space stations; off-world colonies; extra-solar colonies. Stargate-type travel, Super-Luminous 5xC (early), 10xC (mid) , 20xC (late)
Teleportation Capability	— TransMat; Stargate; Wire & Wireless Impulse Matter/Energy Conversion
Transmission	
Tools & Machinery	— Glass, metal forges, black powder, parchment, papyrus, paper (uncommon), oil lamps, moderate lenses, cut gemstones, gunpowder, chemical explosives, paper press, book press, water mill, wind mill,, typewriter, telegraph, incandescent lighting, electrical generators, telephone, phonograph, photography, motion video, petroleum and steam based motors, industrial plants (late), vacuum tubes, radio transmission, transmitters & receivers, plastic, vulcanite, rubber, bakelite, “modern” plastics, synthetic elements, ion drive, FTL, TransMat, Stargate, Weather-Control Systems.
Vehicles	— Wagons, wains, chariots. Medium to large sailing ships, oar powered vessel, ironside ships, early sub-marine vessels, early (primitive) steam-based automobiles, railroads (steam and diesel), airplanes, dirigibles, zeppelins multiple-prop planes, jet aircraft, wheelchair, rocket craft, space shuttles (mid), bicycle, gyroscopic walkers, electric wheelchair, trams, trolley, monorail, space crafts, Vortex manipulators, prototype time-space travel machines.
Water Management	— Wells, River water gathering by hand to store, hand-trench river diversion, Aqueducts, waterways, siphoning, pressure-based water delivery. running water, water cleaning plants, home-based water condensers, atmospheric condensers.
Weapons	— Swords, knives, spears, leather armour, bronze age weapons, steel weapons & armour, laminated weapons, siege engines, trebuchets, explosives, Greek fire, nitroglycerine & gelignite, pistols, rifles, revolver, bombs, semi-automatic and fully automatic firearms, missiles and atomic weapons. Rail guns. Energy weapons, Plasma Weapons, Subspace field generator-disruptors.
Writing System	— Advanced writing systems; technical and medical terminology.; typesetting; binary computer language, computer programming languages, such as FORTRAN, PASCAL and COBOL (mid), machine code, non-linear programming, “modern” programming languages, such as C+ and Java; human-friendly programming languages; self-assisted (A.I.) computer language; Primitive psi-languages; Xenolanguage integration.

14 — This era begins with the development of vacuum energy, creating the first Zero-Point Modules. These allow for much greater power than previous energy sources, and thus allow for the development not only of far faster FTL ships, but also for entire city-ships and for massively powerful energy weapons.

The first research into inter-dimensional travel becomes realistic. It is now possible to build a crude dimensional window generator. With the aid of ZPMs, transmutation of matter is now easier. Time-Space machines become more reliable but still dangerous. Vortex manipulators in common use, but regulated by ‘Time Agencies’.

Psionic linkage systems begin to take the place of normal operational inputs for computers. Genetic manipulation in real time is now possible, and people begin experimenting with their genetic code.

ZPM production is still dangerous and difficult though, and other energy sources are still sought. The maximum transit speed for FTL ships is however increased, and cross-linkage of warp-field and hyperspace propulsion is now calculated. It is however also possible to tie-in ZPM and other additional super-powerful generators to warp-field and hyperspace engines in order to magnify and amplify their effects.

Architecture	— Stone and wood buildings, brick & mortar, frame buildings, metal structures, skyscrapers, acrylic structures, and biodomes, city ships.
Building Materials	— Most stone, wood, metal, mortar, cement, acrylic, plastics.
Circuit Types	— Vacuum tubes, transistors, Integrated Circuits & Microprocessors, organic circuits, analogue circuits, crystal circuitry, holographic crystal circuits. .
Computer Types	— Very advanced microprocessor-based computers , organic brain computers and analogue circuit computers, crystal computers, crystal-computers, molecular crystal-ographic computers (late),.
Energy Source Availability	— Oil, fire, coal, pitch, acids, steam, electricity, atomic energy, wind energy, solar energy, small atomic generators (rarified element fusion); Crystal-Power Induction; Solar Absorption, Vacuum energy (mid), Zero-Point Energy (late), Dimensional-Power Generators (Late).
Language	— Fully developed spoken languages; Phonetic writing systems, computer-programming languages.
Mathematics	— Geometry, advanced mathematics (multiplication, algebra, etc.), calculus, quantum mathematics, temporal mathematics, transdimensional calculus.
Matter Manipulation	— Alchemy; TransMat technology via subspace (TransMat and Stargate); Early quantum particle construction (energy->matter creation/conversion).
Medicine	— Anatomy well known. Advanced medicinal development. Concern for health, exercise, diet, etc. exists. Acupuncture, chiropractic, “Eastern” medicine, pills are commonplace, tinctures, Freudian-level psychology and psychiatry are commonplace; Neurology, the X-Ray and Fluoroscope; Nanites; early brain-transplantation; cybernetics are commonplace; Xenobiology, Xenopsychiatry & Xenopsychology.
Metals	— Bronze, Iron, Steel, Laminated Steel, Alloys of Steel, Titanium, rarified metals, radioactive metals, and non-terrestrial metals.
Philosophy	— Platonic Philosophy; Socialist Philosophy. Altruism, Xenophilosophy.
Political Systems	— Monarchical, Democratic, Imperial, Republic, Socialist; Technocratic, Global-Empire, interplanetary governments & Empires, some Anarchic societies.
Religion	— Organized religion exists, but not common. (Not always true).
Sciences	— Alchemy, chemistry, astrology, astronomy, New “Temporal Physics”(solidifying the all possibilities of the ‘Theory of Everything’ into physical laws), dimensional physics; Advanced Mystic Theory; Psionic Sciences; Subspace field manipulation.
Space Travel Types & Speeds	— FTL space craft{ Warp: 200xC (early); 400xC (mid) 600xC (late)} {Hyperspace 250xC (early); 500xC (mid); 750xC (late)}, Super-Luminous 40xC (early), 80xC (mid) , 120xC (late); satellites, space stations; off-world colonies; extra-solar colonies. Stargate-type travel, Combining Warp and Hyperspace (multiply both number; thus, a 200C Warp combined with a 250C Hyperspace is a 50,000C drive, ZPM (or Dimensional generator or Vacuum-Energy Generator) adds a factor between x2 and x10 to the system speed. This uses a lot of power and is dangerous at this point in development. When combining multiple ZPMs or similar power-sources, each in series adds a power factor. Thus, if the first device adds a multiplier of 5, then two devices add a factor of 5 ² , and three 5 ³ , and so on. This of course is even more dangerous, as it becomes very problematic both to regulate the energy and to plot a safe navigational course. It is also possible tyo amplify super-luminous drive by adding such power-sources as additiona amplifiers, however that type of transit is not compatible with warp-field, and the equations for using it in hyperspace are far from complete givenn that hyperspace has no light-speed limiting factor. Sub-Spacw drive is researched (late)
Teleportation Capability	— TransMat; Stargate; Wire & Wireless Impulse Matter/Energy Conversion
Transmission	
Tools & Machinery	— Glass, metal forges, black powder, parchment, papyrus, paper (uncommon), oil lamps, moderate lenses, cut gemstones, gunpowder, chemical explosives, paper press, book press, water mill, wind mill,, typewriter, telegraph, incandescent lighting, electrical generators, telephone, phonograph, photography, motion video, petroleum and steam based motors, industrial plants (late), vacuum tubes, radio transmission, transmitters & receivers, plastic, vulcanite, rubber, bakelite, “modern” plastics, synthetic elements, ion drive, FTL, TransMat, Stargate, Weather-Control Systems.

Vehicles — Wagons, wains, chariots. Medium to large sailing ships, oar powered vessel, ironside ships, early sub-marine vessels, early (primitive) steam-based automobiles, railroads (steam and diesel), airplanes, dirigibles, zeppelins multiple-prop planes, jet aircraft, wheelchair, rocket craft, space shuttles (mid), bicycle, gyroscopic walkers, electric wheelchair, trams, trolley, monorail, space crafts, Vortex manipulators, prototype time-space travel machines.

Water Management — Wells, River water gathering by hand to store, hand-trench river diversion, Aqueducts, waterways, siphoning, pressure-based water delivery. running water, water cleaning plants, home-based water condensers, atmospheric condensers.

Weapons — Swords, knives, spears, leather armour, bronze age weapons, steel weapons & armour, laminated weapons, siege engines, trebuchets, explosives, Greek fire, nitroglycerine & gelignite, pistols, rifles, revolver, bombs, semi-automatic and fully automatic firearms, missiles and atomic weapons. Rail guns. Energy weapons, Plasma Weapons, Subspace field generator-disruptors.

Writing System — Advanced writing systems; technical and medical terminology.; typesetting; binary computer language, computer programming languages, such as FORTRAN, PASCAL and COBOL (mid), machine code, non-linear programming, “modern” programming languages, such as C+ and Java; human-friendly programming languages; self-assisted (A.I.) computer language; Primitive psi-languages; Xenolanguage integration.

15 — Black-hole energy is now available, as people learn to balance a singularity in order to use it as an energy source. ZPM system can now be mass-produced, and are commonly available. Now ships are equipped with either multiple Zero-Point modules (common) or Singularity Energy Receivers), which are still rare.

True star empires begin to form, spanning dozens of star systems. Continuation on dimensional window generators. It is now possible to open a stable dimensional window, but the math required to direct it to a specific point is still unclear. The first Universal window generator (to open portals into parallel universes) is possible. Space-Time-Vortex manipulators outdated by Time-Vortex ships. Invention of Time Scoops and other temporal manipulation devices.

Matter manipulation, to transmute matter or convert energy to matter is now possible entirely with technology, replacing *Alchemy* as the easiest way to transmute matter.

Space Travel Types & Speeds — FTL space craft{Warp: 1,000xC (early); 1,500xC (mid) 3,000xC (late)} {Hyperspace 1,000xC (early); 2,000xC (mid); 4,000xC (late)}, Super-Luminous 250xC (early), 500xC (mid) , 750xC (late); satellites, space stations; off-world colonies; extra-solar colonies. Stargate-type travel, Combining Warp and Hyperspace (multiply both number; thus, a 1,500C Warp combined with a 2,000C Hyperspace is a 3,000,000C drive, ZPM (or Dimensional generator or Vacuum-Energy Generator) adds a factor of x10 to the system speed. When combining multiple ZPMs or similar power-sources, each in series adds a power factor. Thus, if the first device adds a multiplier of 5, then two devices add a factor of 5^2 , and three 5^3 , and so on. The base is $(\text{Speed} \times 10^v)$ where v is the number of ZPM or similar power-sources used in series. This uses a lot of power and , but the power output can be limited: At minimal power, it is $(x10^v) \div 100$. This of normally done with warp field or hyperspace engines, but not both, course is dangerous, as it becomes very problematic both to regulate the energy and to plot a safe navigational course. It is also possible to amplify super-luminous drive by adding such power-sources as additional amplifiers, however that type of transit is not compatible with warp-field, and the equations for using it in hyperspace are far from complete given that hyperspace has no light-speed limiting factor.

16 — The first space-folding ships are developed, but require extensive psychic ability to operate. People’s psionic and psychic abilities reach a new peak, and people generally have Psy-abilities from birth. The first experiments with the time-vortex begin.

FTL is now possible with Warp ships at 250xC and hyperspace ships at 1,000xC, but this is only barely fast enough for intergalactic travel, and only for generational ships. Warp-ships are abandoned in favour of more advanced hyperspace window generators and space-folding ships.

Quantum-mirrors and dimensional portals are now fully operational, although practical uses for them are still unknown.

Space Travel Types & Speeds — FTL space craft{Warp: 4,500xC (early); 6,000xC (mid) 7,500xC (late)} {Hyperspace 6,000xC (early); 8,000xC (mid); 10,000xC (late)}, Super-Luminous 1,000xC (early), 2,000xC (mid) , 3,000xC (late); satellites, space stations; off-world colonies; extra-solar colonies. Stargate-type travel, Combining Warp and Hyperspace (multiply both number; thus, a 6,000C Warp combined with a 8,000C Hyperspace is a 40,000,000C drive, ZPM (or Dimensional generator or Vacuum-Energy Generator) adds a factor of x10 to the system speed. When combining multiple ZPMs or similar power-sources, each in series adds a power factor. Thus, if the first device adds a multiplier of 5, then two devices add a factor of 5^2 , and three 5^3 , and so on. The base is $(\text{Speed} \times 10^v)$ where v is the number of ZPM or similar power-sources used in series. This uses a lot of power and , but the power output can be limited: At minimal power, it is $(x10^v) \div 100$. Thus, using three ZPMs in series, you could (in theory) generate a maximum velocity of 40,000,000,000C, or at minimum power, generate 400,000,000C. This of normally done with warp field or hyperspace engines, but not both, course is dangerous, as it becomes very problematic both to regulate the energy and to plot a safe navigational course. It is also possible to amplify super-luminous drive by adding such power-sources as additional amplifiers, however that type of transit is not compatible with warp-field, and the equations for using it in hyperspace are far from complete given that hyperspace has no light-speed limiting factor. At the end of this era, without foldspace, the maximum velocity (without augmentation) is 75,000,000C, and with a double-series of three ZPMs (6 in series), this would be 75,000,000,000,000C at full power, which is greater than the size of the Universe, even with the spacial expansion factor. At minimal power, that configuration would produce a velocity of 750,000,000,000C, and nine in series at minimal power would produce 750,000,000,000,000C velocity, at the risk of tearing a hole in reality, which would permit travel so fast that it would be essentially instantaneous. Using only hyperspace, this same configuration at maximum power would produce a velocity of 10,000,000,000,000C, which at minimal power would produce a velocity of 100,000,000,000C. One of the problems with speeds of this velocity is that calculating your point of exit from a hyperspace window and/or warp field becomes nearly impossible, even with the most sophisticated computers, and sentients with time-sensitive abilities are required to perform the task with proficiency, who are often wired directly to the navigational systems of ships. This also leads to spacefolder development, whereby a ship can instantly move from any one point in the universe to another by folding space around subspace and merely passing through the ripple.

17 — Space-folding ships start to come into more common use, but the lack of controller with the requisite time-sensitive psychic powers makes running them en mass quite difficult. Hyperspace increases to 10,000xC near the middle of this period, and finally reaches its peak at the end of this period around 100,000xC.

At the end of this era, this race has now established the technology necessary to create and maintain intergalactic star empires. People begin exploring alternate realities and other dimensions, including the demonic realms and the realms of time. Many expeditions are lost, but some useful sciences come back and the first inter-dimensional relations are formed. TT Capsules are perfected and improved by some (rare) races. Other time-space travel technology improves, but is still dangerous.

18 — Spacefolding is now the prevailing method of travel, and inter-dimensional colonization has begun. Researching the physics of other dimensions and realms is now a priority. Deep research into the nature of time continues.

The first people begin to *ascend*.

19 — Time travel is now common. People have advanced so much that they are near-god-like in power, with infinite energy resources and the ability to go anywhere and anywhen or create anything they want.

Ascension is common, especially now that people fully comprehend the laws of physics on other planes of existence.

20 — The people are essentially living gods. Nothing is impossible, and they have full control over time and space and matter. Most people ascend to begin a new path of exploration and evolution on a cosmic level.

Zoria World Details

The Zoria Calendar:

Ages have 25,000 years.

350 day year, 10 months each with 35 days, 5 weeks per month with 7 days each, each month is one lunar cycle.

Zoreac and Elven Calendars of Zoria (Used by Most Races of the Zoria Continent)

The year begins in the Spring and ends in the Winter.

The Zoreac term for “month” is *Femos*, meaning moon-circuit. Ojh is the Zoreac word for “day”.

Months of the Year:

<i>Zoreac</i>	—	<i>Elven</i>
Leqefemos	—	Cuivasta (The Awakening) – Day 1 – 35
Delmorfemos	—	Lotesse (Time of Flowers) – Day 36 – 70
Ku’Salfemos	—	Narie (Warming) – Day 71 – 105
Saelfemos	—	Urime (Hot) – Day 106 – 140
Yeafemos	—	Yavannie (The Harvest) – Day 141 – 175
Thynfemos	—	Narquelie (Sun Fading) – Day 176 – 210
Baladlfemos	—	Lotqulie (Flowers Fade) – Day 211 – 245
Qefemos	—	Helkasta (Month of Ice) – Day 246 – 280
Cathyfemos	—	Ringare (Cold Month) – Day 281 – 315
Torfemos	—	Hisime (Month of Rains and Mists) – Day 316 – 350

Days of the week:

<i>Zoreac</i>	—	<i>Elven</i>
Erevnojh	—	Elenya (Starsday)
Galnojh	—	Anarya (Sunday)
Felnojh	—	Isilya (Moonsday)
Delnojh	—	Alduya (Treesday)
T’Zenojh	—	Menelya (Skysday)
Imanojh	—	Valanya (Godsday)
Zannojh	—	Tarion (Kingsday)

Ardor = heat

Agar, Regio = place, land

Occiagaro = The western lands; the orient of this world

Agardor = hot lands

Chapter XIII

Gods & Divinity

o.o Divinity

0.1 Divine Rank

0.2 Tiers of Divinity

Just as there are more and less powerful mortals, not to mention other creatures of all shapes and sizes, so too are deities ranked by their stature. Unlike their mortal cousins, divine power is not so subtly arranged by how well known a power is, but rather by their age, number of worshipers, level of control and how they came into being.

0.3 New Tiers of Over Deities

- 0.3.1 Creatrix
- 0.3.2 Lesser Regent
- 0.3.3 Regent
- 0.3.4 Greater Regent
- 0.3.5 Lesser Designate
- 0.3.6 Designate
- 0.3.7 Greater Designate
- 0.3.8 Imandi

0.4 New Salient Abilities

0.5 Divinity in Zoria

- 0.5.1 Immortals
 - 0.5.1.1 Sol
 - 0.5.1.2 Demi-Deities
 - 0.5.1.3 Gil-Ranis (CG; Rogues, Agility, Dueling)
 - 0.5.1.4 Amara (Psionics, Secrets, Prophecy)
 - 0.5.1.5 Vyre Sa'Karu (Fate, Learning, Undead)
- 0.5.2 Lesser Deities (move all to intermediate)
 - 0.5.2.1 T'Zyef (Storms, Weather, Rain, Thunder)
 - 0.5.2.2 Thyn'ghöz (Darkness, Drow, Underworld)
 - 0.5.2.3 Calmenos (Murder, Illusion, Vengeance)
 - 0.5.2.4 Selmenos (Slaughter, Demons, Massacres)
 - 0.5.2.5 Yea've (Fertility, Childbirth, Life)
 - 0.5.2.6 Delde (Woodlands, Flora and Fauna, Trees, Nature, Animals)
- 0.5.3 Intermediate Deities
 - 0.5.3.1 Keldor (Destruction, War, Ugliness, Disease)
 - 0.5.3.2 Jh'Karr (Crafts, Artisans, Smiths, Creation, Dwarves)
 - 0.5.3.3 Quvax (Roads, Home, Travel, Exploration)
 - 0.5.3.4 N'Tra (Undead, Pain, Hate, Spiders)
 - 0.5.3.5 Omande (Brawling, Cities, Protection, Humor)
 - 0.5.3.6 Umande (Mercy, Passion, Endurance, Healing)
 - 0.5.3.7 Revistas (Psionics, Gem cutting, Cats, Communication)
 - 0.5.3.8 Hvylaxta (Truth, Balance, Chivalry, Honesty, Civilizations)
 - 0.5.3.9 Weldankh (Killing, Pain, Conquest, Suffering)
- 0.5.4 Greater Deities
 - 0.5.4.1 Aldus (Time, Law, Discipline, Planning, Honor, Fate, Learning, Commerce, Supreme, Judgment)
 - 0.5.4.2 Balda (Life, Death, Birth, Watchfulness, Rebirth, Secrets)
 - 0.5.4.3 Felosa (Beauty, Evil, Vanity, Women, Supreme, Hate)

- 0.5.4.4 Erevystanya (Arcane Knowledge, Magic, Dragons, Twilight, Intrigue)
- 0.5.4.5 Galda (Light, Elements, Fire, Desert Storms, Seasons, Sun)
- 0.5.4.6 Haldor (Knowledge, Prophecy, Foresight, Common Sense, Good, Wisdom)
- 0.5.4.7 Levian (Chaos, Trickery, Gambling, Illusion, Pranksters, Wealth)
- 0.5.4.8 Sheakhara (Secrets, Knowledge, Mind...etc.)
- 0.5.4.9 Xy'va (Dreams, Sleep, Love, Wit, Mirth, Music)
- 0.5.5 Over Deities
 - 0.5.5.1 Merlankh Talyxiux (Courage, Civilization, Family, Fathers, Freedom, Retribution, Loyalty, Balance)
- 0.5.6 True Deities
 - 0.5.6.1 The One; Chaluum'vo'bval (Source of Souls);

Divine Status and Tiers of Divinity

Every deity has what is deemed a *Divine Status*; a rating that defines his exact placement in power amongst the gods. A collective of people may also have a *divine status*, shared evenly amongst them. This status sets how powerful a deity may be, and assigns him his title in the tiers of divinity.

Divine Status	No. of Worshipers (x1.5)	Title/Tier
0	1,000	
1	1,500	
2	2,250	
3	3,375	
4	5,062	
5	7,593	
6	11,390	
7	17,086	
8	25,628	
9	38,443	
10	57,665	
11	86,497	
12	129,746	
13	194,619	
14	291,928	
15	437,892	
16	656,839	
17	985,258	
18	1,477,888	
19	2,216,832	
20	3,325,248	
21	4,987,872	
22	7,481,808	
23	11,222,712	
24	16,834,058	
25	25,251,102	
26	37,876,653	
27	56,814,979	
28	85,222,469	
29	117,833,703	
30	191,750,555	

Divine Status	No. of Worshipers (x1.75)	Title/Tier
0	1,000	
1	1,750	
2	3,062	
3	5,359	
4	9,379	
5	16,413	
6	28,722	
7	50,265	
8	87,963	
9	153,936	
10	269,389	
11	471,431	
12	825,005	
13	1,443,758	
14	2,526,577	
15	4,421,511	
16	7,737,644	
17	13,540,878	
18	23,696,536	
19	41,468,939	
20	72,570,643	
21	126,998,626	
22	222,247,595	
23	388,933,292	
24	680,633,261	
25	1,191,108,207	
26	2,084,439,362	
27	3,647,768,884	
28	6,383,595,548	
29	11,171,292,210	
30	19,549,761,367	

Divine Status	No. of Worshipers (x2.0)	Title/Tier
0	500	
1	1,000	
2	2,000	
3	4,000	
4	8,000	
5	16,000	
6	32,000	
7	64,000	
8	128,000	
9	256,000	
10	512,000	
11	1,024,000	
12	2,048,000	
13	4,096,000	
14	8,192,000	
15	16,384,000	
16	32,768,000	
17	65,536,000	
18	131,072,000	
19	262,144,000	
20	524,288,000	
21	1,048,576,000	
22	2,097,153,000	
23	4,194,304,000	
24	8,388,608,000	
25	16,777,216,000	
26	33,554,432,000	
27	67,108,864,000	
28	134,217,728,000	
29	268,435,456,000	
30	536,870,912,000	

Wellspring

While it is not normally required to track the raw amount of mystical and psychic energy available to a deity, there are times where knowing exactly how much power any deity has can be handy.

A deity has an additional *Wellspring MEA Pool*, which is an MEA score—a special one—in addition to any they normally would possess due to racial HD and class levels based on the formula below, plus 1MEA per follower worshipping him per day.

The additional MEA that an entity, paradigm, collective or pantheon gains from worship on a daily basis is added into its own bonus pool, which stacks with the *Wellspring MEA Pool*, however it neither replenishes on its own, nor vanishes. Thus, if an entity has 100,000 worshippers, he gains 100,000 additional MEA per day, which stack in accumulation until used. Thus. After 20 days, he accrues 2,000,000 bonus MEA from worship alone.

To determine the *Wellspring MEA Pool* of any divine entity, calculate using this formula: (Divine Status) x (Reasoning Score Modifier + Influence Score Modifier) x (Levels + Hit Dice) in dX, where X is based on his *divine status* on the table below. This *Wellspring MEA Pool* replenishes every day, as a day is calculated in whatever realm the deity resides, or the mass of his worshippers resides, whichever is more favourable to the entity with the *Wellspring MEA Pool*.

Wellspring MEA Pool Die Type Table

Divine Status	Die Type	Divine Status	Die Type
0-1	d4	42-43	d5,000
2-3	d5	44-45	d10,000
4-5	d6	46-47	d20,000
6-7	d7	48-49	d50,000
8-9	d8	50-51	d100,000
10-11	d10	52-53	d200,000
12-13	d12	54-55	d500,000
14-15	d14	56-57	d1,000,000
16-17	d16	58-59	d2,000,000
18-19	d20	60-61	d5,000,000
20-21	d24	62-63	d10,000,000
22-23	d30	64-65	d20,000,000
24-25	d40	66-67	d50,000,000
26-27	d50	68-69	d100,000,000
28-29	d60	70-71	d200,000,000
30-31	d70	72-73	d500,000,000
32-33	d80	74-75	d1,000,000,000
34-45	d100	76-77	d2,000,000,000
36-37	d500	78-79	d5,000,000,000
38-39	d1,000	80-81	d10,000,000,000
40-41	d2,000	82-83	d20,000,000,000

Beyond the listed *divine status* of 83, the numbers continue to stage in the same progression that begins at *divine status* 34. The next steps would be 50-Billion, then 100-Billion, then 200-Billion, 500-Billion, 1-Trillion., 2-Trillion, 5-Trillion, 10-Trillion, 20-Trillion, 50-Trillion, 100-Trillion. 200-Trillion, etc.



Aldus

One of the greatest of all deities, Aldus is master over Time, and what some who understand less deem as 'Fate'. The duty of Aldus is to maintain the equilibrium of the cosmos in relation to time and space: He has supreme power over these facets of reality, can control temporal and causal nexus points, and manipulate paradox, although it is a rare situation that would have him do the latter.

Appearance: A shining golden orb with white or black sparkles; a glowing whirlpool of light; a humanoid with pale bluish skin and golden robes and eyes that shine with the light of galaxies; an ancient (in age/years) rendition of the race of the beholder.

Connections: Eldrian records associate him closely with Xy'va, and it is often said in litanies that they form a union of some sort. This is often taken to mean marriage, but in the realms of Time and Dreams, anything is possible.

Domains: Time, Knowledge, Law, Fate, Planning, and Heraldry.

Spheres: Time (∞),

Symbology: Zoraec Aldus; Hupercube;

Alignment: LN/N

Realm:

~~Aldus is the god of Time and Fate. He is one of the most powerful deities who guides the fates of the universe and controls the flow of time. He is a Lawful Neutral deity. His symbol is a Crosshatch with two bars crossing it with circles on the ends of the bars. His appearance is described as a tall man, with either very pale or bluish skin, silver hair and robes that are golden shimmering in different colours and stars. He has black eyes, supposedly with starfields in them. According to your research in ancient records written in Eldrian, he is supposed to have a wife known as Xy'va. His favoured weapons are the staff, the scythe, and the mind. His domains are Time, Knowledge, Law, Fate, Planning, and Heraldry.~~



Balda

As powerful as Aldus, Balda is the master of Life and Death and concerns himself with the souls of all life-forms. His task is to guide the souls of the departed to their appropriate destination, as well as to ensure the passage of souls into all living creatures. Aside from this, he takes little heed of things that happen in the cosmos, and his task is unending; thus, his realm is one of timelessness. Often many cultures regard death as an evil thing, and either misconstrue what Balda does, or worship other deities in his place with a primary focus on the negative aspects of death, but Balda is not an evil being, and is equally concerned with life, and with what happens to a soul after death of its mortal vessel.

Appearance: A humanoid with grey skin, white eyes and black hair, seated in a chair. He uses a device with two curved blades to examine souls which when entering into Valeo are stored in spheres. Balda places the sphere onto the top of this staff, and the curved blades hold it into place while he assesses the soul within. His racial type may change to match the beholder, but such an appearance is unknown.

Connections: Balda receives guidance from Aldus in some matters, and his realm was constructed by the God of Time to aid him in his tasks. He has a hated rival, N'Tra, Queen of Undeath, who mocks his work in all that she does.

Domains: Death, Life, Endurance, Repose, Magic, and Knowledge.

Spheres: Life, Death, Spirit

Symbology: A set of crossed crescents.

Alignment: UA/N

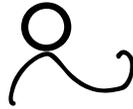
Realm: Valeo, the Waiting Place and Valeo'Nai, the Mid-Point.

~~Balda is the god of Death and Life unending. He is also one of the greatest in power, but he is one of the least in action with the world as it is. He is a completely Neutral deity, and has few followers. His symbol is a set of crossing curved blades (white and black). He is supposed to be very pale, with white eyes and black hair, wearing black robes trimmed in silver and carrying a black staff with black and white curved blades at the top. His favoured weapons are the scythe, the sickle and the spear. His domains are Death, Life, Endurance, Repose, Magic, and Knowledge.~~



Calmenos

Calmenos is the god of Murder. He is a Lawful Evil god with followers in secret cults. His symbol is two half circles crossing over each other in mockery of Balda. He has ruddy skin and black hair and supposedly wears burgundy robes. He is the son of Felosa and Jh'karr. His favoured weapons are the dagger and the greataxe. His domains are: Diabolic, Greed, Darkness, and Cold.



Delde

Delde is the goddess of nature and the natural world. She is a Chaotic Good deity, and she is called the Queen of the Fey as she is the creator of the Entish races as well as other plants and creatures both great and small. Her followers include many of the druidic factions and rangers as well as other nature lovers. Her symbol is a run rising behind a hill. She has brown hair and emerald green eyes with human tone skin (colour type depends on her mood), wearing robes of earth tones and greens. She is the Partner of Jh'Karr in the creation of the world and is envied by Felosa and N'Tra. Her domains are Fey, Plant, Earth, and Animal.



Evevystana

Erevystanya is the goddess of magic and knowledge. She is a completely Neutral deity and is called the Queen of Dragons as she is credited with their creation. Her followers are usually great scholars and great wizards and sorcerers. Her symbol is a circle with a line dividing it through its center, forming a horizon with rays of light beneath, and stars of twilight above. She had long white or black hair (depending on mood) which always flickers with small starlight speckles, ivory skin and vibrant violet eyes. She wears black robes that shimmer with every colour. Her favoured weapons are the mind, and the staff. Her domains are: Magic, Knowledge, Summoner, Draconic, Rune, and Mysticism.



Felosa

Felosa is the goddess of evil and vanity. She is Neutral Evil. She was once the wife of Jh'Karr according to ancient records written in Eldrian. She is credited with bringing great beauty into the world, but when she could not possess all of what she had made, in her wrath she tried to destroy it. According to legend, one of her sons sacrificed himself to protect the world and afterwards she could no longer destroy it (as it then had a life force of its own) but she could still mar and defile it which she has continued to do ever after. Her symbol is a small circle in dark violet on black. Her favoured weapon is anything painful, and her domains are Evil, Pain, Corruption, Bestial, Domination, and Tyranny.



Galda

Galda is the goddess of light and elements. Her symbol is a rising sun across the horizon. She is a Neutral deity, supposedly composed of radiant energy. Her favoured weapons are magical energy based, and any weapon with energy based abilities. Her domains are Earth, Fire, Water, Air, Cold and Sun.



Haldor

Haldor is the god of Knowledge and Understanding. He is a Neutral Good deity that appears as tall man with dark hair down to his waist, shimmering blue eyes with clouds in them, with scholars' clothes in gold with shimmering colours in them. He has a staff of silver with a crystal globe at the very top. He is the husband of Umande according to ancient records in Eldrian. His favoured weapons are the staff and knowledge. His symbol is an eye looking downwards and his domains are Knowledge, Protection, Community, Good, Oracle and Mind.



Jh'karr

Jh'Karr is the god of creation. He is the master smith of the gods and the shaper of the world. His symbol is a dagger, and he is also the god of righteousness. He is a Lawful Good deity, appearing as a strong man with a russet complexion, sandy brown hair, blue eyes, wearing bright armour. His favoured weapons are the longsword and the bastard sword. According to records in Eldrian, he was the husband of Felosa, but when she tried to destroy the world he left her for Delde. His domains are Creation, Endurance, Artifice, and Competition.



Keldor

Keldor is the god of destruction. He is a Chaotic Evil deity with white hair, black skin and red eyes wearing robes or pure red that drip blood. His symbol is a red, twisted, trident of pain on black. His favored weapons are the flair, the trident, and the Ranseur. His domains are War, Demonic, Bestial, and Pestilence.



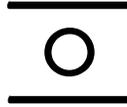
Levian

Levian is the goddess of chaos. She is a Chaotic Neutral deity that appears most commonly as a female of striking beauty, though she is known to take many other forms according to records written in Eldrian. Her symbol is a sphere with lightning in many colours (energy) bursting out of it. Her favoured weapons are anything that works best, and her domains are Chaos, Trickery, Tyranny, Luck, Madness and Travel.



Talyxius (Merlankh)

According to records in Eldrian Talyxius is the son of Felosa and Jh'karr that sacrificed himself to the world. His symbol is a simple blue circle. His worshipers are few, as his power is very limited when compared to other deities who have a physical presence in the world. (His physical form was destroyed during his attempt to save the material plane.) Even without a physical form, his spirit lives on. Druids gain their power from him, even if they don't realize it. He favours natural weapons and armour, especially those made of wood and crystal. Before his physical form was destroyed, he was a tall male deity, appearing to be made of crystal with a clearish-blue body, deep blue eyes with black pupils, green hair, and red veins showing through his clear skin. His domains are Courage, Nobility, Psionics and Protection. Talyxius is unaligned and only permits clerics with a neutral aspect (Neutral, Neutral Good, Neutral Evil, Chaotic Neutral, Lawful Neutral or Unaligned).



N'Tra

N'Tra is the goddess of undeath. She is a Neutral Evil deity that appears as a slightly to extremely skeletal woman with ratty grayish white hair. Her symbol is a circle between two horizontal bars symbolizing the spirit rapped between life and death (undeath). Her favoured weapons are any slashing weapon, and her domains are Death, Darkness, Corruption and Pain.



Omande

Omande is the god of Vengeance and Justice. He is a Chaotic Good deity that appears mostly as a man with salt and pepper hair and a long beard with human tone skin. He is very popular w and has many temples in small towns and large cities alike. His favoured weapons are the bastard sword and greataxe. His symbol is an 'I' shaped set of scales and his domains are Wrath, Healing, War and Strength.



Qevas

Qevas is the god of travel. He is a Chaotic Neutral deity with a rugged appearance with brown hair and grey eyes. His symbol is a square with a line through it vertically symbolizing motion. His favoured weapons are the spear and the staff, and his domains are Travel, Trickery, Liberation, and Celerity.



Revistas

Revistas is the god of psionics. There are vague references to him in Eldrian as the god of cats, the Cat God, and the Lord of the Crystal Power. He is a Lawful Neutral god who's symbol is four triangles forming a larger triangle and his domains are Psionics, Mind, Force, and Knowledge.



Selmenos

Selmenos is the god of wrath and torture. He is a Chaotic Evil deity with long white hair, reddish skin and red eyes. He is the creator of the Demons and the brother of Calmenos (who created the devils) and is the Lord of the Abyss. He wears blood red robes trimmed in fire and darkness. His symbol is two half circles joining (red and black) and his favoured weapons are any that can kill. His domains are War, Destruction, Demonic, and Pain.



She'akh
She'akh, the Secret One.



T'Zyef

T'Zyef is the goddess of Storms and Electricity. She is a Chaotic Neutral deity who appears as a female made of mist and lightning with long silver hair and silver eyes. Her symbol is a lightning bolt striking the ground. Her favoured weapons are: any sword, and electrical weapons. Her domains are Air, Weather, Water, and Sun.



Umande

Umande is the goddess of Peace and Mercy. According to Eldrian lore, she is the wife of Haldor and the greatest of healers. She is a Neutral Good deity that is described as a tall female, with long red hair and green eyes. She has no favoured weapon. Her symbol is a triangle balancing on another triangle's point and her domains are Pleasure, Joy, Purification, Peace and Protection. In addition to any domain features, all of her cleric get a sacred bonus to healing checks equal to half their cleric level (*Game related info: instead of a favoured weapon, her clerics can heal exceptionally well. She dislikes injury of any kind and will even answer the prayers of evil creatures if they show promise in turning from their evil deeds.*)



Hvylaxta

Hvylaxta is the god of balance and truth. His is a Lawful Good deity and the god of all paladins. He has long blond hair, light tone skin, blue eyes and bright silvery (or white) armour. His favoured weapons are the longsword and the bastard sword. His symbol is a triangle of gold, and his domains are Inquisition, Heraldry, Community and Endurance.



Weldankh

Weldankh is the god of slaying. He is a Lawful Evil deity described in Eldrian texts as having short black hair, human skin tone, and dark eyes with a black leather tunic, black pants and boots. His symbol is a sickle, silver on black. His favoured weapons are the sickle, the short sword, and the dagger. His domains are Death, Domination, Evil and Pain.



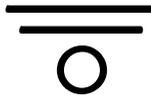
Xy'va

Xy'va is the goddess of dreams and visions. She is a Neutral goddess, the wife of Aldus and is part of the power of the space-time continuum. It is through her that Aldus sends visions of the future to the mortal races. She is a female with pale mauve skin, chocolate hair, and violet eyes. Her robes are blue and violet. Her favoured weapons are the staff and the mace. Her symbol is a small circle inside of a crescent moon. (Domains: Dreams, Knowledge, Time, Force, Mind)



Yea've

Yea've is the goddess of healing and life. She is the daughter of Umande and Haldor and is a Neutral Good goddess. She is a slender lady with golden hair and blue eyes wearing white and silver. Her symbol is rippling water (a circle, within a circle, within a circle). Her favoured weapon is the mace, and her domains are Good, Healing, Protection, and Community.



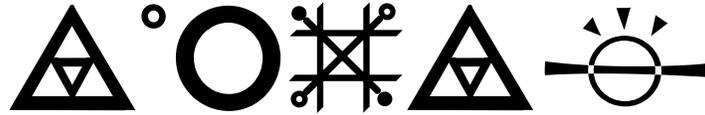
Thynghos

Thynghos is the god of darkness. He is a Neutral Evil deity reported to have grey skin, dark hair and violet eyes. According to Eldrian texts he is the son of Felosa. His symbol is a circle beneath two lines (symbolizing sunset, or darkness). His domains are Darkness, Pact, Nightfall, and Greed.



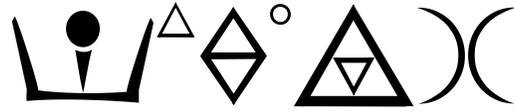
Chaluum-vo'Bval; The One (Eru)

The One is the father of the gods, and the instructor of Aldus in the creation of the shells of time and space according to *Genesis* in the Book of Aldus. He appears to be beyond a single alignment and can take any form and visage, though the first description you have seen is an androgynous male with long white hair, silver, gold and green (triple banded iris) eyes, and gold and silver fingernails wearing robes of silver, gold, white and green. His symbol is four bars forming what appears to be a double 'E' in green with a light and dark sphere at each end. His purposes are to extend understanding and promote universal balance. His domains are: **Special: Evolution, Music, Understanding.**
Normal: Darkness, Pact, Knowledge, Greed, Good, Healing, Protection, Community, Dreams, Time, Psionics, Mind, Death, Domination, Evil, Pain, Inquisition, Heraldry, Endurance, Pleasure, Joy, Purification, Air, Weather, Water, Sun, War, Destruction, Demonic, Travel, Trickery, Luck, Celerity, Wrath, Strength, Corruption, Courage, Nobility, Chaos, Tyranny, Madness, Bestial, Pestilence, Creation, Liberation, Competition,, Oracle, Earth, Fire, Cold, Magic, Summoner, Mysticism, Fey, Plant, Animal, Diabolic, Greed, Law, Fate, Life, Artifice, Beastfriend, Charm, Nightfall, Repose, Rune, Peace, Draconic, and Planning.



R'Mare

R'Mare is only mentioned in *Genesis* as the 'Dragon God' and is supposedly beyond an alignment. His Symbol is a silver claw with a pink aura about it. His domains are: Draconic, Magic, Psionics, Creation, Destruction, Artifice, Time, Charm.



The Eightfold Paradigm

The Eightfold Paradigm is a consensus of beings that as a whole, connected in a perpetual *metaconcert*, make up a gestalt entity that is a deity in its own right. This group shares their powers evenly and uniformly as a pantheon.

Chapter XIV

Mystic Items, Relics & Artefacts

Magical Items & Artefacts

Mystic Keys

Lesser Key of Entrance
Mystic Key of Entrance
Greater Key of Entrance

Key of Talision: The Key of Entry

Talision was, many years ago a well renowned explorer, and an expert with his lock picks. Still, there were many locks that he had trouble with, and even more so with the cunning traps that lurked in ancient ruins, temples, and underground complexes.

One day, the mage Lex contacted Talision, asking him to retrieve from a hidden, underground temple, the *Tears of Destiny* from their long resting place. Talision agreed, and spent many long months exploring the ruins with his comrades, finding not-a-few treasures. Finally, they located the inner-sanctum, and looked upon the great door.

There it stood, sealed with many mystic seals, laced with death, and locked with eight mind-shatteringly crafted devices. Talision tried and tried, going over the locks, spending long weeks of work and study trying to open the doors. He also managed to set off three of the traps, one of them killing his friend Alex, a Sorcerer of Light.

Finally, he discovered, after decrypting an ancient message inscribed on the door, that the eight locks must be activated in a special sequence to disarm the security devices and open the door, but also that a great command word must be spoken:

Speak the word that has no meaning,
Utter the phrase that has no truth.

He spent many days pondering this riddle, until he finally said to himself, speaking aloud “Meaningless Lies?”. He heard a snap. The locks were glowing with an inner light, and Talision knew that this would be his last chance. Using all of his skill and knowledge, he opened the locks, one by one in sequence, until all had been cleared. Then the doors opened. Inside the treasury, the riches of all shapes, sizes and kinds amazed him, but none of this mattered anymore.

He strode forward, ignoring all of the gems, jewels, gold and precious pieces of ancient sculpture and found what he was sent for. A small vial, filled with the tears of the god Talyxius, which fell when he battled for the fate of all living things.

Talision left the chamber, and to his surprise, as he set one foot outside, the treasures inside vanished, but his friend Alex stirred. A yawn came from his mouth. Talision nearly jumped out of his skin, overcome with shock, fear and joy. Then he knew. The entire thing was a test. An illusion set forth by the ancient ones as a trial of determination, and levy of honor against greed. All that had passed since

he had reached the inner-sanctum was a single night, as his friend Alex had tired of him staring at the stone door and decided to go to sleep.

Talision returned to the wizard Lex, and handed him the vial of tears, in return for which Lex gave him a special key. “This key”, he said, “will help you on your journeys. It does not in and of its self open any door, but with skill and knowledge you can force it to shape its self to fit any lock. I have also give it another gift, as one who knows of these things, I have given it the knowledge of magical traps and designed it to both set off an alarm when in their presence, and help in the disabling of them.”

Talision looked at the key, which was made of the purest silver, and thanked Lex. “I will use this well, but I have earned a much greater gift on this quest, greater even than the bottle you now possess. I will not forget it, and I hope that the lesson will be passed on to those who come after me.”

“It will”, said the wizard. He recorded the tale of Talision down in his journals, and it became one of the more notable, and frequently told (partly because it contained no magical secrets deemed untellable to non-magicians) legends of the Great Arcanum.

The Key of Talision is a special device. Any lock of Good or less quality is opened automatically, though exceptional quality, masterwork or magical locks still require a check. In the case of these, if you use the Key instead of normal tools, you must roll a “Locksmith” check, DC 20. If you succeed, you may attempt to use the key to open the lock, with a +10 circumstance bonus on your Pick Lock roll.

The Key also glows brightly in the presence of traps, and will notify you of their type and location, though not necessarily of what effects will be set off if they are triggered. This function works for both magical, and non-magical traps. If you attempt to disarm such a trap, the Key gives you a +5 circumstance bonus to doing so.

Finally, in the hands of a Rogue of Level 10 or higher, the key has the following Purpose: Protect the Lives of Allies, with the following Purpose Powers:

Cure Light Wounds 3/Day (only against those injured by traps)

Cure Moderate Wounds 1/Day

Raise Dead (Once Only, only against an ally killed by a trap.)

The key will also illuminate as a torch, but only if the one you have goes out because of a trap, or cannot be lit because of outside influences (such as brisk wind). Both of these abilities only function indoors, underground, or at the entrance to a dungeon.

Wand of L'Lex

Violet and clear crystal that heals or harms at will.

Description: The crystal wand of L'lex is a 18cm rod of multiform crystal, possibly made partly of Talyxium, although no records exist that describe its physical makeup, so this is purely speculative. It is shaped as a tapered milky white cylinder, with two spirals of crystal starting at either outward point and converging in the centre. One spiral is dark grey, the other deep violet; at the point of convergence is a small symbol of a violet circle overshadowing a dark circle, with rays of white light emanating from it.

The wand was created by the Ascended God (born a mortal of demonic blood lineage) Warlock, Necromancer and Artisan, L'Lex. Although many assume that with these characteristics he would be utterly evil, and indeed he lived much of his pre-ascended life as a despicable being, L'Lex became a revered champion of civilization, creating cities of silvery spires out of the frozen desolation on the planet of his birth, gathering millions of followers and ultimately becoming the God of the City. This change of heart hit him to the core, and as a way to attempt to atone for his evils, he crafted the ultimate tools of creation, the *crystal wand* being one of them.

Of course, his dualism nature is clearly reflected in its powers: One side of the wand heals, and may even resurrect the recently dead, while the other side harms and will possibly kill. The wand also works on objects and constructs, essentially repairing or damaging them, with the possibility of either full restoration (even from ashes) or ultimate disintegration.

It can also add to the HP (or hardness when used on objects) or subtract from them.

Powers:

Constant:

Invoked:

Cure (full list) @ will / (Minor ½ ch; Light 1 ch; Mod 2 ch; ser 4 ch; crit 6ch)

Heal @ Will / 10 Charges

Inflict (full list) @ Will / (Minor ½ ch; Light 1 ch; Mod 2 ch; ser 4 ch; crit 6ch)

Harm @ Will / 10 charges

Repair+Make Whole/Damage @ Will (Minor 1 ch; Light 3 ch; Mod 5 ch; ser 7 ch; crit 9ch)

Although the powers are usable 'at will' the wand has a limited number of self-renewing charges. These renew every day at twilight, with a total capacity of 40 charges.

Every time the user invokes *heal* there is a 5% chance of the subjects HP increasing by 1. This benefit can only affect a single individual three times, after which they may never gain the extra HP from the *heal* power, although they may still benefit from the healing energies as normal. Additionally, if used on a subject that has been dead for less than one solar day, there is a 1% chance per the number of charges in the wand before the *heal* power is activated that it acts as *Raise Dead*. Thus, if the wand was fully charged, there is a 40% chance that it will raise a dead subject who must be free & willing to return, as normal.

The Wizard's Key

Long ago, when magic was still common in the lands, and this ancient world was young, there lived a wizard by the name of Nembul.

Though he began his life from humble beginnings, as the son of a shipwright, Nembul soon took to the path of spell weaving, and learned the arts of the forge well. As he learned the greater arcane, his arts turned to the Magical Engineering trade, and soon he became famous as the crafter of amazing and unique mystical items, Nembul was often sought after by lords, kings, emperors and people of great repute, but this fame left him with much to be desired.

In truth, Nembul was a very shy and fearful man and all the attention he received slowly turned his imaginative mind to paranoia. Fearing that people would attempt to rob his laboratory, or attempt to steal his secrets of the magical arts, Nembul constructed a great tower on the borders of the great ice, and sequestered himself therein. Naturally, he knew that no distance from populated lands would keep him in peace from thieves and robbers, so he constructed many magical locks and wards to keep his new home safe. Each of these was of a different type, and required a different phrase, gesture or key to open.

Time passed, and Nembul grew older. No one had ever been able to break into his vaults, or even get past the first few encumbrances he had established around his keep. Unfortunately for Nembul, as he moved into his golden years, his memory began to slowly get befuddled, and he had almost as much trouble getting out of his keep, and from room to room, as anyone else. He often forgot the secret words and phrases that belonged to the mystic locks, or mixed up what lock used what command word.

Thus, realizing that he would ultimately destroy himself figuring out his old systems, but fearing to make a list on paper that someone might scry and learn from, he settled on the creation of a special key. *Nembul's Key*, also known as "The Wizard's Key" has often been imitated, but never duplicated, for, unlike other keys of its type, Nembul's Key can open almost any magical lock, break almost any magical seal, or destroy almost any magical barrier.

The key its self is a slender rod, with a star shaped head made of Sirium. When pressed to a magical lock, the key re-arranges its self to fit and turn, evoking any magical phrase or command needed to open the lock in the process. When brought into contact with a magical ward or barrier, it emits an energy effect, temporarily suppressing (but not canceling out) the encumbrance for a few minutes. This automatically effects any spells cast or set in place by a 20th Level (or lower) magic user, and if needed makes an opposed Caster Level Check of 21.

Of course, the ever-more forgetful Nembul, on a small trip to visit the sons of his brother Olorim, managed to lose the key (to a skillful thief, who picked his pockets) at a tavern. He didn't realize the loss until he reached his nephew, Sandros' home, and was quite distraught over it. This of course meant that when he returned home he would have to remember all of the magical phrases and secrets needed to open the way into his keep.

Needless to say, from a combination of un-use and old age, he had totally forgotten even the simplest of them. Thus, in the end, he decided to stay with his nephews and live out the remainder of his life,

which was remarkably long for a human. Nembul died at the amazing number of 142 years, but his legend still lived on.

Lanil of Skor is the thief that took The Wizard's Key, though the pouch it was in was his main target. The small leather bag contained a fair supply of coins, a gem or two, a feather, some dust, a couple marbles, and what to Lanil like a small silver lock pick, shaped like a key. "Ah!" he thought, "now here's a pretty for me to use!"

Lanil gained quite the reputation for opening locks, as he soon discovered the properties of The Wizard's Key, and used them for looting even from the most viciously locked or barred coffer and treasuries.

Lanil's undoing, like many thieves, was his insatiable curiosity, and appetite for games of chance. Upon entering the "Pit", a casino where any bet goes, he proceeded to lose everything up to his shirt, and his shiny metal key. When he returned later that night to see what they did with their "takings", he also lost his left eye.

Thus, Lanil lost the key, which has never since resurfaced, and could potentially be in the hands of anyone now, up to and including a little old lady using it as a hair pin.

Orb of Shmîr

Long ago, the great Rendwar wizard Tulkas fought to save the world from a twisted deity who had lost his mind. His adventures took him to all the planes of the universe, and even outside it. After he had accomplished his great task, the gods offered to make him a Deity. He refused. The only desire left to him was to explore the great, unanswered questions, and explore the vastness of the material plane.

After many long ages, after witnessing the endless atrocities that humankind inflicted upon the Universe, his insatiable curiosity led him to craft a very special item. Tulkas was very well known for his ability to craft items that defy the natural laws of magic. One such, the Orb of Temporal Knowledge, could see any event that had ever transpired, and even look into the near future, or see anything happening now, anywhere in the Universe.

This time, his mind turned to a Universe where humans weren't the dominant species. Of course, unlike others who had shared this interest, Tulkas Duun had no desire to wipe Humans away, slaughter them, or erase them from existence. He only wanted to know what the Universe would be like, and thus, created what some call the Orb of Smîr.

If one were to gaze in this jet-black sphere, one would slowly see it glow with light, and within it the very planes of reality that we have on our own Universe. For, the Orb is not just some mystical relic, left behind to the tests of time, but rather it is more of a Universe in a Bottle, containing its own reality, with the same cosmology that we, ourselves know so well.

The major difference is that Universe of Smîr contains very few humans, the population ratio of which has been switched with the Rendwar race (half Elven, half Dwarven). If you were to look in the Orb, you could slowly look into individual planes, seeing details as fine as worlds, cities, continents, and even people.

What became of Tulkas is not known, but he left the orb behind in his Academy, and it has remained under guard for many long ages. It sits on a pedestal, inscribed with a warning: "Look, but do not touch".

For anyone who touches the Orb of Smîr is instantly transported to the spot on the prime plane in the Universe of Smîr where the Duun Academy tower would stand. How one gets back is not known, for only one student has ever achieved this feat, and when he did he looked very old and weak, and refused to speak any further of it.

Water Blesser

Market Value 3000gp {(Spell Level 1, x Cleric Level 3, x 2000gp)x(0.5 [Spell has 24 hour or greater duration, so divide price in half])=3000gp}. Cost to produce: 1500gp, ?MFE, 1.5 days.

Staff of Balda (Lesser)

+3 Enhanced

Channels Positive or Negative Energy up to 3x/day

Ambarya: Ring of Earth

This golden ring is set with a jade cabochon. It bestows on the wearer ability increases as follows:

+4 to Con, +6 Cha

The bearer also gains the following:

- Diplomacy, Appraise, and Knowledge (Metallurgy), become class skills.
- Direct Influence over Dwarves +8 (+8 to Influence-based checks with Dwarves)
- Direct Influence over Elves 4 (+4 to Influence-based checks with Elves)
- *See Invisibility* at will (-4 to will saves vs. undead while in use)
- *Invisibility of the Rings* at will (-6 to will vs. undead while in use)

Ambarya has certain abilities that can be called upon from time to time by the bearer as follows:

Low-Light Vision – 1/day per character level

Control Earth – 1/day per three character levels

Stoneskin – 1/day

Cursed: -2 to all saves vs. undead at all times.

Destruction: Ambarya is nearly indestructible and can only be unmade in a limited number of ways. Great rings may be destroyed by being devoured by an Elder dragon, or intense heat of that sort, or a demigod or being of similar or greater power with the *craft* sphere may attempt to unmake it.

Narya: Ring of Fire

This golden ring is set traced with crescents with stars and with a stone of the purest ruby. It bestows on the wearer ability increases as follows:

+6 Int, +4 Wis, +4 Cha

The bearer also gains the following:

- Diplomacy, and all INT based skills become class skills.
- Direct Influence 10 (+10 to all Diplomacy checks)
- *See Invisibility* at will (-4 to will saves vs. undead while in use)
- *Invisibility* at will (-6 to will saves vs. undead while in use)

Narya has certain abilities that can be called upon from time to time by the bearer as follows:

- *Morale* 1/day every three levels.
- *Calm Emotions* 1/day per three levels.
- *Legend Lore* 1/week
- *Light* 2/day per level
- *Remove Curse* 1/month
- *Divine Aura of Protection (Fire)*: (bearer level minimum L15) A barrier against all evil creatures is created with a radius of 500 feet centered on a you. This can be activated once per year per every ten levels and has a duration of one hour. Evil creatures make a fortitude save vs. the Level of the bearer or they are utterly destroyed.

Nenya: Ring of Water

This beautiful ring is made of *mithril*, and is set with adamant (star crystal). It bestows on the wearer ability increases as follows:

+6 Wis, +4 Cha, +4 Int

The bearer also gains the following:

- Diplomacy, and all WIS based skills become class skills.
- Direct Influence 10 (+10 to all Diplomacy checks)
- *See Invisibility* at will (-4 to will saves vs. undead while in use)
- *Invisibility* at will (-6 to will saves vs. undead while in use)

Nenya has certain abilities that can be called upon from time to time by the bearer as follows:

- *Scrye* 1/day every three levels.
- *Detect Thoughts* 1/day per level.
- *Control Weather* 1/week
- *Starlight* 1/day per level
- *Vision* 1/month per level (min level 10)
- *Divine Aura of Protection (Water)*: (bearer level minimum L20) A barrier against all evil creatures is created with a radius of 2 miles centered on a designated area. This ability can be activated once per century and is only active while the bearer is in the designated area. Evil creatures make a will save vs. the Level of the bearer or they are 'bounced' from the protective area.

Vilya: Ring of Air

This golden ring is set with a stone of the purest sapphire. It bestows on the wearer ability increases as follows:

+8 Cha, +6 Int, +6 Wis

The bearer also gains the following:

- Diplomacy, and all CHA based skills become class skills.
- **Direct Influence 20** (+20 to all Diplomacy checks)
- *See Invisibility* at will (-2 to will saves vs. undead while in use)
- *Invisibility* at will (-4 to will saves vs. undead while in use)

Vilya has certain abilities that can be called upon from time to time by the bearer as follows:

- *Sending* 1/day every three levels.
- *Linguist* 1/week per every 3 levels.
- *Control Water* 1/week
- *Heal* 1/week every 5 levels
- *Sunlight* 1/day per level
- *Divine Aura of Protection (Air)*: (bearer level minimum L30) A barrier against all evil creatures is created with a radius of 4 miles centered on a designated area. This ability can be activated once per century and persists while the bearer is in that area. If the bearer leaves the area for a period of more than six months, the aura fades. Evil creatures make a will save vs. the Level of the bearer or they are 'bounced' from the protective area.

Amulet of Val-Seur/Val'Seír

Traps the person who looks into its gem in another realm within the stone.

Musicbox of Dragonsong.

This is a cylindrical music box with an outer covering of brass. It has the constellation 'Draco' etched in the top. When wound, it plays the Dragonsong from the Temple of Twilight.

Bells in Musicbox of Dragonsong:

T'Oran (Bronze)
T'Lann (Copper)
R'Kal (Gold)
R'Mare (Prismatic)
T'Ness (Crystal)
R'Eyn (Silver)
R'Lon (Blue)
R'Lorr (Red)
T'Keer (Green)
R'Fayn (Black)
T'Nyr (White)
T'Satt (Platinum)
T'Quel (Sapphire)
T'Aryn (Amethyst)
R'Deir (Topaz)
R'Nann (Emerald)

The Sernarini: The Stones of the King

Note: This needs to be updated to contain spheres and specific spells and abilities for each stone, and special powers for combinations of multiple stones.

The *Sernarani* are seven crystals of great power made by the hands of Gil-Daris from Talyxium found in deep space. They have been imbued with powers of many sorts broken down into clerical domains. The stones in fact are a powerful focus for the domains they are attached to. Six of the stones are pentagonal cut crystals and one, the *Master Stone*, is faceted in an octagonal star motif. A bearer of one of the *Sernarani* may cast spells or powers of the domains in his stone as if he were a cleric of his total class levels (and therefore has access only to spell levels that a cleric of his level could cast). Each spell or power used deals 1d8 temporary constitution damage. Spells that need components normally do not require such components if cast using a *Sernaran*. Spells or Powers with an XP cost still drain that XP cost from the user of the stone.

The bearer of a *Sernaran* receives a tattoo that is on a visible part of the body. The style, colour and location of the tattoo depends both on both the *Sernaran* the individual bears, and the inner self image of the bearer. The user of a *Sernaran* must meet certain conditions to be able to even touch the stone in question. Good, Evil, Lawful and Chaotic stones require their bearer to have an alignment that matches (at least in part, minimally) the alignment aspect of that stone. The life stone requires the bearer to be at least partly neutral, as does the stone of Elemental Forces. The Master Stone requires no specific alignment, but it is more draining on the subject that uses it, dealing 1d10 points of temporary constitution damage per use. Constitution damage that drops a subject to 0 points of constitution kills the subject and destroys his remains. Constitution damage takes place only once a power has been used and is beginning to have its effects take place. There is no way to avoid the constitution damage. Bearers that do not match the proper alignment of a stone that attempt to touch it take 1d12 points of physical damage per round. Subjects that attempt to use the powers in a stone that has an alignment opposed to theirs take an additional 10d6 points of physical damage per attempted use. No creature can be forced to activate a stone's powers against their will, including subjects under domination effects or similar mind-affecting spells or powers.

Normal *Sernarani* can shoot a *Divine Blast* for 10d12, and the bearer takes 1d12 con damage. The Master Stone can deal 20d12 with its Divine Blast, but the bearer takes 2d12 con damage instead of the normal 1d12. Bearers with Divine Blast as a salient ability can use the Divine Blast from the *Sernarani* without taking the Con damage up to the same number of times/day as their own Divine Blast can be used.

A cleric in possession of a *Sernaran* that has the same domains as he does can use the stone to cast one extra spell of each level per day from the domains he has access to that are also encoded in the stone. In essence, the stone gives him one extra spell slot of each level that he has access to for the purposes of casting a spell from one of his domains, so long as the domain is also one that the stone he bears has access to. This ability stacks if the cleric has more than one stone with his domains encoded in it.

Crystal 1, Elemental Forces

- Air
- Animal
- Cold
- Earth
- Fey
- Fire
- Plant
- Sun
- Water
- Weather

Crystal 2, The Force of Good

- Community
- Courage
- Good
- Healing
- Joy
- Peace
- Pleasure
- Protection
- Purification

Wrath

Crystal 3, The Forces of Evil

- Bestial
- Corruption
- Darkness
- Demonic
- Diabolic
- Evil
- Greed
- Pain
- Pestilence
- Tyranny

Crystal 4, The Forces of Chaos

- Celerity
- Chaos
- Charm
- Competition
- Liberation
- Luck
- Madness
- Travel
- Trickery
- War

Crystal 5, The Forces of Law

- Domination
- Fate
- Heraldry
- Inquisition
- Law
- Nobility
- Oracle
- Pact
- Planning
- Time

Crystal 6, The Forces of Life

- Beastfriend
- Death
- Dreams
- Endurance
- Evolution
- Knowledge
- Life
- Mind
- Strength
- Repose

Crystal 7 (The Master Stone), The Forces of Power

- Artifice
- Creation
- Death
- Destruction
- Draconic
- Evolution
- Knowledge
- Life
- Magic
- Music
- Mysticism
- Nightfall
- Psionics
- Rune
- Summoner
- Time
- Luck
- Travel
- Understanding

The Source: Ring of Power

This ring is made of a curious black metal with flickering frosty stars in it (starfields). It is set with three stones, a crescent star ruby, a crescent star sapphire and a cut clear stone that shines with light, set together forming a larger circle of Red, Blue and White. On a close inspection the ring has a script in Zoreac and Qenya Elven that can only be seen under starlight in morning twilight 'Great is the strength of the soul, and great also is the Source.'

Magical / Psionic Attributes:

The Source bestows on its bearer the following statistic increases:

- STR +1/4 HD (Minimum 1)
- DEX +1/4 HD (Minimum 1)
- CON +1/4 HD (Minimum 1)
- MVM +1/4 HD (Minimum 1)
- INT +1/4 HD (Minimum 1)
- WIS +1/4 HD (Minimum 1)
- CON +1/4 HD (Minimum 1)
- FEÄ +1/10 HD (Minimum 1)

Primary Abilities

(Feä Check required to activate)

Wielder Feat: <i>Soulcasting</i>	(DC 10)
<i>Detect Magic/Detect Psionics</i> at will	(DC 15)
<i>Calm Emotions</i> 1/day/3HD.	(DC 18)
<i>Daylight</i> 1/day/3HD	(DC 20)
<i>Darkness</i> 1/day/3HD	(DC 20)
<i>Starlight</i> 1/day/4HD	(DC 20)
<i>Greater Starlight</i> 1/month/3HD	(DC 30)
<i>Detect Thoughts</i> 1/day	(DC 25)
<i>Control Water</i> 1/week/4HD	(DC 30)
<i>Control Flame</i> 1/week/4HD	(DC 18)
<i>Control Weather</i> 1/week/4HD	(DC 35)
<i>Vision</i> 1/month/3HD	(DC 35)
<i>Linguist</i> 1/week/3HD	(DC 15)
<i>Heal</i> 1/day/5HD	(DC 30)

Primary Abilities require a Feä check to activate. Activating is a standard action that provokes an AoO. The Check is 1d20 + Feä Bonus + HD. Failure deals 1d6 damage per 10 of Feä check DC to all stats (except Feä stat). **Example:** DC 15 deals 1d6 to all stats, DC 20 deals 2d6 to all stats.

Extraordinary powers:

Cusp Mergence: You may merge into the cusp between the plane you are on and a transitive plane that touches the plane you are on at will. In this place you are effectively invisible, but can attack and use powers as if you were in both places at once.

Cusp Sight: You can see other creatures in planar cusps that touch the plane you are currently on at will.

Detect Thoughts: As normal *detect thoughts* spell, but with no distance limitation. This power effects only other bearers of *rings of power*.

Locate Ringbearers: You automatically detect the presence of other bearers of rings of power within one mile so long as they are on the same plane as you are.

Special Purpose

Defend the Servants of The One

Purpose Power: +4 luck bonus to saves against Anti-Temporal or De-evolutionary creatures, +4 deflection bonus to AC, SR30 against Anti-Temporal or De-evolutionary creatures.

Flute of Eru

The *Flute of Eru* is a **Masterwork** flute that grants a +8 circumstance bonus to all perform checks based on the excellence of its make.

It also has the ability to accept caps made of rare metals and crystals. Caps included for use with the Flute of Eru are:

Corium (Skymetal): Enhances Music

Dual voice; doubles Perform check bonus. Opens conduits and creates conduits through the void (through subspace).

Resonium (Aurent): Allows the use of Metamagic feats (choose one) with spells case.

Solarium (Verdance): Converts Magic into Psionics.

Rhodium (Nalucent): Converts Psionics to Magic

Talyxium (Starcystal): Allows travel through the planes by force of will.

Selenium (Azuratine): **Intensifies** Chaos based alignment spells. DC increase of 1/2 character level to Chaos Spells. Cancels Lawful spells cast through it.

Zelenium (Stargold/Timemetal): **Intensifies** Law based alignment spells. DC increase of 1/2 character level to Law Spells. Cancels Chaotic spells cast through it.

Lantrim (Celtian): **Intensifies** Good based alignment spells. DC increase of 1/2 character level to Good Spells. Cancels Evil spells cast through it.

Thatorium (Moreaum): **Intensifies** Evil based alignment spells. DC increase of 1/2 character level to Evil Spells. Cancels Good spells cast through it.

The Ranglaive (Conquest)

The Ranglaive is an exotic weapon that is part trident, part glaive. It can be changed from a Ranglaive into a trident (in form) with a UMD check (DC15). The Trident portion deals Piercing damage, and the Glaive portion deals Slashing damage. **DM Notes:** You can effectively use both halves of the weapon at once with a single attack progression if you have a Dex of 13 or better. This means you can use the Ranglaive as a **Double Weapon**, though penalties for double weapons apply normally. Normal use of the Ranglaive requires *Exotic Weapon Proficiency* (which the weapon does not grant). If the user does not have this feat, add an additional -2 penalty to the use because of the odd balance and weight the weapon has.

Weapon Statistics:

	Damage	Critical	Type	Weight	Size (effective)
Ranglaive	1d10 (P or S)	17-20x2	MM	16 lbs	Large (Medium)

Magical / Psionic Attributes:

- Magical Enhancement +15
- Keen
- Dragonsong
 - With a Perform check of 20 or better, this weapon may take on one of the following abilities: Axeomatic, Anarcic, Holy, Unholy, Brilliant, Ghost Touch or Defending. Once chosen the ability persists for 1d6+1 rounds. Once the ability expires it may not be activated again for 1d4 rounds.
- Mighty Disruption
 - Any Undead struck in combat with the Ranglaive must succeed at a Fortitude save (DC 21) or be destroyed and turned to dust.
- Answering
 - You may call the Ranglaive to your hands as a move-equivalent action. The Ranglaive will be called to your hands from anywhere, and appear in your hands instantly, so long as you are on the same plane.

Intelligence:

Chaotic Neutral – Telepathic – Ego 95

Ranglaive: Intelligence 16 (+3) Wisdom 24 (+6) Charisma 30 (+10)

Primary Abilities

Detect Magic at will
Wielder Feat: Power Attack

Extraordinary Abilities

True Seeing at will
Heal 1/day

Awesome Powers

Water Breathing (for 24 hours) 3/day
Polymorph Self (6 hours) 1/day
True Resurrection 1/year

The Dragonblade of Eru

Made of unknowable metals and a scale of every dragon, the *Dragonblade* is a bane to creatures that wish to tip the balance of the universe.

Weapon Statistics

Damage	Critical	Weight	Type
2d8	18-20/x3	10 lbs.	Exotic Melee

Magical / Psionic Attributes

- Enhancement Bonus Level / 2

This weapon has an enhancement bonus equal to half the level of its wielder, rounded down.

- Reverse alignment

This weapon is a dread weapon against whatever alignment it is currently fighting against. The weapon can detect alignment at will and does so before each and every strike. It discerns the alignment and makes itself a dread weapon for the alignment traits of the intended target.

- Universal Answering

This weapon can, as a move-equivalent action, be called back to the hand of the individual keyed to it. The distance does not matter, nor does the amount of intervening planes between the weapon and it's keyed individual. If there is no direct connection, the weapon itself will create a conduit if that is the only way to answer a "call."

Intelligence Properties

True Neutral – Telepathic & Read Magic – Ego 150

Intelligence 70 (+30), Wisdom 70 (+30), Charisma 70 (+30)

Primary Abilities

- Wielder Ability: Improved Initiative
- Wielder Ability: Infallible *Discern Alignment* @ will
- Wielder Ability: Infallible *See Invisible* @ will
- Wielder Ability: No need to breathe
- Wielder Ability: No need to sleep

Extraordinary Powers

- Wielder Ability: True Seeing @ will

Awesome Powers

- Power: *Mass Heal* @ will
- Power: *Greater Restoration* @ will
- Power: *True Resurrection* @ will
- Power: *Cloak of Chaos* or *Word of Chaos* 3/day
- Power: *Shield of Law* or *Dictum* 3/day
- Power: *Holy Aura* or *Holy Word* 3/day
- Power: *Unholy Aura* or *Blasphemy* 3/day

Special Purpose

Purpose: Defend the servants and interests of the balance of the universes

Power: +4 luck bonus to saves, +4 deflection bonus to AC, Spell Resistance 30

Deck of Chaos

D30# **Card Name** – Visual Effect of Card

Actual Effect of Card

1. **Jokers** – A being with multi-chromatic hair appears and reaches into his smaller deck to pull out a card. Roll a d30. The number of the roll represents the effect of this card. Whatever number appears is selected from this list and that effect applies instead. If a 1 or a 30 is rolled, roll again twice.
2. **Ace of Hearts** - An old man with a crown appears to land you.
*You gain a +6 sacred bonus to diplomacy, the **Leadership** feat, and a small keep in the location of your choice.*
3. **Ace of Spades** - A ray of violet energy strokes you, then shoots instantly upwards stealing your soul.
*A ray strokes you, sending your soul to another plane of reality as per **Trap the Soul** with no save. Your character remains comatose until the soul is recovered.*
4. **Ace of Diamonds** - A dark, cloaked figure appears and curses you.
*Lose 1d4 levels instantly. If this would kill a character, their soul is also trapped by an entity as per the **Ace of Spades**.*
5. **Ace of Clubs** - The visage of Aldus appears and hands you a glowing orb, which sinks into you.
*You are granted a **fate** which can be used 1d3 times.*
6. **King of Hearts** - Haldor appears and hands you a crystal ‘calling card’
You may call upon the god Haldor, the lord of wisdom and knowledge to answer one question honestly, to the best of his ability.
7. **King of Spades** - Balda appears and summons forth a servant of death.
You must fight against death, or be annihilated.
8. **King of Diamonds** – Xio Appears to grant you power. A blue and black light flows over you for a moment as you increase in power.
Instantly gain 1d4 levels.
9. **King of Clubs** – Zanaz Saeros appears wielding a scepter shaped like an adamantite mace which he smites you with.
*You instantly change alignment:
Roll a d10. if a 10 is rolled, roll a d6. Apply as follows: 1 = Neutral Good; 2 = Lawful Good; 3 = Lawful Neutral; 4 = Lawful Evil; 5 = Neutral Evil; 6 = Chaotic Evil; 7 = Chaotic Neutral; 8 = Chaotic Good; 9 = True Neutral. On a roll of a 0 (10), roll a d6. With a 1-3 on the d6 roll = Multialigned (roll a d8 to determine strength of Multialigned nature, 1 being weak, 8 being very strong), with a d6 roll of 4-6 = Unaligned. Multialligned may be in 2, 3 or 4 aspects as the DM sees fit.*
10. **Queen of Hearts** - Umande appears as silverish blue and golden light flood over you.
All XP losses and lost levels, including those lost due to death are instantly restored.
11. **Queen of Spades** - The visage of a woman with glowing green eyes and golden brown hair appears, touching you as green, silver, and gold light flood into you.
Immediately gain a +2 bonus to each ability score, a +4 to three, +6 to two, or a +12 to one.
12. **Queen of Diamonds** - The visage of N'Tra appears as grey, violet, and purple light shoot from her hand into you.

*This has the reverse effect of the **Queen of Spades**. Either choose how it effects the character, or have the character choose as with the **Queen of Spades** for a 'gotcha' style of effect.*

13. **Queen of Clubs** – Erevystyx appears as a series of lights stream forth from her and float in front of you.
You gain 1d4 wishes. Roll a percentage. On a roll of 90 or better, you gain 1d8 wishes instead, on a 99 or 100, you gain a True Wish (as per the Epic Spell with the Power and Time seeds.)
14. **Jack of Hearts** – A sorcerer with red hair and glowing red eyes appears to curse you.
*Gain a –6 penalty to one saving throw, or a –4 to each. Note: The **Queen of Hearts** can reverse this effect if the player so wishes.*
15. **Jack of Spades** - A Dark Lord appears to place shackles on you and whisk you away.
*You are imprisoned as per the spell, **Imprisonment**.*
16. **Jack of Diamonds** - A crowned figure appears with a serpentine scepter, smiting you with it.
*You immediately lose all possessions (vapourized), unless they are **artifacts**, which this card cannot destroy.*
17. **Jack of Clubs** - A roguish boy appears with a hooked hand, and offers you a magical weapon or item.
*You gain a magical weapon, magical armour, or a wondrous item (player's choice). DM rolls type on tables in DMG. The item is **at least MAJOR** in power.*
18. **10 of Hearts** – A snake like figure appears and bites you on the arm, it's venom sinking into you.
All magical power you possess is suppressed by a terrible curse. Only a wish, miracle, or the direct act of a deity can restore it.
19. **10 of Spades** - A dark fire springs forth around your head as the visage of Felosa appears before you.
*You are instantly blinded and deafened. A Caster level Check of 40 or more with a **Remove Blindness/Deafness** spell can reverse each problem individually, as can a **miracle** cast by a Good cleric of a Neutral Good deity.*
20. **10 of Diamonds** – coins, jewelry, gems, and art objects fall upon you from the sky, dealing you 10d6 damage. Immediately gain 50,000gp worth of treasure, and take a bit of damage from it.
21. **10 of Clubs** - Jh'Karr appears and leaves a glowing golden mark on your forehead.
The next monster that is at least a CR of 4 above you gains you a level instantly as well as the normal XP.
22. **9 of Hearts** – The god Selmenos appears and touches you with a glowing red and black energy that sinks deep into you.
All spells you cast henceforth cost you their spell circle times ten in XP each time they are cast, with a minimum of 10.
23. **9 of Spades** - The visage of R'Marë appears as he leads you through a portal to the Halls of Eternity.
*R'Marë, so angered by being forced to perform by the **9 of Spades** misdirects you. All skill checks henceforth receive a –2 penalty.*
24. **9 of Diamonds** – The visage of Telcontar appears as a gate opens to Xiom'arto that he leads you through.
Gain the feat of your choice, or a +10 sacred bonus to any skill.
25. **9 of Clubs** - Zanz Saeros appears, as you two walk through a gate that opens in to the void.
*You are taught the feat, **Soulcasting** which anyone can use.*
26. **8 of Hearts** - A Ray of energy in every colour appears and strikes you.

*You are effected as the **Prismatic Ray** spell. Ignore rolls of 1-3, DC on a roll of 4 is 40.*

28. **8 of Spades** - An eye appears, and sears you with a bright orange light.
Gain a spell like ability of a spell you are able to cast. If you cannot cast spells, roll off of the scroll chart. This spell like ability must be of a level that a wizard (or psion) of half your level can cast
28. **8 of Diamonds** - A deep violet and black double-E appears and sinks deep into you.
Immediately lose a feat of the DMs choice.
29. **8 of Clubs** – An green Double-E appears as you glow with multi-chromatic energy.
*Immediately gain the entire Diehard feat list, or two feats of your choice. Alternatively, you may buy unlimited ranks in the **Perform** skill from now on (cap of level + 3 is lifted).*
30. **Jokers** – A dingy man wearing a rumped tan raincoat appears and reaches into his smaller deck to pull out a card.
Roll a d30. The number of the roll represents the effect of this card. Whatever number appears is selected from this list and that effect applies instead. If a 1 or a 30 is rolled, roll again twice.

Merlankh's Teardrop

A Talyxium teardrop artifact that imbues its user with health (healing), and strength of will (*willpower* score bonus).

Appearance: The tear is a perfect, flawless teardrop-shaped crystal of pale-blue talyxium approximately 6cm in length and 1 cm thick at its centre. The surface is constantly glistening as if wet, and it shines with a red-white inner radiance.

History: it is said that before his sacrifice, the god Talyxius wept for the despair of the crimes of his mother Felosa, and just ere his body was destroyed, his last teardrop fell to the world of Merlankh mixed with a single droplet of blood, and as it fell, it crystallized into the artefact known as the tear of Talyxius, which embodies both his sorrow and his selfless compassion.

Powers

Constant: The user gains +4 to his *willpower* statistic. In addition, he received a +5 bonus on will saves versus fear.

Empathy: The tear can sense when others are in need of its power, and will guide its bearer to them in order to give them aid.

Moderate Invoked:

Cure Light Wounds 10xD

Cure Moderate Wounds 6xD

Cure Serious Wounds 4xD

Cure Critical Wounds 2xD

Heal 1xD

Drawbacks/curse the bearer is instilled with Merlankh's sense of compassion, loyalty, devotion and love for all life and will protect any being that is in danger even at the risk of the keeper's life. The user must use these powers on those in need before himself, even if his life is in peril. Further, the user must use any spells or powers or items that he owns or has access to use on others before himself, even if his life is in peril. In short, the user of the tear must show self-sacrificial compassion to others. If he does this for a long enough duration, the tear will instill even greater powers on him, as follows:

Usages per day of the invoked powers triple in frequency (e.g. 1xD becomes 3xD), and the abilities from constant powers double in value e.g. (+4 becomes +8). If the user attempts to subvert the powers of the tear—to use them for his own ends above the needs of others—then he will be stricken with grief, and must make a will save versus permanent depression and be unable to use the artefact, or rid himself of it, until he atones by committing at least one selfless act.

Continual, long-term use of the tear in line with its purpose also gives the user access to the powers and abilities of the community and protection domains and their associated spells and a special MEA pool with which to use them. If he already has an MEA pool he may also use this energy in combination with the special energy granted by the tear. The special MEA pool is equal to 1d6 per +1 modifier of his willpower score (including the bonus granted by the tear) multiplied by his character level. Thus, a character that normally has a willpower of 12, with the tear at full power, will have a willpower score of 22, a +6 modifier. Thus, he gains 6d6 MEA in this special pool per level of experience to use the stone's powers (e.g., if he has five levels—in any combination of classes—he gains a special MEA pool of 30d6). These powers may never be used for selfish acts, else the stone rejects him instantly, affecting him with the full force of the curse.

The user may only pass on the stone in great need, such as if he is dying, or if he has never used any of its powers, unless it is to someone that could use it for a greater benefit of others than the character that

is currently in possession of it, and then only if the stone (which is partially sentient) feels it is acceptable to be passed to the selected bearer.

Further, the user is always filled with a sense of melancholy sorrow: An echo of the last emotion of Talyxius before his destruction.

Constant:

Lesser Ring found in Ologi Lair

Magic & Time, Lore & Knowledge, and Mental Control & Communication).

History: This was the last of the lesser rings, made by Celebrimbor with the aid of Annatar ('Giver of Gifts'). It was the prototype for the powers of the Great Rings and is close in power to them, bearing a lesser version of their curse as well. It was given to the Dwarven King of Carn Dum by Celebrimbor in trade for gems of great value that he used in his artifice, and after the sack of Carn Dum it was believed lost.

In truth, The Wolfshead King of Carn Dum wore it to his very death, a grizzly one: traveling south and east towards Khazad-Dum, he and his party were set upon by trolls in Rhundaur, and were the unfortunate ingredients in their supper, but their possessions were saved and piled in the lair of those fierce ologi, and there the ring still lies, silently waiting a new owner.

Description: This on casual observation is a plain, gold band, however on a search check (DC 22), a fine etching inside of small interlocking leaves and chain links may be seen, intertwined with elven writing in Quenya, and an Feanorian 'C' (for Celebrimbor).

When using divination effects, it shows a faint (almost non-present) aura, no school. Assense reveals very little, and *identify* fails (50% chance) or reveals false information (50% chance).

This lesser ring has the following properties:

Constant: 3xPP Enhancer (magnifies MFE & PPE pools x3 when worn; the wearer need not know of this ability to make use of it, but it is not immediately apparent).

Free use of all spells from the (Elemental-Earth) [PSC] sphere to 10th degree.

Free use of all spells from the (Earth) [WSC] sphere to 10th degree.

Free use of all spells from the (Numbers) sphere [PSC] to 6th degree.

Free use of all spells from the (Artifice) sphere [WSC] to 6th degree.

Invoked: The user may become invisible, but *not as per the spell*. Rather, he partially enters the wraith-world (or the closest possible thing in his given Universe,—such as the Ethereal or Spirit realms—and becomes invisible in the material world. If he is not in a place where this power could function, such as a closed plane or dimension, or one that does not border any spirit-type planes or dimensions, he may enter a cusp (a halfway point between that plan and its closest neighbor, assuming one exists) or the power simply won't function in his current location. In any case, upon entering the Wraith-World, Spirit Realm or Ethereal Plane, his hearing and olfactory senses sharpen (+10 bonus to *listen* and *scent* skill checks), but things in the material world become harder to see, as if looking through mist, or in dusk (25% visibility loss). Beings and objects in the wraith-world become unnervingly clear and visible.

Use of the following additional spells, which deplete MFE as normal:

Circle – MFE Cost – Spell Name (Reference)

1 –	2MFE –	Charm Person (WSC)
1 –	2MFE –	Copy (WSC)
1 –	2MFE –	Write (WSC)
1 –	2MFE –	Affect Normal Fires (WSC)
2 –	4MFE –	Endurance (WSC)
2 –	4MFE –	Charm Man II (WSC)
2 –	4MFE –	E.S.P. (WSC)
2 –	4MFE –	Know Intent (WSC)
3 –	6MFE –	Read Language (grants 1 rank/level in a touched written language)
3 –	6MFE –	Nondetection (WSC)
3 –	6MFE –	Material (WSC)
3 –	6MFE –	Dispел Magic (WSC)
4 –	6MFE –	Locate Object (WSC)
4 –	8MFE –	Locate Person (WSC)
4 –	8MFE –	Charm Monster (WSC)
4 –	8MFE –	Dispел Illusion (WSC)
5 –	10MFE –	Fabricate (WSC)
5 –	10MFE –	Domination (WSC)
5 –	10 MEA –	Dispел Magic (Greater)
6 –	15 MEA –	Reconstruction (WSC)
6 –	15MEA –	Worship
7 –	20MEA –	Consume Knowledge (WSC)
7 –	30MEA –	Alter Reality (WSC)
8 –	40MEA –	Dispел Enchantment (WSC)
8 –	40MEA –	Mind Blank (WSC)
9 –	60MEA –	Foresight (WSC)
10 –	150MEA –	Timelessness* (Special)

Special: There is a 50% chance that even in low-MEF or no-MEF environments, a power from the ring invoked by the user will function without causing mage burn (Con damage). Even if it does, the ring will never deplete the wearer's Con due to magical burn (e.g. from low MEF environments) below 1. If the ring would have done this, instead reduce con to 1 and reduce all other physical attributes to 1d3 each (Strength:Muscle/Stamina, Dexterity: Agility/Balance, Mobility: Speed/Movement).

Curse: Like all things made with the aid of Annatar, this ring carries with it a curse. Not as severe as the true Rings of Power, but still perilous for mortals.

Each use requires a willpower check equal to 10 +spell circle. If this check fails, the wearer takes 1d6 points of non-lethal damage, although he I free to re-try a often as he desires. He cannot take a 10 or take a 20 on this check. If he succeeds, then the wearer must make a *spellcraft* or *channel energy* check in order to cast the spell, as normal. Note that in the case of powers *channeled* using this ring, the source of power is the ring itself. The bearer need not know the specific spell even exists within the ring! If he calls on it, or attempts to channel something that has a power similar to or in line with one of the above powers, the ring will select the most appropriate power.

Additionally, each time the wearer uses a power, he must make a will save versus corruption. The dc starts at 5, and increases by + for each use, plus X, where X equals the degree of power invoked.. Thus, after 20 uses, it becomes a DC of 20, and after fifty uses, it becomes a DC of 50. Every week that goes by without using any power from the ring reduced the total by 1. Upon each failure of this check, the wearer gains corruption: For 0-5th circle powers, he gains 1 point of corruption; for 6th to 8th circle powers, the wearer gains 2 points of corruption instead; for 9th degree 3 points of corruption; and 10th degree 5 points of corruption.

Base saving throws:

- 1st: DC6
- 2nd DC7
- 3rd DC8
- 4th DC9
- 5th DC10
- 6th DC11
- 7th DC12
- 8th DC13
- 9th DC14
- 10th DC15

Modifiers:

Add +1 to these for each time the wearer has previously invoked any power from the ring.

Add +10 to these if the wearer ever uses the ring for evil.

Add +10 to these if the MPE used in a single invocation is more than the wearer himself possesses (without the augmentation provided by the ring). This applies to 'free power. As well: Calculate the normal MFE cost as normal to determine if it qualifies.

+10 is the invoked spell was a 'free power'.

[Stotts using *Timelessness* at present would be a DC 27: DC 15 (base) + 2 (two prior uses) +10 (his base MEA pool is less than 150MEA.)

[Stotts using *Dispel Magic* at present would be a DC 10: DC 8 (base) + 2 (two prior uses).] Add +1 to this for every re-attempt.]

Additional side-effects: The wearer becomes increasingly possessive of the ring, and will never give it away to another without great force of will, nor will he simply abandon it. If others question him overlong about it, he will develop anxiety, then paranoia, then outright anger towards the questioner. Simply being asked to see or handle the ring may trigger an attack of this sort.

Unlike the Rings of Power, a lesser ring does not grant the same level of immortality, but it does extend the lifespan of a mortal, and use of its powers (which accrue corruption) can turn the wielder into a monster, or wight. Elves are immune to these effects, as they cannot be turned into shadows or wraiths, but mortals with Elven blood (Half-Elven or Eldrian) are merely resistant, taking longer before the transformation is complete.

Wand of L'Lex

Violet and clear crystal that heals or harms at will

Description: The crystal wand of L'lex is a 18cm rod of multiform crystal, possibly made partly of talyxium, although no records exist that describe its physical makeup, so this is purely speculative. It is shaped as a tapered milky white cylinder, with two spirals of crystal starting at either outward point and converging in the centre. One spiral is dark grey, the other deep violet; at the point of convergence is a small symbol of a violet circle overshadowing a dark circle, with rays of white light emanating from it.

The wand was created by the Ascended God (born a mortal of demonic blood lineage) Warlock, Necromancer and Artisan, L'Lex. Although many assume that with these characteristics he would be utterly evil, and indeed he lived much of his pre-ascended life as a despicable being, L'Lex became a revered champion of civilization, creating cities of silvery spires out of the frozen desolation on the planet of his birth, gathering millions of followers and ultimately becoming the God of the City. This change of heart hit him to the core, and as a way to attempt to atone for his evils, he crafted the ultimate tools of creation, the *crystal wand* being one of them.

Of course, his dualism nature is clearly reflected in its powers: One side of the wand heals, and may even resurrect the recently dead, while the other side harms and will possibly kill. The wand also works on objects and constructs, essentially repairing or damaging them, with the possibility of either full restoration (even from ashes) or ultimate disintegration.

It can also add to the HP (or hardness when used on objects) or subtract from them.

Powers:

Constant:

Invoked:

Cure (full list) @ will / (Minor ½ ch; Light 1 ch; Mod 2 ch; ser 4 ch; crit 6ch)

Heal @ Will / 10 Charges

Inflict (full list) @ Will / (Minor ½ ch; Light 1 ch; Mod 2 ch; ser 4 ch; crit 6ch)

Harm @ Will / 10 charges

Repair+Make Whole/Damage @ Will (Minor 1 ch; Light 3 ch; Mod 5 ch; ser 7 ch; crit 9ch)

Although the powers are usable 'at will' the wand has a limited number of self-renewing charges. These renew every day at twilight, with a total capacity of 40 charges.

Every time the user invokes *heal* there is a 5% chance of the subjects HP increasing by 1. This benefit can only affect a single individual three times, after which they may never gain the extra HP from the *heal* power, although they may still benefit from the healing energies as normal. Additionally, if used on a subject that has been dead for less than one solar day, there is a 1% chance per the number of charges in the wand before the *heal* power is activated that it acts as *Raise Dead*. Thus, if the wand was fully charged, there is a 40% chance that it will raise a dead subject who must be free & willing to return, as normal.

Crown of Sorcery

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Outwardly, this may resemble The Crown of the sorcerer Kings, and an appropriate *Knowledge (Arcana)* check (DC 22) will reveal that of old, the Sorcerer Kings and their underlings wore such headpieces.

The clear stones always confer the following powers to the bearer:

The Mindstone confers a continuous +2 to Intelligence (+2 Int/+2Know/+2Rea), as a Circlet of Intellect.

The Shieldstone confers a +1 Deflection Bonus To AC (as *Bracers of Deflection*) and a +1 Bonus to all Saving Throws (as a *Cloak of Resistance*).

Each clear stone also has a special *expendable* power. As a *swift action*, use once per day the Crown's wearer may drain the energy of a stone to utilize its special power. By expending the stone's power, you gain access to its special ability, but lose the normal (continuous) power of that stone for 24 hours.

You may *Expend* the power of the **Mindstone** to gain an immediate +8 bonus to your Intelligence score (+8 Int/+8 Knowledge/+8 Reasoning) for one round.

You may *Expend* the power of the **Shieldstone** to gain an immediate +4 deflection bonus to AC, plus an immediate +4 bonus to all saving throws. This ability lasts for one round.

The main stone confers one of the following abilities:

The Main Stone is special and confers a unique power depending on the nature of the Crown. Once per day, as a *swift action*, the wearer may expend the stones power to perform a special action, but in doing so, he depletes the stone's reserve of power, which renders the normal (continuous) power inactive for 24 hours.

The Stone of Perception confers a +2 bonus to Listen and Spot Checks.

Expend: Once per day the wearer may gain an immediate +8 to one spot or listen check.

The Stone of the Dead allows you to command one undead creature, once per minute, as per the *command* spell. The creature is entitled to a saving throw against this effect (DC = 20). Failing the

saving throw means that the creature follows the *command*, otherwise, nothing happens, although the wearer of the *Crown* may retry again in one minute (even against the same creature).

If you have the Turn or Rebuke Undead class ability, you may spend a turning attempt to increase the saving throw DC by +4.

Expend: Additionally, once per day, the wearer may expend the energy from the main stone to gain an immediate +4 bonus to a Turn/Rebuke attempt. This is considered a swift action as part of the turning/rebuking attempt.

The Stone of Command grants you the power (once per minute) to command one humanoid creature, as per the *command* spell. The creature is entitled to a saving throw against this effect (DC = 20). Failing the saving throw means that the creature follows the *command*, otherwise, nothing happens, although the wearer of the *Crown* may retry again in one minute (even against the same creature).

Expend: Additionally, once per day, the wearer may expend the energy from the main stone to *charm* a creature as per the *charm person* spell.

The Stone of Leadership confers a +2 bonus to Diplomacy and Bureaucracy Checks.

Expend: Once per day the wearer may gain an immediate +8 to one diplomacy or bureaucracy check.

The Stone of Veils confers a +2 bonus to Disguise and Hide checks.

Expend: You may expend this stone's power to gain an immediate +8 bonus to one Hide or Disguise check.

The Stone of Smiting (Lawful/Good/Chaotic/Evil) grants the wearer a +2 bonus on all damage rolls to creatures of the opposed alignment type. The wearer must be of the same alignment (e.g. for a Lawful Crown, the wearer must be Lawful Good, Lawful Evil or Lawful Neutral) as the Crown. The stone may be of one alignment only, and the maker sets this when he creates the item.

Expend: By expending the power of this stone, the wearer gains a +8 divine damage bonus to his next attack.

Special: True neutral characters may wear any Crown, but they only receive a +1 bonus, rather than the normal +2.

If a character of an opposing alignment puts on the Crown, it acts as a *cursed* item and the wearer gains a -1 penalty on all attack, check, and saving throw rolls. A mage or priest of 6th Level or higher must cast the *Remove Curse* spell on the wearer of such a Crown in order for the wearer to remove it.

Even is the wearer cannot use the powers of the red stone, he may still use those of the clear stones.

The Stone of Sorcery stores three 1st degree spells, which you may activate once per minute to utilize any of those powers (Spell DC 18). These are *fixed* spells, meaning that they are part of the stone and the creator of the Crown sets them when he constructs the item. You cannot alter or change them to any other spell(s). These spells are use-activated, and therefore any character (even non-spellcasters) may use them.

Additionally, the stone has a special round area in which you may insert a spell stone. If you do so, you may activate that spell stone at any time as a swift action, which expends its power.

Expend: You may expend the Stone of Sorcery to refresh 10 MPE back into your mind. If this exceeds your normal MPE count, the extra power remains available for one round as temporary MPE, after with, the additional points dissipate. This, a caster with an MPE pool of 34, has used 7 MP and activates the *expend* ability, gaining 10 MPE, replenishing the 7MPE he has used and granting him 3 **temporary** MPE that he must use before the end of the next round. The spellcaster always uses temporary MPE first.

Spells Required: Crown of Protection (3rd), Crown of Might (3rd) and one of the following: Crown of The Clarity (3rd), Crown of The Grave (3rd), Crown of The Veil (3rd) or Crown of Smiting (3rd), Crown of Leadership (3rd), or Crown of Command (3rd), Average Crafter Level: 6th.

Stone of Sorcery Spells Required: Crown of Protection (3rd), Crown of Might (3rd) and Crown of Lucubration (5th) plus any three 1st Arcane Spells.

Percentages for Crown Main Stone Types (Random Treasure)

01-15: Stone of Veils ; **16-30:** Stone of Perception ; **31-45:** Stone of Leadership ; **46-60:** Stone of Command ; **61-75:** Stone of the Dead ; **76-90:** Stone of Smiting (**01-40:** Lawful ; **41-65:** Evil ; **66-90:** Good ; **91-100:** Chaotic) ; **91-100:** Stone of Sorcery

DCs = 6 (Maker Level) + 1 (Rea 13) + 3 (Spell Degree) +10 = TOTA 20

Base Price:

Crown + Mindstone & Shieldstone 7,000gp. [**Shieldstone, Resistance Bonus +1 (1² * 1,000 GP) + Deflection Bonus +1 (1² * 2,000 GP) = 3000GP**] + [**Mindstone +2 Int Bonus 1 (2² * 2,000 GP) = 4000GP**]

Greater Stone (except Stone of Sorcery) +27,000 (spell level 3 & CL 5 * 1,800 gp) -

Stone of Sorcery: + 100,000 GP

Price for multiple abilities mitigated by the limited use of the main stone.

Crowns with the Stone of Veils, Stone of Perception, Stone of Leadership, Stone of Command, Stone of the Dead, or Stone of Smiting 34,000 GP

Crown with the Stone of Sorcery 107,000 GP

Required materials: Blackened iron (or Adamantium), two 18mm diamonds (or clear sapphires) and one 30mm ruby. Material cost: Diamonds, 1000 GP each, sapphires, 425 GP each, Iron 15 GP, Adamantium 80 GP, ruby 1,200 GP. Add the cost of these to the market value.

With a Twist

You may choose to give these items to characters with lower-than-expected experience levels, but in doing to (to balance them out) you can add a drawback to the item. Good examples are psychological problems, which the character develops while wearing the crown for extended periods.

Remember, the rulers of the Kingdoms of Sorcery made the crowns for their own personal use, and they may have added built-in safeguards, or (during their extended life spans), they may have left echoes of some of their personalities or quirks on the item, which its magic absorbed.

Examples:

Crowns of Veils: This crown was the handiwork of Symeteph, the Sorcerer Queen of Kal, who slowly, but surely, became the most paranoid and delusional of her fellows. After 329 years of power, she isolated herself in a chamber, sealed in lead, with no outside access. She died from lack of food, water and oxygen, as she slowly starved and suffocated in an impenetrable safe room, and death chamber of her own design.

In mirror of this, the wearer of her *Crown of Veils* becomes increasingly paranoid and agoraphobic. After one week of wearing the crown continuously, the wearer starts to show signs of agoraphobia, shying away from public places and crowds. At any time he is in a place with more than a few people, he must make a will saving throw (DC 10) or panic and *flee in fear*.

This is the same sort of effect as a character who must *flee* from the fear effect of a monster; only it lasts for 8 hours, during which the character finds the nearest possible place to hide.

This side-effect begins on the 8th day of wearing the crown, and cumulatively increases by +1 each additional week, Removing the crown does not reset the penalty to zero (!), but rather, it decreases to zero by one step a week. That is, the DC decreases by -1 for each week that the character forgoes wearing the crown. Therefore, a character with a *fear* DC of 14 must avoid wearing the crown for 5 weeks (four for the +4 and one more for the base DC of 10) to completely remove the symptoms caused by the leftover remnants of Symeteph's deranged psyche.

Stone of Perception: Light and loud noises increasingly agitate the wearer. After one week of wearing the crown (even for one second a day), he begins to experience the following problems:

He suffers the normal penalties of *light sensitivity*. Further, any save versus sonic effects made by the wearer suffers a cumulative (weekly) -1 penalty. This begins on the 8th day of wearing the crown, and removing the crown does not reset the penalty to zero (!), but rather, it decreases to zero by one step a week.

Therefore, a character that wears the crown for 4 weeks and gains a -4 penalty, will take 4 weeks to revert back to normal.

Stone of Leadership: The wearer begins to think that he's "too sexy for his shirt", in matters of negotiation and becomes increasingly arrogant, trying to force his opinions on others, even when it isn't required of him to do so.

If he's already that arrogant, the crown makes changes to his physical appearance as follows:

His hair colour changes to silver-white, his eyes to green-grey, and he grows a goatee. Furthermore, if he is an extremely good person, he grows a set of silvery horns, but if he's a nasty bastard, his tongue forks.

Stone of Command: If the wearer uses the crown constantly (more than once or twice a day, for at least a week), he begins to experience a terrible laryngitis, causing him to have hacking coughs and eventually lose his voice.

Stage One, The Cough: After one week of constant use (abuse), he begins getting a hacking cough that interferes with his Spellcasting (if applicable) and any skills that require vocalization.

When Spellcasting, he must make a DC20 fortitude save. If he fails, there is a 40% chance of losing the spell, and a 10% chance of miscasting (with bad results).

He also receives a -5 penalty to any check when using vocal skills (Perform, Diplomacy, Bluff, Intimidate and Bureaucracy, etc.)

If he cuts down on his usage by refraining from using the crown for at least one week, he recovers from stage one. If not, he enters...

Stage Two, Speechless: After one month of suffering the effects of stage one, the character loses his voice altogether, but unlike the laryngitis; the complete loss of his voice is a supernatural effect that requires an outside remedy. If a character contracts this supernatural disease, only a *remove disease*, or *break enchantment* cast by a spellcaster of 10th level or greater ends the effect.

Even so, the wearer of the crown must remove it before he receives treatment, or else the spell only *suppresses* the disease for one day, after which he loses his voice again. To completely reverse the problem, the character must remove the crown and refrain from using it for two weeks **and** receive one of the aforementioned spells.

Stone of the Dead: This crown was the genius of the Sorcerer-King Galvadiu, the Litch King of Seryr and is brimming with his evil will, although a *detect evil* spell does not register any such problems.

As such, for every consecutive day a character wears this crown, he begins to look increasingly like an undead creature (taking on the appearance of a wraith or a vampire). After one month, he will even be unfortunate enough to glow for spellcasters or other characters when they use the *detect undead* spell (or ability) as if he was an undead creature of a power level equal to his character level +2.

The character begins to change after 24 hours of the time that he first donned the crown, and although removing the crown reverses the changes (by one step per day), no matter what he does, the character always retains a slightly odd appearance after wearing the crown, even for only a day.

If any person wearing this crown uses its powers more than 10 times on one day, he must make a will save DC 20, which if he fails, his alignment slips one step toward evil, and his mind takes a closer step toward the steely will of the crown original maker. If he fails this save thrice in one day, he must also make a fortitude saving throw (DC 20). If he fails that, the crown immediately transforms him into an undead creature (wraith, vampire, or similar).

Stone of Smiting: If the wearer is not of the same general alignment of the crown, it attaches itself to their head and cannot be removed except by a *break enchantment*, *miracle*, or *wish* spell cast by a 10th level spellcaster or higher. While attached, the crown attempts to persuade its wearer to take actions in line with the alignment of the crown.

As such, the crown whispers in the ears of the wearer constantly, filling his head with ideas, and *nurturing* him, in order to reshape his psyche to suite the crown. Characters may voluntarily slip toward the teachings of the crown, or resist them, but the crown will do whatever it can to corrupt the wearer.

Additionally, whenever the wearer attempts to take an action opposed to the will of the crown, he must make a will saving throw to do that action. This saving throw starts at (DC 1), and cumulatively increases by +1 for every day the character wears the crown. There is no cap for the saving throw, so eventually the will of the crown prevails.

Furthermore, any character who has abilities that have alignment-based restrictions, such as a paladin, bard or monk that don a crown opposed to their alignment, must make a will saving throw (DC 15) to use their powers. They must make this saving throw each time they use a class ability or spell. If the character fails his save, he still spends his energy points (or one use per day for a limited class ability) as if their attempt simply had no effect.

Clerics who wear a crown that opposes the will of their deity must make a will saving throw (DC 18) each time they cast a spell, but not when turning or rebuking undead. A cleric that fails his saving throw still uses the normal amount of MPE/DPE as if they cast the spell, but it failed.

Note that the crown may oppose the character's actions, which requires a separate will saving throw. This means that a good cleric, or a lawful good deity with an evil crown, who attempts to

cast a spell in order to do a selfless act must make two saving throws: one to overcome the opposing will of the crown, and the second to actually channel the spell.

Stone of Sorcery:

Regalia and Relics of The Sorcerer Kings

Description: These are the relics and regalia of the rulers of the Saerosian Empire, first founded before the beginnings of our Universe, before the destruction of the one that was before. The first set of regalia, made of Adamantium, was crafted by (or in one case, for) Saeros and he wore these items during his nearly-eternal reign. Saeros is one of the living beings that survived the collapse of reality, and in the process his powers increased. Already a time-sensitive, Saeros gained the power to see all potential futures, and directed the path of history to his liking. He affected the development of many sentient beings, and their cultures and used his great mental powers of dominance and telepathy to sway things to his designs.

Eventually, Saeros declared that a new age was to be born, and content (or weary), he let the rulership pass to his heirs, who inherited a part of his sorcerian and psychic powers in their bloodlines. They became rulers of his vast intergalactic empire and eventually quarreled over their own dominions, the centre of all was *Merko'Imvas*, later named (Alterran and Elven names) a planet in the *Iluri Galaxy*. Each lord or lady thus established a region on that planet, directly tied to their space-Empire, and feuded both on the planet and in space in order to conquer the domains of their peers, as well as to control the Regalia of Saeros.

In the end, Saerena, daughter of Saeros took final authority, being the senior of his heirs only to her brother (who declined the Saerosian Seat) and she took up the position of Ruling Empress of the 5th Saerosian Empire. During her reign, the Empire of Sorcerers discovered the spells and technology to create and access other dimensions, including The Void, and they discovered a new element, Xzerium which existed both in The Void and in the nucleus of a singularity. Xzerium is so dense that it pulls in the ley lines to such a concentration that items made of it can be of nearly limitless power, breaking the known laws of both magic and physics.

A piece of Xzerium the size of a pea has enough mass to collapse a solar system, and it can only be extracted from either The Void (or Void creatures) and from the nuclei of singularities that exist in normal space. Therefore, the raw material needs to be mystically and psychically controlled as to be balanced eternally and thus nullify its extreme gravity and mass, while retaining its other properties. It was out of this substance that they made The Regalia of Saerena. (It was only after the War of Dimensions, when the last of that Empire was swept into a self-contained continuum, that they became known under different names, most often the Empire of Sorcery, the Tyrannical Empire and the Sorcerer Kings. At that time, they were still the Saerosian Empire.)

Therefore, the Regalia of the Sorcerer Kings is twofold: Some of these items are in fact relics from before time, and others are artifacts of the heirs of Saeros, often known as The Sorcerer Kings due to their amazing magical powers and ability to dominate others with their minds. The new set of Regalia was specifically designed for the purpose of controlling The Empire, and for giving extremely powerful magical abilities and psychic abilities and enhancements to the wielder, even control over time, space and reality itself.

Naturally, there had to be safeguards, and each item of the Second Regalia has unique effects (essentially differing in extreme curses for each item) if used by a person not part of the bloodline of Saeros. It is therefore every dangerous to use them, but of course, power always comes at a price. The Sorcerer Kings, over their reign of uncountable ages ruled with the powerful of the greatest magic of all

time. During the course of history, he created a myriad of relics and regalia, originally held only by the Emperor King or one of the Royal Family.

These items were made using all the skill of the Ancient Magical Knowledge, given to them by Saeros (and the Zoreans, before the War of Dimensions) and learnt through studious experiments with magic, psychic powers and the power of living souls.

Each of these items is considered a relic (or artefact) and this has the ability to do things outside the normal realm of magical or psionic items, but each also carries with it some form of curse. Unless expressly stated, the curse is ineffective against the Sorcerer Emperor, or the rightful heir (or legal claimant) to the inheritance of Saeros; it also has a limited effect on anyone who is of close-bloodkin to Saeros, and a slightly lessened effect on any being of his bloodline. .

Items made of Adamantium belong to the older era (the Second through Fourth Saerosian Empires) and those made of Xynnium are from the Fifth Saerosian Empire. All are collectively known as The Regalia of the Saerosian Empire, or The Regalia of The Sorcerer Kings, or the Regalia of the Empire of Domination, etc., but it is of import to scholars to identify the different periods and the items relating to each, as well as the correct names for each item. Therefore, the layman's term and the correct name of each item are given below with their respective descriptions.

Voidship of the Sorcerer Kings (Casket of Saeros)

History: Legend states that near the end of the 2nd Saerosian Empire, Saeros discovered that there was a chance that he may need to exist where no life can live in order to survive: The Void. It was for this reason that he created *the casket*, which was a void ship made of Adamantium infused with soul-energies and psionic energy fields that maintained a state of whatever reality the user wishes to trap within it intact, nomatter what the outside reality is like. This means that when closed, the laws of physics in the outside environment are permanently preserved in *the casket* until it is reopened.

The casket also preserves the life-force of any occupant, granting them immortality while within it, and the user may even remain conscious the entire time, although this will lead to insanity. The occupant can open the casket from the inside, and guide it around via mental control. The casket can move FTL if the user so directs. It can also cross dimensional barriers at the command of the occupant and is an amazing feat of technology, magic and psionic engineering. It is in fact, the very first void ship ever constructed, being made before time in the Universe that was before our own.

Other cultures have (and will) develop void ships in our Universe, but this ship is special in the fact that it is powered by the living soul-energy of Saeros himself.

Additionally, an item or being placed in the casket retains the physics of their own reality when exiting, unless the occupant commands the casket to convert them to the new physics of wherever they are located at present. It is theorized that this is how the Regalia of Saeros were preserved, and why they are still able to function in our Universe, as the casket preserved their function, which we speculate was based on a very different kind of magical energy field.

The Casket also maintains itself in the same manner, and cannot be destroyed by any mortal means; perhaps by no means whatsoever. Only Saeros knows how it was made, and perhaps only Saeros (or a Guardian or Overdeity) could affect its function or destroy it.

The casket is highly prized by those who wish to guarantee their existence nomatter what is happening around them. If their star goes super-nova, they will survive. If reality tears around them, they'll survive. If someone alters the timeline in a way that would erase them from time, they'll survive. It's the ultimate preservation machine, and possibly the fastest space-time vessel ever constructed.

With all of this, it's no small wonder that many have fought and died over its possession, and the current whereabouts of *the casket* are unknown, for being an object not bound by the physics of our reality, there is no magical or psychic way of locating it; even deities are unable to detect or locate it, including those with the Secrets Domain/Sphere!

Like the rest of The Regalia of Saeros, *the casket* does not have an aura when viewed with powers such as *detect magic* or *see psychic auras* and only those who can assense it could detect its oddities: On an *assense* check DC 20, the character detects something strange about it; DC 25 that it doesn't seem to be fully-real; DC 30 that it seems to be a temporal anomaly, and isn't actually there; DC 35 it is not part of this reality; DC 40 it is from another Universe/Reality. **Chronomancers have a +5 competence bonus to their *assense* checks on this relic.**

Rod of the Sorcerer Kings (Fist of Saeros)

History: Far back, before recorded history, legend claims there was another Universe. In a final conflict between The powers of Time and Entropy, the Universe fell to chaos and all souls were swept into the nothingness until the cosmos could be rebuilt. Only a few beings (or entities) survived this devastation, along with a few amazing items of power. Saeros claimed to be a survivor of the old Universe, surviving by means of his *Temporal-Soul-Casket*. The regalia that he carried (from the 1st through 3rd Saerosian Empires) survived with him, and the *Fist of Saeros* is part of this legacy. Originally, the *fist* was the battle-mace and scepter of Saeros, which he dubbed the *Extension of Power*, and is still considered the scepter of office for the reigning Sorcerer Emperor.

Although originally it had no magical properties and was just an Adamantium mace used by Saeros in his conquest, during the building of his Empires, over time the aura of Saeros and all of the powers that it has endured across its long history have given it quite unusual properties.

'*Baelos n'K'Ral nos dudano Saeros Zanaz*' is inscribed in very small Zoraec (Saerosian mode) script around the wrist, and the pommel is designed as an incuse spiral so that a Crystal Enhancer can attach to the *Fist* and appear to be part of the finished item instead as a separate piece.

The original design allowed for a magical or psychic item to be connected to the *fist* via a threaded spiral at its end, and such items (*Crystal Enhancers*) could grant powers to the weapon, or to the wielder, depending on the design of the specific attachment. It is still possible to create new attachments for the *fist* and many of the originals have also survived; a list of known *crystal enhancers* is presented below the entry for the *fist* itself, as are several other similar relics.

Appearance: *The Fist of Saeros* is an Adamantium heavy mace; the business-end is designed in the likeness of a clenched (right) fist (wearing a ring on its third 'ring' finger), with a bracelet of spikes. The handle is fitted with a spiraling threaded end for the attachment of *enhancers* that can either grant the weapon abilities or give use-activated powers to the wielder.

When *assensed*, the *Fist of Saeros* has an unusual appearance. On an *assense* check DC 20, the character detects something odd about it; DC 25 that it doesn't seem to be fully-real; CD 30 it is not part of this reality; DC 35 it is from another Universe. **Chronomancers lower the requisite DC for each by 10.**

Under *Detect Magic*, the *mace* has no aura whatsoever!

Weapon Damage: 1d10 (B/P) (extra die type due to material B/P due to design)

Weight: 7 Lbs

Powers:

Constant: When in battle, the *fist* can be used to deflect attacks and sunder weapons as if the wielder has the skill 'Parry' at maximum ranks. The *fist* can even parry spells that have a range of *touch* or *ranged touch* as if they were weapons using this ability. This function works especially well against divine entities (such as gods and demigods) granting the wielder a +5 bonus per level of the wielder when parrying such attacks from anybody with Divine Rank..

The wielder may also use his highest dexterity-based modifier for all skill check rolls with this weapon, despite its weight and unusual balance.

Invoked: Three times per day, the wielder of the *fist* may hold it high into the heavens and speak a *word of command*. This functions as the spell *greater command* with a saving throw equal to ½ the wielder's level + 10 + his influence score. This affects all creatures within 150 feet (per level of the wielder) as the *fist* booms the command outwards in the air, both on audible and psychic wavelengths. Thus, no common-language is needed to use this power.

Three times per day, the wielder of the *fist* can attempt to completely mentally subjugate one creature as if he had the Mastermind (ability name) power. If the character is already a Mastermind with this power, all of its numeric variables double, as does its DC.

Curse:

Special: *Only mortals and Guardian can see the Fist of Saeros: Deities and outsiders are completely blind to it and cannot locate it by either magical or psychic means, although they or their servants may attempt to do so using mundane methods.*

Crystal Enhancer: Strengthening

Special Powers: 3/day Strengthening

Saving Throw: DC 30, Fn

Special Properties: Empathy

Requires: *Stregthening*

Market Value: 19,000 GP

MFE Cost to Make: -

Time to Create: 19 days

This *crystal enhancer* is empathic, and will activate either upon command by the wielder, or when it *feels* that it would be beneficial (or crucial) for it to activate itself on the wielder as per the spell *Strengthening* cast by a 10th level sorcerer. When activated by empathy, the wielder may attempt a saving throw, although the use per day is still expended (and thus, is pointless), to avoid the effects of the *crystal enhancer* with a saving throw (Fn, harmless) DC 30.

Crystal Enhancer: Enlargement

Special Powers: Continuous *Enlarge Person*

Saving Throw DC 29

Requires: *Enlarge Person*

Market Value: 2,000 GP

MFE Cost to Make: -

Time to Create: 2 days

This enhancer enlarges the wielder of the *fist* whenever he is holding it, as per the spell *enlarge person* cast by a 10th level sorcerer. Each time the wielder holds the *fist* he may either accept this power or attempt to suppress it by making a saving throw (Fn).

Other 'Fists'

Saeros made, in his time as the Emperor of the Second Saerosian Empire, a few other weapons of the same design, motif and exacting metrics. He made these as magical items themselves, out of extra-dimensional metals that he discovered, and they each have unique properties. These are the original designs (and the properties given to them, followed by the new properties they gained as relics upon entering this new reality...

White Fist: Mace of Redemption

Special Properties: Bane Vs. Undead

Enhancement: +3 Effective Enhancement

Damage: 1d6 - Additional +2 enhancement vs. Undead and +2d6 damage

Critical Treat Range: 20/x2

Composition: Verdaum and Mithril

Black Fist: Mace of Malice

Special Properties: Unholy

Enhancement: +3 Effective Enhancement

Damage: 1d6 – Additional +2d6 damage vs. an opponent of Good Alignment

Critical Treat Range: 20/x2

Composition: Verdaum and Mithril

Magausari: Mace of Many Virtues

Special Properties: Spell Storing, 7 Circles

Enhancement: +3 Effective enhancement

Damage: 1d6

Critical Treat Range: 20/x2

Composition: Verdaum and Mithril

Ring of the Sorcerer Kings

History: Like *Fist of Saeros*, the *Ring of the Sorcerer Kings* is part of the **Legacy of Saeros**, brought on his person from the old Universe to his one; a surviving relic of the Dark Times first known as the *Imperial Signet Ring of Saeros* and *The Emperor's Ring* and is a very strange and important piece of Saerosean history. It is the symbol of power of the Reigning Emperor and is the seal of the Saerosian Empire and is required for passing any body of law or making any judgment that affects the Empire itself.

Originally, the *fist* was made for Saeros as his Imperial signet ring, and he wore it at all times. It was designed to leave a unique and un-duplicateable holographic mark on any object (including living beings). The mark that it leaves is a glowing (hologram-like) image of a dark figure with glowing eyes, raising his right fist, lit in an eerie, fiery aura, in front of him, inside a downward-pointing triangle.

Appearance: The *Ring of Sorcerer Kings* is a simple, heavy and un-contoured band (thus, the edges of the ring are flat, they don't curve or bulge) of Adamantium, approximately 2.5mm thick, set with a triangular diamond.

When *assensed*, the *Ring of Saeros* has an unusual appearance. On an *assense* check DC 20, the character detects something odd about it; DC 25 that it doesn't seem to be fully-real; CD 30 it is not part of this reality; DC 35 it is from another Universe. **Chronomancers lower the requisite DC for each by 10.**

Under *Detect Magic*, the *ring* has no aura whatsoever!

Powers:

Constant: The *ring* grants a bonus equal to ½ the wielder's level to *direct influence*.

Invoked: At will, the wielder can use the *ring*, by touching it to an object or person to imprint a permanent mark upon it/them. The mark is not removable by dispel magic, although disjunction may remove the mark (treat the mark as an artifact). Erasure can remove the mark on a living creature. Further, the wielder may set a duration for the mark (if used on a living being) or remove any such mark using the ring a second time to willingly remove the original mark.

The mark is always the design from the original bearer, Saeros, which is '*a dark, shrouded figure who's eyes burn in his featureless face in a downward-pointing triangle, raising a fiery fist in front of him*'. The wielder may choose the colour scheme of the mark, but the original (preset) is green, black, orange, white and gold. The mark be be of any size, but the maximum size is one foot tall per level of the wielder and the image may occupy no more than 1/3 of the object or person to which it is attached. Further, the mark always floats on the surface of the object/person, so it is impossible to cover it on any way, even with clothing!

Being an artifact, the mark of the *ring* cannot be exactly duplicated or counterfeited by any means, magical, psychic or mundane, although those who are untrained in recognizing the maker may be fooled by close counterfeits.

Any attempt to counterfeit the mark of the *ring* is immediately known to both its *legal wielder* and the reigning Emperor (assuming they are not the same individual, as the Emperor may lend the ring to a subordinate to carry out a task), who know: the name (normal name, aliases and true name) of the person attempting to counterfeit it, their location, their physical appearance, race, gender, age, occupation, abilities and motivations (including all details that they know about somebody employing them to copy it) for even attempting to copy *the mark*!

The wielder can also use the *ring* to *brand* a person or entity as per the spell *The Accused*. The wielder may do so *at will* and this makes a mark, similar to that normally made by *the ring*, but with the colour scheme of the mark given by the spell *The Accused*.

Curse: Every time an entity attempts to use the *ring* illegally (that is, without permission from the Reigning Emperor) he suffers a cumulative 1d10 damage and 1 Corruption. Meaning that, the first time he attempts to do so, he takes 1d10 damage and 1 point of Corruption; the second attempt 2d10 damage and 2 Corruption, the third attempt 3d10 damage and 3 corruption, etc. Always round damage and corruption upwards.

A saving throw possible: Will Half DC 20 for the first attempt, with the DC increasing by 10 for each attempt thereafter.

Only mortals can see the ring. Deities and outsiders are completely blind to it.

Gauntlets of the Sorcerer Kings (Saeros' Skyfire)

Appearance: *Saeros' Skyfire* (originally *The hands of Skyfire*) are a pair of Adamantium gauntlets, with razor sharp blades attached to them. The tops of the fingers are open and the design of the gauntlets is such that they are loose and mobile enough not to interfere with arcane spellcasting done by a Sorcerer or Wild mage.

Originally, during the Second Saerosian Empire, Saeros crafted these himself to serve both as a weapon, and as a magical device. The original design allowed for the wielder to strike with rays or

bolts of lightning, and due to the differences in the laws of magic, the powers of the gauntlets have evolved, becoming a relic.

Powers:

Constant: The *Skyfire Gauntlets* (*gauntlets*) grant their wielder *Adamantium Affinity*. Any item made of Adamantium weighs half as much when lifted or used by the wielder of the *gauntlets*. If the wielder already had *Adamantium Affinity*, then the weight of adamantium becomes effectively ¼ its normal weight.

The blades on the *gauntlets* can be used for hand-to-hand combat rolls as if the wielder had the feat *weapon finesse* and deal **1d6 slashing damage per hand**. They do not interfere with spellcasting of Sorcery or Wild-mage magic, but they do hinder Wizardry, but at half the normal penalty for wearing gauntlets. The openings in the tips of the gauntlets allow for a being with claws to wear them, and they go hand-in-hand with the spell *Claws of Saeros*. (It is with this spell in mind that Saeros made the openings.)

When doing hand-to-hand combat, apply **both** the claw damage and the damage from the blades on a successful hit.

Invoked: Each power has a pre-requisite character level and the wielder must not be holding an object in the hand wearing the gauntlet he is using for invoking a power. For example, if he is carrying an item in his right hand, he may only invoke powers of the gauntlet on his left hand. Gauntlets do not function at all unless the wielder is wearing both of them (or two hands). Wearing one gauntlet, or attempting to wear more than one gauntlet on one hand, or placing them on other anatomical parts or limbs disables **all** of their powers.

Creatures with three or more hands may select which two they wish to use for wearing the gauntlets, but they are designed for left and right hands of a humanoid (medium-sized) creature, and although they have minor adjustments to accommodate slightly different hand sizes--Saeros made this change at some point in time, possibly after the legend of the initial temporal rift that changed his form many times.)—they do not size themselves to fit larger or smaller creatures, or beings with nonstandard hands.

Aiming is done manually, by spreading your fingers and pointing your hand in the direction of the attack. Some powers require one hand free, others require both; some powers have a diminished effect if done with only one hand, and others have a greater effect if done with both hands.

Invoking a power is a purely mental action, but it requires concentration, so if you attempt to cast a spell at the same time, you must make an increased *spellcraft* check (effectively a -10 penalty) and a *concentration* check (DC 15+spell circle) to avoid spell mishap or failure. :

Three times per day, the wielder may use the *gauntlets* to cast *Orb of Electricity* as if he was a sorcerer with a level equal to his hit dice with the *electricity elemental affinity*.

Once per minute, the wielder of the *Gauntlets* may cast *Minibolts Zap!* at will. Each bolt deals one point of electrical damage and you may only strike a target once with each use.

Three times per day, the wielder may use the *gauntlets* to cast *Lesser Orb of Electricity* as if he was a sorcerer with a level equal to his hit dice with the *electricity elemental affinity*.

Three times per day the wielder can cast *lightning bolt* as if he was a sorcerer with a level equal to his hit dice with the *electricity elemental affinity*. If the user has both hands free, he can shape this into a cone with the same distance as the normal bolt by using both *gauntlets* at once when invoking this power.

Once per day per five character levels, the wielder of the *gauntlets* may use them to cast *Lightning Storm* as if he was a sorcerer with a level equal to his hit dice with the *electricity elemental affinity*.

Once per day per three character levels, the wielder may attempt discharge any lightning spell that would otherwise affect him: On a successful parry vs. spell roll the energy is pulled into the *gauntlets*. At level 12 he may instead attempt to deflect lightning with a parry roll, and at level 18 he can attempt to reflect lightning based attacks directly back to their source of emanation. (If the caster moves, the lightning still travels on in the same path, it does not seek out a target.) Spells such as *call lightning* can be discharged, deflected or reflected as normal, even though they emanate from the sky.

Every time you discharge a lightning spell, effect, or even natural lightning bolt, the *gauntlets* receive one charge. You can deal a touch-attack to a subject equal to 1d6 for every four charges in *the gauntlets* and you may choose to use as much or little of these charges as you desire. Thus, if you have 40 charges, you could expend anywhere from four to all forty of them and any amount in-between to deal damage as a touch attack.

The charges in the *gauntlets* can only be expelled as a willing action, so just touching them has no effect in its own right, unless the person wearing them chooses to electrocute you.

Curse:

Only mortals can see the gauntlets. Deities and outsiders are completely blind to it.

Crown of the Sorcerer Kings (Helm of Saeros)

Appearance: The helm of Saeros is a smooth, thin Adamantium plate perfectly sculpted to fit the head of Saeros. In fact, there is no known image, painting, photograph, holograph, etching or other visage of Saeros without the helm on his head! The design is such that it drops down slightly over the forehead with a red, triangular jewel that comes to rest right at the centre of the forehead of Saeros. It does not resemble true amour, but rather, is decorative in appearance, although the material (at the time of its making), made it a feasible protective covering, but this was never the intent.

Rather. Saeros designed his helm as a mental shield, as well as designing it with an integrated spell stone. Originally a ruby, it is said that Saeros replaced the stone during the Third Empire with **Red Talyxium**, increasing its powers many times over.

The original concept was to protect the user from scryeing, alignment-al detection, mind-reading, memory-accessing (or altering) spells and powers, as well as assensing. It even functioned against deities, which troubled Saeros during the first three of his Empires. The original spells used in its making were: *nondetection*, *mind-shield*, *undetactable alignment*, and *mind-blank*. Over time, and because of its transition to this Universe, the powers have greatly increased.

The original red jewel was reportedly a trillion cut ruby of large size (40ct), which Saeros used as a spell-stone. Spells stored in the *helm's stone* could be cast with amere thought, but he found it difficult to manage the entropic wear on the rubies, trying various replacements (including red diamonds) until finally (during the Third Saerosian Empire), he fashioned a new stone of Red Talyxium.

Saeros never discarded the older stones, and they can still be found both loose, and in jewelry (or replicas of *the helm* that he gave to his trusted allies, heirs, and important personages in his Empire.

Powers:

Constant: The *Helm* automatically protects its wearer against any attempt to read their thoughts, detect or perceive their alignment (and/or motives), locate them in space-time, assense them, discover their True Name, and discern lies. *Telepathy* functions normally when wearing the helm, however the wearer may block all incoming *telepathic communication* if he desires, or only allow two-way *telepathic communication* with selected persons, creatures or entities.

It also rants a bonus to PPE equal to: 10% of the character's total PPE (x) the character's total psychic level.

Example, a character with 10 PPE that is a 2nd degree psychic gains +2 PPE, whereas a character with 84 PPE that is a 7th level psychic gains 59 (58.8, rounded up) bonus PPE. This PPE is available as long as the character is wearing *the helm*, but is tracked as a separate pool of energy.

The red Talyxium stone in *the helm* can store up to 500MFE of sorcerian spells, but is immune to entropic decay, so it can be replenished with new spells indefinitely. The wearer may charge the stone

with up to 500 MFE of spells that they know, or have another person do so for them (with other spells). Spells stored in the stone can be cast as a purely mental action, which requires concentration. Any attempt to store more than 500MFE of energy in the stone causes an energy surge, instantly releasing some or all of the raw magical energy stored therein, so care must be taken to avoid storing too much power.

Invoked: Once per day, the wearer may use *the helm* to *polymorph self*, as per the spell, cast as if they are a sorcerer with a level equal to their total hit dice.

Three times per day, the wearer may use *the helm* to make himself invisible as per the spell *invisibility*, cast as if they are a sorcerer with a level equal to their total hit dice.

Two times per day, the wearer may use *the helm* to cast *Alter Self*, as per the spell, cast as if they are a sorcerer with a level equal to their total hit dice.

Once per day, the wearer may use *the helm* to make himself invisible as per the spell *greater invisibility*, cast as if they are a sorcerer with a level equal to their total hit dice.

Curse: Helm attempts to permanently bond to wearer, causing pain and penalty to concentration. Adds corruption to wearer every so often. Use of talyxim stone may backfire, or cause corruption. Adding too many spells causes backfire. (Make chart), wearer will eventually try to be 'more like Saeros', wearer may become insane, helm may block psychic outgoing powers, helm may inhibit refreshment of PPE/MFE.

Only mortals can see the helm. Deities and outsiders are completely blind to it.

Crown of the Sorcerer Kings (Saerena's Crown)

Appearance: *Saerena's Crown* is composed of a strange black metal with flickering stars seen on its surface in the motif of three coiled serpents, each bearing a jewel in its mouth. The stones are positioned in a downward-pointing triangular fashion and are red, blue and clear Talyxium. The red stone is on the upper-left the blue upper-right and the clear is on the bottom.

Powers:

Constant: The *crown* automatically **adds +50%** to the amount of the wearer's PPE and MEA, and provides a bonus equal to his level to *concentration*, unless the character is a Sorcerer, in which case it also provides the following:

Magnifies the character's total MEA and PPE by a multiple of three (3x MEA and PPE) in place of the normal +50% increase.

Grants a bonus equal to his sorcerer level to his sorcerer level to his Willpower and Influence scores.

Allows the sorcerer to *detect thoughts* at will.

Invoked: Thrice per day, the wearer of *the crown* may make a *wish* as per the spell. The crown interprets the mental desires and vocal actions of the wearer, and any thought or spoken wish activates this power. Further, if the wearer is not the legitimate heir to the Imperial throne the crown does whatever it can to pervert the wish, often taking it as literally as possible, in addition to the normal circumstances of the *wish* spell, and may do whatever it can to pervert the outcome. Once per week, the wearer may use the crown to invoke a *Greater Wish*, with the same consequences as using the normal *wish* abilities described above, only with more disastrous consequences.

Curse: For anybody who is not of the line of Saeros, *the crown* has a [dire curse](#)! It has a slightly less powerful effect on those who are of the line, but if they are not the rightful wearer the crown will use the [alternative curse](#) as follows.

Only mortals can see the crown. Deities and outsiders are completely blind to it.

Crest of Sodoma

Appearance: The.

Powers:

Constant: The *Crest*

Invoked:

Curse:

Saerena's Earrings

Appearance: The earrings of Saerena, while aren't truly powerful, are still counted amongst her relics. They are shaped like small droplets of Adamantium, with an eight-rayed star-shape cut ruby dangling from the bottom of each. Each bear engravings in both Saeroan and Mystic and have small emeralds in the centre of each droplet.

Powers:

Constant: The earrings are magically linked to each-other, via a mystic channel that can cross dimensions and will function anywhere in the cosmos. If a character wears both of the *earrings*, they confer the ability to understand all spoken languages heard by the wearer.

The earrings may also be split up, worn by two people. In this case, each may listen to the things happening around the other, and the two individuals may speak to each-other (vocally) or use them to always be aware of the auditory surroundings of each other. Naturally, they can also be used for spying (and often were), as Saerena had a second set made with a false aura so that she could give a set (one of the real earrings and one 'dummy' mate) to any person upon which she wished to spy. In this way, she could hear everything happening around that person and everything that the other individual said or heard.

The dummy earrings ve off the precisely same aura as the real *earrings* and when a dummy earring is worn with a real one, it activates the ability to understand all spoken languages, except that they do not confer the ability to listen to a person wearing only one **real earring**.

That is, for example, subject A is wearing a real *earring* and a dummy earring and subject B is wearing only a *real earring*. Subject B can hear everything that subject A can hear, but subject A cannot hear what's happening around subject B. The dummy earrings otherwise look identical, and have the same aura, and same conduit (when viewed by assense) as the genuine *earrings*.

Thus, Saerena's Earrings are a four-part set: Two *that have real magic*, and two that have *false magic*. This is what makes them a relic, rather than a mere wondrous item.

Orb of The Sorcerer Kings (Temporal Scrying)

Appearance: The *Orb of Time* is a relic that Saeros brought with him into this Universe, surviving the collapse of the former realities. He outright stated that it was not his own creation, but rather an artifact that he found, originally created the Rendwar Tulkas Duun. It is a perfect black sphere, approximately two feet in diameter, made of an unknown crystal. The orb rests in a special pedestal made of Adamantium, designed as a perfect replica of the original pedestal made by Tulkas in the old Universe (Saeros did not preserve the original stand, but faithfully recreated it out of Adamantium).

The pedestal is designed so that from above it appears to be a 24-pointed star, and is three feet high, crafted of solid adamantium with mystical symbols in an unknown language that predates time all over its spiraling form.

Saeros placed the *orb* in the court of the Imperial Palace so that his trusted servants, heirs and other authorities may use it. It functions much like a crystal ball of *scryeing*, except that it can also look both into other dimensions and other realities, as well as back and forward through time.

Powers:

Constant: The *orb* may be used as an ordinary *scryeing stone* and the user must make a *scrye* check when utilizing the device, although *the orb* provides a **circumstance bonus** equal to the level (or hit dice) of the person using it to his *scrye* check. (e.g. a 10th level character gains a +10 circumstance bonus to *scrye* with *the orb*.)

Additionally, the user may attempt to peer into other dimensions, other realities, or into the future or past. This is a difficult task, and is mentally straining. Furthermore, depending on what the user sees, the visions may drive him mad (i.e. cause sanity damage).

Curse:

Only mortals can see the orb. Deities and outsiders are completely blind to it.

Brand of the Sorcerer Kings (branding iron)

Appearance: The

Powers:

Constant: The *brand* automatically

Invoked: X times per day

Curse: For.

Amulet of the Sorcerer Kings (Greater Periapt of Proof vs. Death and curse like
Amulet of Val'seur)

Appearance: The *Amulet of the Sorcerer Kings*, also known as *The Seal of Saerena* is

Powers:

Constant: The *amulet* automatically

Invoked: X times per day

Curse: For.

Only mortals can see the scepter. Deities and outsiders are completely blind to it.

Law of the Sorcerer Kings (book)

Appearance: The Law of The Sorcerer Kings, (*The Law of Saeros*; **The Law**) is a medium sized book, 14cm by 8cm and 1cm thick with adamantium covers and pages made of a golden-coloured metal (*Zynnium*). Saeros designed *The Law* to trap and contain entities and objects that were too dangerous to keep around, or permit to roam free, but where destruction or death was either impossible, or too temporary. Things trapped within *The Law* stored in a form of prison dimension, in a state of perpetual timelessness, in perfect temporal stasis.

Powers:

Constant: *The Law* protects its keeper against paradox: The keeper of *The Law* gains a bonus equal to his total character levels (or hit dice) to his Paradox Threshold. (Thus a 7th level character gains a +7 bonus to his Paradox Threshold.)

Invoked: When an operator speaks the correct phrase and turns the pages of *The Law*, it has one of two effects: It can banish an object, creature or entity to another dimension, or it can recall something that has been banished using its power. To banish something, the bearer must speak the phrase:

*‘In the name of the Emperor of Mankind, by the power of the bloodline of Saeros, I (speak name) hereby condemn [you / this] (precise name of creature, true name, or name of object with appropriate description to distinguish it as a unique object) by the Power of **The Law**.’*, while flipping the pages of the book from back to front.

When this is done, the covers turn jet black, and split open as if they were a gateway, then darkness reaches out latching onto the target, pulling it inside the tome.

Recalling something is the exact reverse:

*‘In the name of the Emperor of Mankind, by the power of the bloodline of Saeros, I (speak name) hereby recall from The Space Within The Eternal Nothingness [you / the] (precise name of creature, true name, or name of object with appropriate description to distinguish it as a unique object) by the Power of **The Law**.’*, while flipping the pages of the book from front to back.

Upon doing this, the covers turn black, and then the book opens, with a shining light streaming from the pages, from which emerges the object or entity that has been called forth.

Ordinary everyday people, with little special about them can be banished with their name, however the more powerful a person, creature or entity is, the more potent the naming need be. A true name, or a Zoraec naming glyph may be required to trap them. Truly unique beings that only have a True Name are easier to handle with this object, but this can be dangerous, as *The Law* will actively resist any who use it illegally, and using it accrues corruption even when the bearer has appropriate permission, unless the bearer is Saeros.

Curse: Creatures not of the bloodline, or not serving under the authority of The Ruling Emperor, (e.g. Regents) will find that *The Law* actively resists them!. It may give a warning on a transgression, or it

may allow an occasional use, or in the worst-case scenario, it may pull the person using it into the dimension to which it sends banished entities. Even when it permits such an action, or when the action is perfectly legal, using such an object is inherently corrupting.

For each unauthorized use of *The Law*, the user must make a will saving throw DC25+X, where X is the number of times that character has used *The Law* (base DC 26), or gain 1 point of corruption, in addition to automatically gaining 1 point of corruption, with no saving throw permitted (minimum corruption 1 per usage, with the possibility of 2 corruption). Further, there is a 5% cumulative chance per use of *The Law* by a single character (if used illegally) that it traps the user. Thus the first time there is a mere 5% chance, but the second it is a 10% chance, and the third a 15% chance. This merely continues until the user is trapped in *The Space Within The Eternal Nothingness*.

If the use was legitimate and authorized, the bearer must make a will save DC25+X, where X is the number of times that character has used *The Law* (base DC 26) or gain one point corruption, with no automatic corruption bestowed.

Special: The text in the book appears to be complete gibberish, and is in a slow state of flux. Some say that it is possible to decode it to view a catalogue of everything that is trapped within the dimension where it sends banished entities and objects, but there is no known way of deciphering it. The object or entity that you wish to trap within *The Law* must be within 100 meters of both you and *The Law*, and *The Law* must be in your hands when reciting the imprisoning lines.

Alternatively, you must be holding *The Law*, and the target must be within your line of sight. If you can see it, or if it is within the allotted distance, it will work. Both are not required. You must know that something is trapped by *The Law* and be able to uniquely identify it in order to recall it. There is no known way of recalling something trapped by *The Law* except by using *The Law* itself to do so

Only mortals can see The Law. Deities and outsiders are completely blind to I, unless you are actively using it on them.

Crystal Codex of the Sorcerer Kings

Appearance: The (a codex with very powerful and **lost** spells)

Powers:

Constant: The *brand* automatically

Invoked: X times per day

Curse: For.

Only mortals can see the scepter. Deities and outsiders are completely blind to it.

Key of the Sorcerer Kings (magically locks or unlocks
openable items; only openable with this key once locked with
it)

Appearance: The (magically locks/seals openable items or portals that can then only be unlocked/unsealed with this key. It even functions on things like books.)

Powers:

Constant: The *brand* automatically

Invoked: X times per day

Curse: For.

Only mortals can see the scepter. Deities and outsiders are completely blind to it.

Staff of the Sorcerer Kings (temporal staff)

Appearance: The (allows travel through time, and casts temporal spells such as *open greater temporal rift* and *greater temporal repair* + creates micro-dimensions as per *genesis* and *genesia* and *genesaga*?)

Powers:

Constant: The *staff* automatically

Invoked: X times per day

Curse: For.

Only mortals can see the scepter. Deities and outsiders are completely blind to it.

Scepter of the Sorcerer Kings

Appearance: *The Scepter of Sorcerer Kings*, formally known as *Sarena's Scepter* is composed of a strange black metal with flickering stars seen on its surface. The scepter weighs about 7 lbs and is about 3/4 of a metre in length. The motif of the Sceptre of Sorcerer Kings is two serpents intertwining to an end in which the heads of both curve out to face each other. A single star of 24 points illuminates between the faces of both.

Powers:

Constant: The *Scepter* automatically rebounds any magic or psionic power targeted specifically against its wielder (area effects are not included), and then magnifies the damage and duration tenfold (if possible). For example, a *Magic Missile* curves back at its caster and inflicts 10d4+10 per missile.

Invoked: Nine times per day, a touch of the *Scepter* (which requires a successful touch attack roll against unwilling targets) can *Heal* or *Harm*, as the wielder of the *Scepter* wills. In either case, the gain or loss is 20d10 of damage; furthermore each use of *Heal* gives the target a single extra permanent hit point to their hit point total, and a use of *Harm* reduces their permanent hit point total by one. The *Scepter* cannot alter a subject's permanent hit point total more than nine times, and when it has been used on a single subject nine times the creature is no longer effected by this property of the scepter for good or ill. Death followed by *Resurrection* of any kind, ever *True Resurrection* does not change the scepter's count.

Once per day the *Scepter* can *Dispel Magic* automatically. The item to be dispelled must be touched by the *Scepter*, and a successful touch attack roll must be made if the item is held by an opponent. Each time this power is used, there is a 30% chance to drain the item as per a *Rod of Cancellation* and create a permanent magic-dead area in a 60 foot radius. Only artifacts and Epic magic are immune to the effects of this magical dead zone.

Curse: For 10 full days from the instant the *Scepter* is used, the influence of a single, randomly-chosen deity is banished from the world where the person who used the *Scepter* resides.

While banished the deity cannot observe, control contact, or influence beings and events on that world. The deity cannot enter the world as an avatar, by manifestation, vision, or possession, nor can it send any of its Outer Planar minions or items, except through the aid of others. Note that a gate may still be opened from the barred world to the deity's plane. One deity is affected per use of the *Scepter*. Only deities with Magic as a domain are excluded.

If a single deity is affected by the use of the *Scepter* nine times in a period of one year, their power in that world dies altogether. If a deity is forced out of a world by the use of the *Scepter* the deity must make a will save (DC 100) or fall into a catatonic sleep until *Healed* by the *Scepter*.

Only mortals can see the scepter. Deities and outsiders are completely blind to it.

Eyes of Saeros

Appearance: The *Eyes of Saeros* are adamantum spheres that Saeros crafted when he lost his own eyes in a magical accident. Each eye is crafted of pure Adamantium and the iris of each is set with a myriad of gemstones, with a pupil of jet, thus giving the appearance of metal eyes with a chromatic iris, that still look and behave as if they were living eyes. The eyes also move in the direction that the wearer is looking, if he so chooses, or can point in a different direction if he wills it. (The user can change this setting *at will*: The eyes look in the direction he is looking; or he can manually control where they appear to be looking.)

Saeros used them nearly his entire life constantly augmenting them. In fact these are probably still in the possession of Saeros, but lesser powered copies and exact duplicates are rumored to exist.

Powers:

~~**Constant:** The eyes automatically increase the range of a person's ability to *Assense* by ten times. Thus, an *assense* check of 20 that would normally allow 200 feet of vision now allows 2,000 feet of vision. They do not however magnify (or in any way augment) the check itself, only the distance.~~

Constant: The eyes automatically increase the range of a person's ability to *Assense* by X, where X is the character's total level or hit dice times. Thus, an 12th level character *assense* check of 20 that would normally allow 200 feet of vision now allows 2,400 feet of vision (200 x 12). They do not however magnify (or in any way augment) the check itself, only the distance.

Invoked: The stones in the eyes each have a special power, which can be used a number of times per day (for each eye) as described below. Note that both eyes must be used in order to function **at all**, and must be placed in the eye-sockets of a humanoid creature **in place of their real eyes!**

Each power has a caster level as if the character using *the eyes* was a sorcerer with a level equal to his total levels (or hit dice). Creatures that normally more than two eyes may still use the *Eyes of Saeros*, but they must remove **all of their eyes** to do this. Creatures that normally only have one eye (or eye socket) or creatures without eyes cannot use them in any way (other than decoratively!)

Stones in each eye, and their corresponding power:

Ruby – Scorching Ray (1/day each eye)

Rose Quartz – Dispell Magic (Ray) 1/day each eye

Diamond – True Seeing (self only) 1/day each eye

Sapphire – Lightning bolt (emanates from eyes) 1/day each eye

Emerald – Disintegrate (Ray) 1/day each eye

Aquamarine – Prescient Vision (self only) 1/day each eye

Amethyst – Greater Weakening (Ray) 1/day each eye

Topaz – Polymorph other 1/day each eye

Jet – Enervation (Ray) 1/day each eye

Opal – Scrye (Self Only; still requires *scrye* skill check 1/day each eye

Jade – Greater Strengthening (Ray) 1/day each eye

Rays shot from the eyes confer a +10 circumstance bonus to attack skill checks for ray weapons/spells.

Curse: For.

Only mortals can see the eyes. Deities and outsiders are completely blind to it.

The Zelendræk Cube of Larandro

The word Zelendræk stems from the Zoreac root words Zel (Power usually used for Psychic power or power crystals; Zelenium is a hybrid word from the same source that is of a similar nature) Endro (Mystic Control) and Ækas (The Present). The general meaning thus is 'Power matrix to control the present via mystic force', and the Zelendræk cube is all that and more.

Crafted during the mid-Serenan Era it is a perfect cube exactly 344.784mm on each side and is composed of the strange black metal Xzerium, which shines with an inner-light as if entire galaxies were reflected off of its surface. An intricate design woven of mystic symbols (and words in Mode-C-Mystic) combine and twine with Zoreac (Saeroan Imperial Mode) words of power, and mathematical equations, as well as ley-line force patterning and an overall celestial motif decoration to lock it all together.

The core of the cube is a transcendental continuum originally it was a small spheroid core, composed of Yx, Constantanium, Coraeum, Zelenium and Talyxium (and supposedly also etched with symbols and designs, much lie the outside of the cube) but as it grew in size (internally/dimensionally), the cube also grew in power and the magnitude of its abilities increased dramatically over the eons since its creation. It was originally created to force temporal events seen in visions to either lock or unlock, to either prevent forcing a causal nexus, or keep one intact, but as time advanced and it grew in power, it became a thing of true wonder, capable of altering the very nature of all reality, past present or...

Although it doesn't bear her name, *The Cube* was one part of the Regalia of Saerena, and belongs to the greater whole of the Relics & Regalia of the Sorcerer Kings. Alternative titles for *the cube* are: The Black Cube, The Cube of Time, the Dimensional Cube (or D-Cube) and the Cube of Destiny (which is attributed to Saerena, Empress of Destiny). The Zelendræk device was the prime reason for the War of Dimensions and when Saerena's empire was spit into another sealed dimension by the combined forces of the Zorian Empire, the cube was left behind, as it was one of the relics with which Saerena would have been able to nullify all of the Zorian efforts.

To both casual and often in-depth observation, the cube simply appears to have a very intricate celestial theme motif, and only extremely careful examination, using magnifying tools by a person with knowledge in the applicable areas will reveal any of the meaning behind the design. When opened, the cube greatly resembles as a Zorean Aldus device.

Activation of the Zelendræk Cube is a tricky matter as well; A person can attempt to 'open' the cube by pressing the triangular emblem on one of its sides, however, if the cube is 'locked', then the user will be unable to actually properly use any of the cube's powers; essentially they will all partially work, but intentionally cause undesirable effects, or go completely against the user's commands. This is essentially like making a wish, and asking for 'too much'.

When in 'open' mode, the cube actually does physically open several panels slide apart, the sides partly expand, and from the centre of the cube shines a blinding, vibrant white and partially golden-chromatic light. The emblem on the face of the cube glows deep-ruby-red, and the other symbols illuminate in gold, blue, violet, orange and green (to match the aspects of their mystic and psychic energy natures).

In order to properly use the cube's facilities, you must first 'unlock' it, and like ancient puzzle-boxes there are a number of tiny panels that a user may press (which have slight give under pressure) and doing this in the correct sequence 'unlocks' the cube. Once it is in an 'unlocked' state, a user may attempt to utilize its functions without setting off the immediate safeguards.

Unfortunately, even when in an 'unlocked and open' state, the cube is only truly safe to use by someone of the bloodline of Saerena, and even then, if the user acts against the wishes or commands of the ruling Empress (or Emperor), the cube will be aware and attempt to modify the designs and desires of its operator.

Additionally, a user must have the applicable knowledge to give the cube commands including quantum+ level sciences and mathematics if he wants to attempt to modify existing time or space. The cube is fully able to realize the requisite mathematics in itself to create very small extra-dimensional realities or singularities, but not anything that requires any complex skill-check or transcendental understanding that the user doesn't himself possess.

The cube also only accepts verbal and mental commands in Saerosian/Zoraec or in Mode-C Mystic. Commands in other languages automatically generate some undesirable effect.

The cube may alter the structure of time & space & matter; create, modify or collapse extra-dimension spaces or pocket-dimensions; generate transcendental space fields; alter the flow of time; alter Universal constants; and modify causality. The cube can also negate all magic, psychic or alchemic energies within a set (stated) area and projected path of that area into the future (path must be stated with mathematical accuracy, as the cube cannot predict it).

The cube cannot read or see into the future, past or even the present. The user must have another tool to do this for most of the operations that would be extremely desirable. The cube protects its operator and only its operator against causal paradox (but not against the paradox energy, which the user still accrues as normal); everybody else is affected normally, unless the operator can calculate the requisite information for the cube to manually protect the timestream of other beings (thus, modifying causality).

In other words, in changing an event, the user is protected automatically, but if the user wants to protect his species for example after generating an event that would prevent their evolution, he would need to program the cube to do this operation. Further, because it may be called upon to alter the constants that would be required for many power sources, the cube is fueled by ley line energy interaction with extra-dimensional materials.

If adapted as a power source it has unimaginable potential, but it suffers fast degradation in areas of low ley-line / magical energy field activity. In fact the cube requires immense amounts of MEF concentration to function properly at all and if the conditions are lower than ideal, then the cube may be either unable to recharge, unable to use its powers, or the use of its powers will be of limited range, duration and/or area, or it will simply become erratic in any regard (e.g. doing as it pleases rather than how instructed, functioning only some of the time, failing at critical times, altering programmed direction to conserve power, etc.).

Programming the cube for anything requires a skill check (Xenotechnology) or (Psychic Technology) as well as checks on the appropriate science skills for the check.

Major Powers

Constant: User is immune to temporary paradox and can sustain permanent paradox at 10x the user's normal threshold.
User is immune to the effects of causality.

Invoked:

- Transform Reality
- Construct Dimension/Oblivion
- Transform Dimension
- Negate Causality
- True Wish
- Open Permanent Temporal Rift
- Open Permanent Spacial Rift
- Alter Universal Constant
- Eradicate Timeline
- Suspend/Restart Time

Moderate Powers

- Modify Reality
- Genesiaga/Collapse Dimension
- Transform Demiplane
- Suspend Causality
- Greater Wish
- Open Temporal Rift
- Open Spacial Rift
- Modify Timeline
- Alter Temporal Flow

Minor Powers

- Alter Reality
- Genesis
- Aniti-Genesis
- Create Pocket Dimension
- Greater Timestop
- Greater Haste
- Improved Wish

The Regalia of Larandro

Larandro was Saraena's husband, and High-Lord-Prince of her Empire. He was an accomplished mystic, psychic and temporal engineer and the genius behind both the Zelendræk Cube and the *Dome of Infinity* that sits atop the *Ziggurat of the Transcendental Mind*. He created his own demi-regalia, based on the older designs of Saeros, each with their own powers, and each also set with one of three elemental keys. (The Key of Earth [possibly Key of Spirit] is in the genetic code of the line of Saeros).

Dome of Larandro

Larandro placed himself inside a temporal anomaly, sealed within the Dome of Infinity to escape to wrath of the Zorean Empire; their attack against the Serænan Empire was directly due to the creation of both the Zelendræk Cube. The Dome of Infinity is a gigantic, multi-dimensional psychic amplifier and positive feedback circuit, 1KM in diameter, built of rarified and extra-dimensional materials melded, alloyed and otherwise bonded to normal elements.

It sits upon the Ziggurat of the Transcendental Mind, deep within which is a power source of nearly infinite capacity that is both self-renewing and self-sustaining. Thus energy source is linked into a crystalline-web power-matrix and outputs energy of electrical, mystical, and psychic nature. It essentially bombards the crystal-mesh that surrounds it with full-spectrum energy particles that bleed across the normal, mystic and psychic wavelengths.

This power-source fuels the entire structure, which is filled with millions of psychic receivers, feeding up into the superstructure (which is a cross-dimensional superconductor), culminating in a matrix of gigantic Talyxium, Yx and other rarified crystals that act as a positive-induction- circuit, and then feeding upwards to the tapered triple-braid spire that acts as an antenna.

In the centre of the building, beneath the dome, is a bubble that is shielded by a temporal-phase energy barrier: One needs to know the correct formulae in order to enter, which must be done by some means of teleportation of matter transmission, as there is no physical hatch entry, and forced entry would be disastrous. Inside the bubble is a mental hookup-seat that one may use to gain the maximum effect out of the dome's amplifying power.

The purpose behind the construction of this marvelous place went hand-in-hand with the Zelendræk Cube, as one could use the power of The Cube from within the bubble inside this building in order to utilize its power across all of time and space, across and into all dimensions, into other Universes and alternate realities, etc. The dome would essentially give a single person ultimate power over all matter and energy—and all the physical laws—for the entire cosmos, all from a comfy chair. It was never used.

Surrounding the Ziggurat, which is 2km wide at its base is an 8km-wide bowl-shaped valley constructed of crystal. There is a very long spiral stair that allows a person to walk down in descending loops until they reach the floor of the bowl (coomb?). The walls on the way down are bas-reliefs and Zoraec/Saerosian glyph etchings that tell the entire history of the Saerosian Empire up until the Serænan reformation.

From the last step, a man would need walk 3KM to reach the tall steppes: a staircase 500M high, built into the golden Ziggurat's front. After ascending, one reaches the dome, which is a white, opalescent-coloured material, in which there is a single door four meters wide and six meters high. In the centre of the door is a disc with a hand-shaped mark. Only one who possesses the Key of Earth (or Sprit?) can open the door. When opened, the door slides entirely into the walls horizontally. To close the door again, the person possessing the Key must touch the Now-empty) space where the palm-lock used to be. This will cause an audible 'twang' sound and the doors will close.

When the doors are open, the timeflow inside the dome is synchronized with that outside, but when closed, the timeflow is 4.276983 times faster. That is, time outside the dome will pass more slowly, allowing for those inside to do things at an accelerated pace.

Upon entering, a person would see an oval room,, 400M by 200M. The floor and walls are covered with additional bas-relief and Zoraec texts that describe the story of the Seranan Empire after the reformation, and give the names of the leaders of the fiefdoms within it. This section of the story terminates with an explanation of why the dome was constructed. Every so many panels have a single *out of place* glyph. When pressed by the Key of Earth/Spirit, in sequence, they will unlock the drawer in the stature of Larandro (see below).

There are also two concentric circles of writing on the ceiling. The DC to read them is 25, and they state:

***The Dome of Larandro, High-Lord-Prince, Husband of The Queen-Empress Saerena
The Gateway to the Infinite and The Realm of the Within***

A check of 20 yields a slightly incorrect reading, and a check less than that yields a very poor (wrong) reading. (e.g. The Door of Many Things Within Here that is Something)

In this room, there are two doors. Each is three meters high and two meters wide, and has the same kind of palm-lock as the main door.

The left-door (when entering) leads to the *Spiraling Dimension of Infinity*, a sub-universe created by Larandro using The Cube. When the door is open, the timeflow in this universe is synchronized with the timeflow inside the dome. (and thus, when both this and the outer door are open, it is synchronized with that of the timeflow outside). If one enters into the sub-universe and closes the door, the timeflow is squared, producing a state of accelerated time equal to 18.29258358229 faster than the timeflow outside the dome.

(This is designed as a sort of temporal decompression chamber, to mitigate the system-shock of passing directly from a timeflow of 18.29258358229 to a timeflow of 1; one passes first into the timeflow of 4.276983 and can acclimate to that before moving onwards).

On the left-part of the room, near the left-half's centre, there is a small gold palm-lock in the floor. Touching this will open a spiral-lock portal inb the floor that leads down to the power room. The portal opens, revealing a deep (250M) shaft. The shaft has a levitation disk, set to down. The direction (up or

down) is controlled psychically and it is set to carry one person at a time. At the bottom of the shaft there is a set of controls that can be modified. These are: Expected Mass range, Thrust, and Inertial Dampening. The controls are analogue dials (that spin an infinite number of times in either direction) and are clearly labeled in complex Zoraec glyphs (DC26). If more than one person wishes to ascend or descend at one time, the energy-disk must be recalibrated to handle the new expected mass, the new speed, and the correct inertial dampening. Incorrectly tuning it will result in either crushing damage, or the disk moving too fast and the person falling down 20-200M (taking falling damage). The disk is 2M in diameter and cannot be disengaged. It appears automatically whenever someone stands over the aperture, but only if the device is set (psychic control) in the correct direction.

If it is set to 'down', then no disk will appear for someone at the bottom. If it is set to 'up', a person standing over the hole has a 50% chance of falling, and a 50% chance of the device toggling emergency-switch-mode and engaging down mode by itself.

In any case, it leads to the power room, which is a 600M diameter and 30M high cylindrical chamber. There is a 400M diameter circular web-like mesh of crystal in the room, with computer-like terminals linked into the web. From the center of the room shines a very bright light (the power source), which is an orb of power. Attempting to move too close is absurdly dangerous. The flow of free energy particles that passes through the mesh is leftover material on psychic wavelengths. Every turn, have characters make a PA roll. On a successful PA roll, the character begins taking Reasoning damage (1PT at first). Every round thereafter, the character makes a new check. Every failure deals additional Reasoning damage with a +1 die-type (1d1, 1d2, 1d3, 1d4, etc) until the character leaves the chamber.

The Helm of Larandro protects against this damage, and the damage heals at the normal rate for ability damage and can be cured using magic or psychic powers (it is not psychic or magical resonance damage).

The computer terminals give readouts on the power source, and can be used to limit the flow of energy, but do not provide any other function without all three keys. There are nine terminals, and there is a hidden slot in three of them to place each key, marked with the alchemical symbols for water, air and fire. If the stones are set correctly, a main terminal program is then made available, allowing a user to turn off the power-source, and open the web for maintenance.

There is no other writing in this room.

The right-most door (when entering) leads to a 20M by 20M circular room. In the center of this room is an obsidian statue of Larandro that reads: Three Keys are Required: Two Without and one Within. The statue of Larandro depicts all three of the pieces of his Regalia, which are painted in life-like detail. There is no other writing in this room, but there is a door of the same type as the door that led into it (all inner-doors are identical) that leads out into another chamber.

If anyone has discovered the secret of the 'extra-glyphs', then the base of the statue (where the inscription is engraved) will be slightly open, revealing a drawer. The drawer is lined with just the right amount of lead-foil to make it blend perfectly if someone looks for a secret compartment using Assense. The check to find it without properly unlocking it is *absurd* (Search DC 50; Assense DC45). Inside the drawer, after removing the foil, lies a manuscript. This book contains all the charts, formulae

and compositions for the materials used in the construction of the building, plus the temporal, dimensional & mathematical formulae for the time differential in the main dome, and for the sub-Universe. These are Larandro's personal notes.

From the statue-room, one enters into a very-large (800M by 500M oval room. In the centre of this room is a strange metal disk, 4M in diameter, surrounded by a rail. There is a gate in the rail, and a set of controls to the left of the gate (left upon embarkation, right when exiting). This is a *levi-disk craft*, and is used to access the superstructure via a 6m diameter hold in the ceiling, 50M above. Attempting to fly or climb using any other means will result in striking an energy-field that deals 20D6 damage of mixed magical, temporal and psychic energy, but of no specific type (not electricity, fire, etc.) (Fh). A critical failure on the save also ages the character 1d20 years. As the levi-disk is 4M in diameter, but the doors are 2M id width, there is no way to remove it from the building.

When properly operated, the craft will allow people to ascend through this opening into the dome superstructure, and when in operation, the craft has its own energy and force-field that not only protects any passengers from the harmful effects of the energy-field across the aperture above, but also prevents them from falling overboard.

Like the shaft into the power-room, this craft has control knobs for expected mass, speed and inertial dampening. It also has a pair of combination joysticks with spinner-knobs (paddles) to control its movement on the X-Y-and-Z axis, plus pitch and rotation. Using the craft takes practice. Attempting to fly it without first getting used to the controls requires a Pilot check (DC28), however if the user spends time mastering the controls (1d4-hours), it becomes a DC20), and after at least three successful trips up and down, the DC lowers to 16.

Also of interest in this room is that the walls and floor are additional panels containing story and bas-relief. This set details the Zorian war, what led up to it, what happened during the war, what the time-sensitives (including Larandro) predicted to be the outcome (the shunting of the Sereanan Empire to outside of normal space-time, removing it from normal space and deleting its timeline), and that their constant temporal probing locked them into this destiny. It explains that Larandro foresaw a way out, which was to trap himself in the sub-universe, hiding the cube with him, in a building that (within that sub-universe) is disjointed from time and space. It explains that only when all three keys are used will the building be resynchronized, and that the keys will revive him from his eternal slumber. He planned this all to have someone of the ancestral Saroan lineage come to him one day so that he could escape the doom that would befall Saerena, with the hope of rescuing her using the cube.

He took The Zelendrac Cube with him, and it is hidden in his tower, within the infinite dimensional cascade that lies beyond the door, which is actually a space-time event (e.g. a portal/rift) that leads into the sub-universe. (see the section on *The Spiraling Dimension of Infinity*). There are also star-maps detailing the exact positions of the Saeranan/Saeroaian Empire, the Zorian Empire and various other star-empires available in the room, in bas-relief on the walls; each is clearly labeled and detailed, along with positioning, based on measurements from *Point-Zero*; the Universal expansion-factor is detailed in a highly-complex mathematical equation here as well. The DC for reading the maps is 25, the DC for reading the equation is 30. The DC for understanding the equation is also 30 (Quantum Mathematics) and 30 (Quantum Physics).

Riding the levi-disk up leads into a large room, essentially most of the upper-dome, with all of the exposed superstructure, mezzanines, railings, etc. There is a single terminal here, and a single door. The terminal has a palm-lock: When activated, three extremely-intense beams of light shine down at the three corners of a triangular indentation in its top. The Key of Fire, Water or Air can be placed into this socket, The light-beams will not damage anyone who possesses the Key of Earth/Spirit, but they will deal 10d6 damage to anyone else that places their hand in the path of any of the beams, registered as a critical strike to the hand of severe intensity (no save permitted).

The stone may also be placed, without taking damage, using telekinesis, magic, or another form of placement that does not cause a person to make direct contact with the beams. They will damage objects as well (burn, melt, break; high-intensity object critical strike), but they do not directly harm the possessor of the Key of Earth/Spirit or the Key stones. When a key-stone is inserted, the opening deepens, causing it to sink and small metallic plates slide to lock it down into position. The projector beams strike each of its three corners and removing it by force is impossible without damaging or destroying the console.

Placing the Key of Fire displays blueprints for the building, including the chemical compositions of all materials. (Zoraec, DC 25; Dimensional Metals DC 20 25.30, 35). The display is a three-dimensional hologram that floats in mid-air over the display. They can be rotated using the interface provided by the console, but only by the possessor of the Key of Earth/Spirit. Characters may also freely walk around to view them in detail, and may pass themselves into the holographic projection without taking any damage or suffering ill effects, as long as they don't touch or come into contact with the projector beams (see above).

The Key of Water displays a log of usage for the complex, including whatever psychic abilities characters have used while here.

The Key of Air displays a hologram of Larandro that explains how to correctly use the facility (an AI user manual).

It is not possible to disengage the terminal using the palm-lock. To turn it off, the possessor of the Key of Earth/Spirit must simply reach out to touch the inserted Key-stone, which reverses the lock-process (the plates slide back and the stone raises up), as soon as the stone is lifted out of its socket, the user may touch the palm-lock again to disable the projector beams, fully powering off the terminal.

Aside from the maintenance areas, the only thing else of interest here is another door, that opens into a 100M curved staircase terminating at another door. When walking on this staircase, one can see the gigantic, cut crystals that are melded into the bizarre framework of the dome. These may occasionally flash brightly, and they glow and pulse at all times. (These are the positive-feedback circuit components that feed into the spire/antenna array) The second door opens into the spire/antenna, which is a triple-braid of tapered material that is somewhere between metal and crystal in composition. (it is an amalgamation of normal, rarified and extra-dimensional elements.) Following the staircase to its apogee, one meets with another door, which opens into the spire itself. This is a maintenance area for replacing the main matrix crystals, which (unless the main power source in the ziggurat is deactivated) are filled with energy. Simply touching an energized crystal here is likely to be fatal.

Aside from maintenance areas, there is nothing in the spire itself of note, aside from its construction (e.g. for engineering evaluation).

All of this is on the north-most continent (Qex) on (The World of Green Skies) and is now buried deep under the permafrost...

Helm of Larandro

Made of adamanatium; a lesser version of the Helm/Crown of Saeros; has mind-shielding powers, can use embedded spell stone; spell stone can be swapped; has alignment-shielding powers; red diamond/or talyxium triangular jewel is one of the three Keys of Larandro (The Key of Fire). This protects the wearer from the harmful psy-radiations that are emitted by the power source of the Dome.

Scepter of Larandro

A crystal scepter of swirling pale blue, deep blue and violet material; the end is a triangular stone of blue talyxium (like the red one in Larandro's helm) and is the Key of Water. This is required to operate the inner-sphere, and unlock the controls.

Amulet of Larandro

A medallion of golden metal (Zelenium) with a swirl of dark metal (Xerium) forming the shape of a vortex. The centre of it is a clear triangular cut jewel (clear talyxium) of the same size and shape as the ones in the scepter and crown of Larandro. The stone is The Key of Air. This protects the user of the Dome from any form of Paradox or Temporal Energy.

Demi-Regalia:

These items are often associated with the *Regalia.*, although they are actually only magical items of unusual nature made and worn by high-ranking people (even Kings and Queens) of the Saerosian Empire, but never by the reigning Emperor or Empress.

Crown of Sorcery

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Outwardly, this may resemble The Crown of the sorcerer Kings, and an appropriate *Knowledge (Arcana)* check (DC 22) will reveal that of old, the Sorcerer Kings and their underlings wore such headpieces.

The clear stones always confer the following powers to the bearer:

The Mindstone confers a continuous +2 to Intelligence (+2 Int/+2Know/+2Rea), as a Circlet of Intellect.

The Shieldstone confers a +1 Deflection Bonus To AC (as *Bracers of Deflection*) and a +1 Bonus to all Saving Throws (as a *Cloak of Resistance*).

Each clear stone also has a special *expendable* power. As a *swift action*, use once per day the Crown's wearer may drain the energy of a stone to utilize its special power. By expending the stone's power, you gain access to its special ability, but lose the normal (continuous) power of that stone for 24 hours.

You may *Expend* the power of the **Mindstone** to gain an immediate +8 bonus to your Intelligence score (+8 Int/+8 Knowledge/+8 Reasoning) for one minute.

You may *Expend* the power of the **Shieldstone** to gain an immediate +4 deflection bonus to AC, plus an immediate +4 bonus to all saving throws. This ability lasts for one minute.

The main stone confers one of the following abilities:

The Main Stone is special and confers a unique power depending on the nature of the Crown. Once per day, as a *swift action*, the wearer may expend the stones power to perform a special action, but in doing so, he depletes the stone's reserve of power, which renders the normal (continuous) power inactive for 24 hours.

The Stone of Perception confers a +2 bonus to Listen and Spot Checks.

Expend: Once per day the wearer may gain an immediate +8 to one spot or listen check.

The Stone of the Dead allows you to command one undead creature, once per minute, as per the *greater command* spell. The creature is entitled to a saving throw against this effect (DC = 20). Failing the saving throw means that the creature follows the *command*, otherwise, nothing happens, although the wearer of the *Crown* may retry again in one minute (even against the same creature).

If you have the Turn or Rebuke Undead class ability, you may spend a turning attempt to increase the saving throw DC by +4.

Expend: Additionally, once per day, the wearer may expend the energy from the main stone to either gain control,, as a swift action, of one undead creature as per the spell *control undead* or gain an immediate +4 bonus to a Turn/Rebuke attempt. This is considered a swift action as part of the turning/rebuking attempt.

The Stone of Command grants you the power (once per minute) to command one humanoid creature, as per the *greater command* spell. The creature is entitled to a saving throw against this effect (DC = 20). Failing the saving throw means that the creature follows the *command*, otherwise, nothing happens, although the wearer of the *Crown* may retry again in one minute (even against the same creature). The creature is unaware that it has been affected by a spell if it fails the save, and if it succeeds, it is **not** aware that somebody had attempted to magically control its mind.

Expend: Additionally, once per day, the wearer may expend the energy from the main stone to *charm* a creature as per the *charm person* spell.

The Stone of Leadership confers a +2 bonus to Diplomacy and Bureaucracy Checks.

Expend: Once per day the wearer may gain an immediate +8 to one diplomacy or bureaucracy check.

The Stone of Veils confers a +2 bonus to Disguise and Hide checks.

Expend: You may expend this stone's power to gain an immediate +8 bonus to one Hide or Disguise check.

The Stone of Smiting (Lawful/Good/Chaotic/Evil) grants the wearer a +2 bonus on all damage rolls to creatures of the opposed alignment type. The wearer must be of the same alignment (e.g. for a Lawful Crown, the wearer must be Lawful Good, Lawful Evil or Lawful Neutral) as the Crown. The stone may be of one alignment only, and the maker sets this when he creates the item.

Expend: By expending the power of this stone, the wearer gains a +8 divine damage bonus to his next attack.

Special: True neutral characters may wear any Crown, but they only receive a +1 bonus, rather than the normal +2.

If a character of an opposing alignment puts on the Crown, it acts as a *cursed* item and the wearer gains a -1 penalty on all attack, check, and saving throw rolls. A mage or priest of 6th Level or higher must cast the *Remove Curse* spell on the wearer of such a Crown in order for the wearer to remove it.

Even if the wearer cannot use the powers of the red stone, he may still use those of the clear stones.

The Stone of Sorcery stores three 1st degree spells, which you may activate once per minute to utilize any of those powers (Spell DC 18). These are *fixed* spells, meaning that they are part of the stone and the creator of the Crown sets them when he constructs the item. You cannot alter or change them to any other spell(s). These spells are use-activated, and therefore any character (even non-spellcasters) may use them.

Additionally, the stone has a special round area in which you may insert a spell stone. If you do so, you may activate that spell stone at any time as a swift action, which expends its power.

Expend: You may expend the Stone of Sorcery to refresh 10 MPE back into your mind. If this exceeds your normal MPE count, the extra power remains available for one round as temporary MPE, after which, the additional points dissipate. This, a caster with an MPE pool of 34, has used 7 MP and activates the *expend* ability, gaining 10 MPE, replenishing the 7MPE he has used and granting him 3 **temporary** MPE that he must use before the end of the next round. The spellcaster always uses temporary MPE first.

Spells Required: Crown of Protection (3rd), Crown of Might (3rd) and one of the following: Crown of The Clarity (3rd), Crown of The Grave (3rd), Crown of The Veil (3rd) or Crown of Smiting (3rd), Crown of Leadership (3rd), or Crown of Command (3rd), Average Crafter Level: 6th.

Stone of Sorcery Spells Required: Crown of Protection (3rd), Crown of Might (3rd) and Crown of Lucubration (5th) plus any three 1st Arcane Spells.

Percentages for Crown Main Stone Types (Random Treasure)

01-15: Stone of Veils ; **16-30:** Stone of Perception ; **31-45:** Stone of Leadership ; **46-60:** Stone of Command ; **61-75:** Stone of the Dead ; **76-90:** Stone of Smiting (**01-40:** Lawful ; **41-65:** Evil ; **66-90:** Good ; **91-100:** Chaotic) ; **91-100:** Stone of Sorcery

DCs = 6 (Maker Level) + 1 (Rea 13) + 3 (Spell Degree) +10 = TOTA 20

Base Price:

Crown + Mindstone & Shieldstone 7,000gp. [**Shieldstone, Resistance Bonus +1 (1² * 1,000 GP) + Deflection Bonus +1 (1² * 2,000 GP) = 3000GP**] + [**Mindstone +2 Int Bonus 1 (2² * 2,000 GP) = 4000GP**]

Greater Stone (except Stone of Sorcery) +27,000 (spell level 3 & CL 5 * 1,800 gp) -

Stone of Sorcery: + 100,000 GP

Price for multiple abilities mitigated by the limited use of the main stone.

Crowns with the Stone of Veils, Stone of Perception, Stone of Leadership, Stone of Command, Stone of the Dead, or Stone of Smiting 34,000 GP

Crown with the Stone of Sorcery 107,000 GP

Required materials: Blackened iron (or Adamantium), two 18mm diamonds (or clear sapphires) and one 30mm ruby. Material cost: Diamonds, 1000 GP each, sapphires, 425 GP each, Iron 15 GP, Adamantium 80 GP, ruby 1,200 GP. Add the cost of these to the market value.

With a Twist

You may choose to give these items to characters with lower-than-expected experience levels, but in doing to (to balance them out) you can add a drawback to the item. Good examples are psychological problems, which the character develops while wearing the crown for extended periods.

Remember, the rulers of the Kingdoms of Sorcery made the crowns for their own personal use, and they may have added built-in safeguards, or (during their extended life spans), they may have left echoes of some of their personalities or quirks on the item, which its magic absorbed.

Examples:

Crowns of Veils: This crown was the handiwork of Symeteph, the Sorcerer Queen of Kal, who slowly, but surely, became the most paranoid and delusional of her fellows. After 329 years of power, she isolated herself in a chamber, sealed in lead, with no outside access. She died from lack of food, water and oxygen, as she slowly starved and suffocated in an impenetrable safe room, and death chamber of her own design.

In mirror of this, the wearer of her *Crown of Veils* becomes increasingly paranoid and agoraphobic. After one week of wearing the crown continuously, the wearer starts to show signs of agoraphobia, shying away from public places and crowds. At any time he is in a place with more than a few people, he must make a will saving throw (DC 10) or panic and *flee in fear*.

This is the same sort of effect as a character who must *flee* from the fear effect of a monster; only it lasts for 8 hours, during which the character finds the nearest possible place to hide.

This side-effect begins on the 8th day of wearing the crown, and cumulatively increases by +1 each additional week, Removing the crown does not reset the penalty to zero (!), but rather, it decreases to zero by one step a week. That is, the DC decreases by -1 for each week that the character forgoes wearing the crown. Therefore, a character with a *fear* DC of 14 must avoid wearing the crown for 5 weeks (four for the +4 and one more for the base DC of 10) to completely remove the symptoms caused by the leftover remnants of Symeteph's deranged psyche.

Stone of Perception: Light and loud noises increasingly agitate the wearer. After one week of wearing the crown (even for one second a day), he begins to experience the following problems:

He suffers the normal penalties of *light sensitivity*. Further, any save versus sonic effects made by the wearer suffers a cumulative (weekly) -1 penalty. This begins on the 8th day of wearing the crown, and removing the crown does not reset the penalty to zero (!), but rather, it decreases to zero by one step a week.

Therefore, a character that wears the crown for 4 weeks and gains a -4 penalty, will take 4 weeks to revert back to normal.

Stone of Leadership: The wearer begins to think that he's "too sexy for his shirt", in matters of negotiation and becomes increasingly arrogant, trying to force his opinions on others, even when it isn't required of him to do so.

If he's already that arrogant, the crown makes changes to his physical appearance as follows:

His hair colour changes to silver-white, his eyes to green-grey, and he grows a goatee. Furthermore, if he is an extremely good person, he grows a set of silvery horns, but if he's a nasty bastard, his tongue forks.

Stone of Command: If the wearer uses the crown constantly (more than once or twice a day, for at least a week), he begins to experience a terrible laryngitis, causing him to have hacking coughs and eventually lose his voice.

Stage One, The Cough: After one week of constant use (abuse), he begins getting a hacking cough that interferes with his Spellcasting (if applicable) and any skills that require vocalization.

When Spellcasting, he must make a DC20 fortitude save. If he fails, there is a 40% chance of losing the spell, and a 10% chance of miscasting (with bad results).

He also receives a -5 penalty to any check when using vocal skills (Perform, Diplomacy, Bluff, Intimidate and Bureaucracy, etc.)

If he cuts down on his usage by refraining from using the crown for at least one week, he recovers from stage one. If not, he enters...

Stage Two, Speechless: After one month of suffering the effects of stage one, the character loses his voice altogether, but unlike the laryngitis; the complete loss of his voice is a supernatural effect that requires an outside remedy. If a character contracts this **supernatural disease**, only a *remove disease*, or *break enchantment* cast by a spellcaster of 10th level or greater ends the effect.

Even so, the wearer of the crown must remove it before he receives treatment, or else the spell only *suppresses* the disease for one day, after which he loses his voice again. To completely reverse the problem, the character must remove the crown and refrain from using it for two weeks **and** receive one of the aforementioned spells.

Stone of the Dead: This crown was the genius of the Sorcerer-King Galvadiu, the Litch King of Seryr and is brimming with his evil will, although a *detect evil* spell **does not** register any such problems (e.g. it doesn't radiate evil).

As such, for every consecutive day a character wears this crown, he begins to look increasingly like an undead creature (taking on the appearance of a litch, wraith or a vampire). Every week he gains one point of corruption and one point of depravity and after one month, he will even be unfortunate enough to glow for spellcasters or other characters when they use the *detect undead* spell (or ability) as if he was an undead creature of a power level equal to his character level +2.

The character begins to change after 24 hours of the time that he first donned the crown, and although removing the crown reverses the changes (by one step per day), no matter what he does, the character always retains a slightly odd appearance after wearing the crown, even for only a day.

If any person wearing this crown uses its powers more than 10 times on one day, he must make a will save DC 20, which if he fails, his alignment slips one step toward evil, and his mind takes a closer step toward the steely will of the crown original maker. If he fails this save thrice in one day, he must also make a fortitude saving throw (DC 20). If he fails that, the crown immediately transforms him into an undead creature (wraith, vampire, litch, or similar).

Powers of this crown:

Stone of Smiting: If the wearer is not of the same general alignment of the crown, it attaches itself to their head and cannot be removed except by a *break enchantment*, *miracle*, or *wish* spell cast by a 10th level spellcaster or higher. While attached, the crown attempts to persuade its wearer to take actions in line with the alignment of the crown.

As such, the crown whispers in the ears of the wearer constantly, filling his head with ideas, and *nurturing* him, in order to reshape his psyche to suite the crown. Characters may voluntarily slip toward the teachings of the crown, or resist them, but the crown will do whatever it can to corrupt the wearer.

Additionally, whenever the wearer attempts to take an action opposed to the will of the crown, he must make a will saving throw to do that action. This saving throw starts at (DC 1), and cumulatively increases by +1 for every day the character wears the crown. There is no cap for the saving throw, so eventually the will of the crown prevails.

Furthermore, any character who has abilities that have alignment-based restrictions, such as a paladin, bard or monk that don a crown opposed to their alignment, must make a will saving throw (DC 15) to use their powers. They must make this saving throw each time they use a class ability or spell. If the character fails his save, he still spends his energy points (or one use per day for a limited class ability) as if their attempt simply had no effect.

Clerics who wear a crown that opposes the will of their deity must make a will saving throw (DC 18) each time they cast a spell, but not when turning or rebuking undead.

A cleric that fails his saving throw still uses the normal amount of MPE/DPE as if they cast the spell, but it failed.

Note that the crown may oppose the character's actions, which requires a separate will saving throw. This means that a good cleric, or a lawful good deity with an evil crown, who attempts to cast a spell in order to do a selfless act must make two saving throws: one to overcome the opposing will of the crown, and the second to actually channel the spell.

Stone of Sorcery:

Regalia of the Eightfold Paradigm

Kromio (Artefact) [v1.6]

This +20 Enhanced, Dread (vs. All, except Necrerotiphans), Shocking, Fiery, Frost, , Brilliant, Lawful, Chaotic, Holy, Unholy, Keen, Ghost Touch weapon is a slightly curved rapier-like *damascus-folded chromorium and virium blade* that has a sharp taper to it. Despite anything regarding its construction, it is always treated as a light-category weapon, and the wielder is automatically proficient in using it. The hilt is a half-basket (-2 to disarm) made of an opalescent violet metal, and is shaped like a dragon with feathered wings, with green stones set in its eyes, which are shaped like those of a cat.

The blade always sheds a multicromatic light, and is made of *chomorium* and *virium*, which means it always dances with multicoloured metallic hues with the flicker of frosty stars on its surface; however it will glow more brightly in different additional colours (an outer-aura) for each type of creature near it as follows:

- Outsider-types (White)
- Dragon (Orange)
- Undead (Violet)
- Human-types (Blue)
- Fey (Teal)
- Animal (Tan)
- Monstrous Creature (Pink)
- Aberration (Yellow)
- Construct (Sky Blue)
- Magical Beast (Purple)
- Ooze (Grey)
- Vermin (Chartreuse)
- Plant (Green)
- Horror (Gold)
- God (Opalescent)

Overlapping auras will cause a shimmering effect of each aura colour.

It is kept in a green and white metal scabbard that is embossed with designed of naked women. The initial draw from this scabbard provides a fear-effect (Horror DC 30) to all witnessing it who are not loyal citizens of Barrichidra. This is a visual effect that affects the person wielding Kromio, granting them a Horror Factor of 30 for 1d6 rounds. Failing this saving throw will make any subject terrified (frightened); failing by 5 or more will make them cower or run in panic as if turned/rebuked. This effect can only happen once per day, so replacing and re-drawing the weapon from the scabbard provides no additional effect. No other weapon or object of any kind can be stored in the scabbard, and attempting to do so will shatter the object being placed in it, even if it is magical.

The scabbard is on a slender mithril belt, set with opal, emerald, amethyst, ruby, jet, jade, fire opal and Topaz. The belt is unbreakable, and is clasped with a prismatic diamond. Attempting to force the belt from its wearer targets the person so attempting with *prismatic ray*, unless they are a Regent of Barrichidra, or part of the *Eightfold Paradigm*.

The hilt and crossguard of *Kromio* may be opened to insert additional augmentation rods, made of crystal or dimensional materials. Rods exist to grant a +20 competence bonus on Strength, Dexterity, Constitution, Mobility, Intelligence, and Fea skills and checks. Two slots are used at present, for a +20 competence bonus to all Wisdom skills and checks and a +20 competence bonus to all Charisma skills and checks.

Aside from the other six crystals made for *Kromio*, which are not installed—so that the keeper need earn (or find) them—it is potentially possible to create a synthetic augmentation crystal to do any sort of function.

Opening the crossguard requires a *Search* check DC 50 to notice that the parts are movable, and a Reasoning check of 30 or higher to deduce a combination that causes the hilt to open. Rotating several of the rings on the hilt, and flicking a pair of switches on the crossguard causes it to open, releasing a puff of steam, and revealing the inner-compartments, where the power stones are set, including the master-stone that touches the tang of the blade, and provides the *dread* effects.

The primary crystals and master-crystal cannot be removed, however, the two crystals that grant *competence* bonuses may be removed individually, or together. They have no function in any other device, however, this makes it possible to design personal augmentation crystals for all eight slots inside of *Kromio*.

Closing *Kromio* again requires a mere light press on the pommel, which instantly collapses the apparatus to its closed state.

Weapon Specifics:

Light, one-handed; Die Type 1d6; critical threat range 13-20/x2.

Enhancements:

+20 Magical Enhancement; +24 to to hit and +24 Damage per hit (+20 from enhancement and +4 from *Dread*)

Brilliant Energy (Bypasses armour and physical objects)

Shocking (+1d6 Electrical)

Fiery (+1d6 Fire)

Frost (+1d6 Cold)

Lawful (+2d6 vs. Chaotic creatures)

Chaotic (+2d6 vs. Lawful creatures)

Holy (+2d6 vs. Evil creatures)

Unholy (+2d6 vs. Good creatures)

Ghost Touch (Can hit ethereal creatures at full damage)

Dread Vs. All (+4d6+4 in damage and +4 to hit all creatures, except necrerotiphants; Fortitude DC27 or be destroyed.

Weapon Purpose: Defend the ideals of Barrichidra.

Purpose Powers:

Wielder is always proficient in using this weapon.

Grants Feat: *Weapon Finesse* (Use *Agility* to calculate all attack skill checks in-place of *Muscle*.)

Grants Feat: *Single-blade Combat* (+1 to attack,+1 to damage and +1 Dodge bonus, when using this weapon and no other, and without a shield)

Grants Feat: *Improved Feint* (*Feint* as a move-action, rather than a standard-action.)

Grants: SR 22 against any who wish to attack or undermine the interests of Barrichidra.

Grants: +10 Dexterity (+12 Agility, +8 Balance)

Grants: +10 Charisma (+10 Influence, +10 Physical Beauty)

Grants +10 Fea (+8 Soul, +12 Luck)

Grants: +20 Competence Bonus to all Charisma-based skills and checks.

Grants: +20 Competence bonus to all Wisdom-based skills and checks.

Spell-like Powers:

Undetectable Alignment @ will / constant (CL346).

True Seeing @ will / constant (CL346).

Voice of the Dragon @ Will (CL346).

Teleport @ will (CL346).

Confusion 3/Day (CL346)

Planeshift 3/Day (CL346).

Prismatic Ray 3/Day (CL346).

Prismatic Ball 1/Day (CL346)

Timestop 1/Day

Special: The wielder of *Kromio* is never affected negatively by the Lawful, Chaotic, Holy or Unholy properties, no-matter their alignment. If they are multialigned (CELG), the weapon also gains the ability *Multiharmonic* and will deal additional damage (+4d6) to neutral or unaligned entities as if they had an alignment on two axis (LE, LG, CE, CG).

Curse: Makes the wielder more sensual, sexual, and open to new ideas; the wielder will slowly become more interested in showing-off, in performing tricks, in doing things for pure amusement, and in trying new things; this weapon may not be used by anyone of an extreme LG alignment (2 Negative Levels). Furthermore, the weapon is incapable of harming a necrerotiphant of any type.

Secondary Curse: *Kromio* will slowly turn its wielder into a necrerotiphant. After one month of possession, the wielder gains necrerotiphant traits; after one year, the wielder is fully transformed into an *Advanced Necrerotiphant*.

Means of Destruction: Broken over the knee of an elderly virgin on her deathbed.

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Lumio (Artefact) [v1.3]

This magnificent oversized bastard sword is made of Lantrium, Solarium and Sirium, and carries a natural opalescent sheen on its white frosty surface, dotted with faint, flickering lights like stars, known as *Lumio*, or as *Gal'Jhakara* is rightly feared by denizens of darkness.

The blade is double-edged, with a triple-gutter that is lined with green-white solarium that runs up to and intertwines with a crossguard is shaped like serpent claws, made of blue azurine, giving the appearance of blue and green scales; and perfectly balanced with a hilt that is wrapped in blue, green and golden scales, that have been magically softened for a firm grip (-4 to disarm), and a pommel set with a cobalt-blue star-diamond.

The weapon is enchanted thus that it is treated as light if desired, or as one or two-handed, depending on the wishes of the wielder. There are tracings of lightning bolts etched onto the surface of the blade, which will burst into flowing energy on command, and will also shed light as either a *daylight* spell or as the spell *continual light* at will.

Lumio is designed to drive back the darkness, and is forged of metal that acts to disrupt all negative-energy creatures, similar to *mighty disruption*, only stronger. It is also a *dread* weapon versus all undead, except the *undying*, *necrotiphants* and *litches* as well as the **horrors** from beyond space and time, including all *void creatures*.

Anyone bearing this weapon can also see under starlight conditions as well as they could under daylight. The weapon grants the wearer the ability to wield it perfectly, as well as the ability to deliver very powerful blows and to cleave through foes.

The blade has been expertly crafted by folding the metals together to create the penultimate edge, and is naturally razor sharp. It also grants its wielder the feats *Improved Critical (Light Blades)* and *Improved Critical (Heavy Blades)*, which apply to any weapon they use. The wielder of *Lumio* may also attempt to parry any darkness spell cast at them using the blade of *Lumio*. This includes any spell with the *darkness* or the *true darkness* descriptor.

Lumio is also infused with air and electrical energy. On command the blade will crackle with electrical power, dealing +3d6 of electricity damage per successful hit (+9d6 on a critical hit). This also grants several spell-like powers to the wielder, and protection against air and electrical based attacks, as well as immunity to light-based spells.

Lumio is encased in an unbreakable scabbard of white jade, with an inlay of pure sirium in the shape of swirling lightning bolts and hung upon a belt of thick, hexagonal links of lantrium. The scabbard grants the wielder the *quick-draw* feat for this weapon only.

Weapon Specifics:

Light, One-handed, or Two-handed; Die Type 1d12; critical threat range 17-20/x3.

Enhancements:

+20 Magical Enhancement; +20 to hit and +20 Damage per hit (+24 to hit and +24 damage vs. specified Undead)

Greater Dread vs. Undead (except for The Undying, Litches and Necrotiphants; +8d6+8 damage and +8 to hit; on a critical hit, the creature must pass a Fortitude saving throw DC 39 or be instantly destroyed.)

Greater Dread vs. Horrors (+8d6+8 damage and +8 to hit; on a critical hit, the creature must pass a Fortitude saving throw DC 39 or be instantly destroyed.)

Intense Disruption (Any undead struck by this weapon must pass a Fortitude saving throw DC 33 or be instantly destroyed.)

Brilliant Energy (his weapon can, on command, transform into a *brilliant* weapon, bypassing armour)

Lightning Blast: +3d6 electrical damage per hit; +9d6 on critical hits.

White Lightning Blast: +3d6 light damage per hit; +9d6 on critical hits

Weapon Purpose: Bring light to the Darkness

Purpose Powers:

Wielder is always proficient in using this weapon.

Grants Feat: *Weapon Finesse* (Use *Agility* to calculate all attack skill checks in-place of *Muscle*.)

Grants Feat: *Power Attack*

Grants Feat: *Cleave*

Grants Feat: *Improved Critical (Light Blades)*

Grants Feat: *Improved Critical (Heavy Blades)*

Grants Feat: *Quick Draw* (from Scabbard)

Grants Feat: *Oversized-weapon Fighting (Lumio only)*

Grants *Total Starlight Vision*

Grants: SR 22, and +10 deflection against any undead, dread creature, fell creature, darkness entity or horror.

Permits the wielder a one-way trip back from *The Void*, but only ***once per year***.

Grants: +10 Strength (+12 Muscle, +8 Stamina)

Grants: +10 Constitution (+10 Health, +10 Fitness)

Grants +10 Mobility (+12 Speed, +8 Movement)

Grants a 10 Ranks in *Knowledge Undead* and *Knowledge Horrors* as well as a +10 Competence Bonus to each.

Grants: Resistance (15) vs. Air and Electrical damage.

Grants: Immunity to Light damage, light weakness, light sickness, and light blindness.

Spell-like Powers:

Bulls Strength @ will / target touched (CL346).

True Seeing @ will / wearer only / constant (CL346).

Electric Orb @ will (CL346; ranged touch)

Heal 3/Day (CL346)

Lightning Bolt or *Lightning Ball* 3/Day (total combined; CL346)

White Lightning 3/Day (CL346)

Gust of Wind 3/Day (CL346)

Treelight 1/Day (CL346)

Chain Lightning 1/Day (CL346)

Undeath to Death 1/Day (CL346)

Circle of Healing 1/Day (CL346)

Control Weather 1/Day (CL346)

Special: The wielder of *Lumio* becomes immune to death-effects and negative levels, as well as level and ability drain, and any light-based spell. It is also possible to parry any *darkness* or *true darkness* spell with *Lumio*. Furthermore, the wielder of *Lumio* is immune to light-sickness, light-blindness, and light-weakness; he may see clearly under **any** intensity of illumination.

Curse: The wielder of *Lumio* slowly transforms into a being of light, able to manifest as a physical entity only for an hour a day. Every month, the wielder must make an ever-increasing spirit saving throw, which starts at a DC of 15 and increases by +1 for every month they are the bearer of *Lumio*. If they fail this saving throw, even one time, they are transformed into a **Lumion**, and continue their life as one of *The Undying*.

Secondary Curse: This weapons powers fail entirely against *The Undying*, *Necrerotiphants* and *Litches* and will in fact deal **no** damage to any of these types of creatures! As these three types of undead were felt by its creator to be non-threatening, the sword was forged to spare them entirely. Repeated attempts (more than two) to damage any of these creatures with *Lumio* will instead turn that damage on the wielder of *Lumio*, including any saving throws versus destruction.

Special: *Lumio* will teleport itself from *The Void* if it is unable to teleport its wielder.

Means of Destruction: Drowned in a pool of liquefied, True Darkness by the hand of an greater lord of the undead.

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Catspaw (Artefact) [v1.0]

This set of white gloves is composed of a hybrid of leather and metal, woven together, with a metallic green eye symbol on each. The gloves function as a weapon, and on command, eight-inch razor-sharp claws made of white metal extend from each, permitting the user to do an attack that deals 1d12 damage (using both hands) or half of 1d12 with one hand only.

The gloves bond to the flesh of the wearer, and allow full tactile sensation; in fact, tactile sensation while wearing the gloves is enhanced by 400%, covering the entire body of the wearer with a field of energy that heightens all the senses. As such, the wearer is granted low-light vision and darkvision within their entire field of vision; there is no range limit. Furthermore, the gloves grant a +20 competence bonus on all spot, search, listen and scent checks.

The wearer's olfactory senses also increase, granting them the scent ability, and the grace of the wearer is heightened to be more catlike, giving a +10 bonus to Dexterity, with applied evenly to Agility and Balance. The gloves enhance the wearer in other ways, to be more cat-like, including both a +8 bonus to Charisma, with +10 being applied to Influence and +6 to Physical Beauty, and a +10 bonus to Mobility, applied evenly to Speed and Movement.

The claws are enchanted, with a +20 enhancement bonus, as well as having the *greater wounding* property, which deals 1 point of Constitution damage on every strike, and 1d4 points of Constitution damage on a critical hit. The claws are both naturally sharp, and *keen*, and have a critical threat range of 17-20/x3. Attacks made with the claws are done in one strike, using both hands. If one hand is otherwise occupied, then the wearer may attack with one hand for lessened damage.

The gloves also function as gloves of storing, with no limit as to the number of items that may be stored, although each item must be able to be held in one hand in order to store it. They also may be used to store one spell each of any degree that the wearer can cast, which can then be released as a move-action; if the spell is delivered by touch, it may be released as a free-action when striking a target with the claws.

The gloves and claws are treated, when worn, as both a light weapon, and a natural weapon. The wearer is always able to use them with proficiency, and the wielder gains the feat *weapon finesse*, as long as they wear the gloves. Additionally, the wearer of these gloves will understand the speech (or telepathy) and be able to freely communicate with any cat, feline, or any member of a cat-like race.

Weapon Specifics:

Light, Natural; Die Type 1d12 (1d12 halved if attacking with only one hand); critical threat range 17-20/x3.

Enhancements:

+20 Magical Enhancement; +20 to to hit and +20 Damage per hit

Keen (Increased critical threat range)

Greater Wounding (Deals 1 Constitution damage per hit; 1d4 on a critical hit)

Weapon Purpose: Defend the ideals of Barrichidra.

Purpose Powers:

Wielder is always proficient in using this weapon.

Grants Feat: *Weapon Finesse* (Use *Agility* to calculate all attack skill checks in-place of *Muscle*.)

Grants *Total Low-Light Vision* and *Total Darkvision*.

Grants: SR 22 against any who wish to attack or undermine the interests of Barrichidra.

Grants: +10 Dexterity (+10 Agility, +10 Balance)

Grants: +8 Charisma (+10 Influence, +6 Physical Beauty)

Grants: +10 Mobility (+10 Speed, +10 Movement)

Grants a +20 Competence Bonus to all Spot, Listen, Search and Scent checks.

Spell-like Powers:

Cats Grace @ will / target touched (CL83).

True Seeing @ will / wearer only / constant (CL83).

Teleport 3/Day (CL83)

Magnificent Mansion 3/Day (CL83)

Greater Dispelling 2/Day (CL83)

Special: The wielder of *Catspaw* has their senses heightened overall. This covers every facet of their natural senses and their entire body. The magnification factor is 400%, granting them the *scent* ability, but also possibly confusing them. Any saving throw that relies on physical sensation has its DC multiplied by 3 (thus DC 20 becomes DC 60) until the wearer has adapted, which takes 2d6 months.

Curse: Makes the wielder more catlike, until they transform into a feline humanoid; the process takes six months to complete, as first the eyes transform, then the facial structure, at which point, the gloves have bonded fully and cannot be removed. From there, the wearer slowly turns into a feline humanoid, taking their racial traits.. The wearer also becomes completely obsessed with magic, sorcery, spells, and all things of an arcane nature. Only after a person has wholly transformed, can they remove the gloves.

Secondary Curse: There is a non-cumulative 1% chance per day that the wearer gains an alternative gender (70%), a hybrid gender (20%), or merely changes to the opposite gender (10%). This can happen as often as daily.

Means of Destruction: Chewed up by a lycanthropic hellhound under a full moon over a lake, pond, stream or ocean (natural body of water).

Nocturne (Artefact) [v1.5]

This longsword is made of pure black moraeum, with a recurved blade, etched with serpentine patterns, inlaid in red metal. The moraeum crossguard is shaped like fully-extended batwings, and the pommel a female devil head, with black diamonds for eyes and red metal inlay for the lips.

The weapon is enchanted to bring death and drain life-energy from those struck by it, and black lightning-like energy can be seen crackling across and off the blade. Furthermore, *Nocturne* provides its wielder with the ability to easily dodge spells or traps, to detect traps and devices, to backstab with ease, and to slay any living thing. Truly a force of dread, *Nocturne* is an enchanted sword of darkness that **all** fear, and it carries with it a factor of visual horror to match this standing.

The wielder of *Nocturne* is always proficient in its use, and is also granted special swordsmanship abilities to aid in this, including a deftness to allow for stealth and speed, as well as special trickery.

The blade is folded, and naturally sharp, as well as magically keen and very nasty in appearance.

The scabbard of *Nocturne* is made of an unbreakable ruby-like substance and slung on a black metal belt. It shields the sword from all detection spells, including detecting its aura, and shrouds it in perpetual *nondetection* and *false aura* spells, making it look like a mundane object.

Weapon Specifics:

Light, one-handed; Die Type 1d8; critical threat range 17-20/x3 + 1d6 darkness damage.

Enhancements:

+20 Magical Enhancement; +20 to to hit and +20 Damage per hit
Greater Wounding (1 Constitution damage per hit; 1d4 on critical hits)
Energy Draining (Deals 1 negative level on a critical hit; Fort DC ??)
Life-Drinking (Traps the soul, as a *Life Drinker*)
Ghost Touch (Can hit ethereal creatures at full damage)
Keen
Vorpal
Darkfire (+1d6 Darkness damage per hit)

Weapon Purpose: Defend the ideals of Barrichidra.

Purpose Powers:

Wielder is always proficient in using this weapon.
Grants Feat: *Weapon Finesse* (Use *Agility* to calculate all attack skill checks in-place of *Muscle*.)
Grants Feat: *Improved Feint* (*Feint* as a move-action, rather than a standard-action.)
Grants *Backstab* at +7d6
Grants *Improved Evasion*

Grants *Trapsense*

Grants: SR 22 against any who wish to attack or undermine the interests of Barrichidra.

Grants: +10 Dexterity (+12 Agility, +8 Balance)

Grants a +20 Competence Bonus to all Dexterity-based skills.

Spell-like Powers:

Undetectable Alignment @ will / constant (CL83).

True Seeing @ will / constant (CL83).

Darkness @ will (CL83)

Ray of Darkness 3/Day (CL83)

Freedom from Pain 3/Day (CL83)

Slay Living 3/Day (CL83)

Black Lightning 3/Day (CL83; as *Lightning Bolt*, but *darkness* energy)

Circle of Death 1/Day (CL83)

Finger of Death 1/Day (CL83)

Disintegration 1/Day (CL83)

Nightfall 1/Day (CL83)

Special: When *Nocturne* slays anyone, by draining their constitution to zero, by dealing enough negative levels to kill them, or by its vorpal property, the soul of that person is immediately trapped in the sword, as per the spell *trap the soul*. *Nocturne* can hold any number of souls, with which the wielder may freely interact in conversation, to form pacts, barter for release, etc.. The wielder of *Nocturne* may release any soul bound into it, or may use them for fuel to charge up the following special abilities:

...**Finger of Death** : Spend a soul to charge the blade with *finger of death*, and deliver it with an attack, rather than as a ranged touch spell, using the enhancement bonus of the blade to deliver it. The saving throw is also harder (+5 DC).

...**Disintegration** : Delivered with an attack by spending a soul, *disintegration* takes a new twist. The next time you strike a target, they are targeted with *disintegrate* in addition to any other damage or special charges placed on the blade.

...**Ray of Darkness** : Charging *Nocturne* with Ray of Darkness empowers it greatly. The *Darkfire* power is bolstered for 1d6 rounds, dealing double damage (2d6 darkness) per hit, and dealing 4d6 darkness damage on a critical hit, all for the cost of one soul.

...**Slay Living** : Charge the blade with a soul to add *slay living* to your next attack check made with *Nocturne* and you will deliver the damage and the spell as well, at a harder difficulty check (+5 DC).

...**Nightfall** : Spending two souls permits you to charge the blade of *Nocturne* with the *Nightfall* spell! This field of *true darkness* permeates the blade, enhancing the *Darkfire* effect for 1d10 rounds, doubling it to 2d6 darkness damage per hit or 6d6 darkness damage on a critical hit. Furthermore, all constitution damage delivered to a target by *Nocturne* is doubled for this duration.

Spending one soul enhances the power as described above, but only souls of sentient beings function for this. You cannot use the soul of a non-sentient to power the blade. Spending souls to charge the blade with these powers does not, however, count against their normal uses per day.

Furthermore, the vorpal power of *Nocturne* is so strong that it functions against the undead—even ethereal undead—creatures.

Nocturne also has an aura of horror (Horror Factor 30) that affects all creatures that gaze upon it. Failing this check causes anyone looking upon it to freeze in fear for 1d4 segments; failing by 5 or more causes any looking on it to freeze in fear for 1d6 segments and take 1d3 sanity damage.

Curse: *Nocturne* is hungry, and needs to be fed. For each day that passes without giving it a soul, there is a 1% cumulative chance that it turns on the wielder. If this happens, *Nocturne* will attempt to *slay the living* on its keeper, providing a Fortitude saving throw (DC 117). If the target survives, the sword will not attempt to do so again for a full day; if it fails, the target perishes and *Nocturne* will drink its soul. There are likely many souls of former owners still in *Nocturne* to this day, who scream in torment to all new owners. Therefore, every month the wielder of *Nocturne* must make a Sanity saving throw (DC 35) or take 1d3 points of Sanity damage. The DC decreases by 1 for every month that *Nocturne* is in the possession of the same wielder, as that person either adjusts to the tormented screams in his mind, or is driven so mad that they are sweet music.

Secondary Curse: Whenever the wielder uses a soul to charge the blade of *Nocturne* with a special power, he takes an automatic point of corruption, and whenever he kills solely for the purpose of feeding *Nocturne*, he takes a point of depravity.

Means of Destruction: Feed *Nocturne* its own soul, or that of its creator.

Molten (Artefact) [v1.1]

This unique set of red and black scale *nalucent* armour is far more than it appears on the surface. Although for an average person, it is merely an amazing set of scale mail, for those that know how to use it, it is a masterpiece that grants draconic powers and features to the wearer.

When fully engaged, *Molten* glows with a soft red light, as if a fire burns beneath it, while *nalucent* wings of metal extend outward, and the wearer's hands and feet are covered with gauntlets and sabatons that have sharp talons made of moraeum on them. A styled, klapvisier (folding visor) facemask extends over the head of the wearer, giving a draconic visage with teeth, fangs, red glowing eyes of fire, and grants the wearer a breath weapon of burning devastation.

Molten also grants draconic traits, as well as *Direct Influence* with all draconic beings and the ability to communicate with any dragon or dragon-like creature, plus the sorcerous power of the dragon race to its wearer.

Furthermore, the supernatural *dragonspell* powers and *fear auras* of a dragon become available to the wearer of *Molten*. He becomes in essence a draconic being of immense stature and power when the suit is fully engaged.

Weapon Specifics:

Two claws (fore), two claws (rear), wings, tail, bite; Light, Natural; Die Types: 1d***

Enhancements:

+20 Magical Enhancement; +20 to to hit and +20 Damage per hit
Keen (Increased critical threat range)
Flaming Blast

Weapon Purpose: Defend the ideals of Barrichidra.

Purpose Powers:

Wielder is always proficient in using this armour and all the natural weapons it grants.
Grants Feat: *Weapon Finesse* (Use *Agility* to calculate all attack skill checks in-place of *Muscle*.)
Grants Feat: *Power Attack*
Grants *Multiattack*, *Improved Multiattack* and *Perfect Multiattack*
Grants: SR 22 against any who wish to attack or undermine the interests of Barrichidra.
Grants: +10 Strength (+12 Muscle, +8 Stamina)
Grants: +10 Charisma (+10 Influence, +10 Physical Beauty)
Grants: +10 Constitution (+10 Health, +10 Fitness)
Grants a +20 Competence Bonus to all Spot, Listen, Search and Scent checks.
Grants *Blind Fighting*
Grants *Tremorsense*

Spell-like Powers:

The wearer of *Molten* gains spells and MEA as if he was a sorcerer of a level equal to his normal combined level and hit dice. The specific elements are Fire and Darkness. He automatically gains

two chains of each type with a number of spell circles equal to his combined levels and hit dice multiplied by his reasoning score modifier.

Special: The wearer of *Molten* gains a *frightful presence*, with a Horror Factor of 20+Influence Modifier. Furthermore, he gains fire resistance equal to a sorcerer of his combined levels and hit dice, as well as the ability to fly (Movement/Good) and a full attack cycle equal to that of a dragon with his combined levels or hit dice and a breath weapon equal to that of a dragon with his combined levels or hit dice, based on the following tables:

Attack Cycle:

Breath Weapon:

Additionally, *Molten* grants the supernatural *Dragon Spell* power. Anyone looking into the eyes of the wearer of *Molten* while the facemask is down must make a Horror saving throw, and a Will saving throw. Each has a DC of $20 + \frac{1}{2} \text{ Level/HD} + \text{Influence Modifier}$.

Failing the Horror saving throw causes the person to become terrified, and frozen in place for one turn per the combined level and hit dice of the wearer of *Molten*. Failing by 5 or more doubles the duration, and a critical failure causes the victim to freeze in place until the wearer of *Molten* releases him.

Failing the Will saving throw makes the victim easily suggestible, as per the *Suggestion* spell. Failing by five or more doubles the duration, and a critical failure subjects the victim to the effects of a *domination* spell.

Molten also conveys to the wearer the ability to converse fluently in any draconic language, and to read with perfect literacy any words written in the draconic languages, in draconic symbols, or symbols he would otherwise be able to decipher. That is, if draconic words are written in Mystic lettering, if the wearer of *Molten* may read the words only if he can normally read the letters or symbols associated with the Mystic language.

Lastly, the wearer of *Molten* gains *Direct Influence 20* in dealing with any draconic creature.

Curse: The wearer of *Molten* becomes increasingly greedy, possessive and vain. He will always act pompous, and may be led into giving away critical information by flattery or very polite conversationalists tricking him into revealing more than he wishes. Bribes of value, especially of magical items will be far more effective on such a subject, especially if they are items relating to fire or darkness spells or powers. A bribe of any divine relic or powerful divine item or object will grant immediate respect from the wearer of *Molten*, and may even endear the wearer to the person offering the bribe.

The wearer of *Molten* will also become vindictive. Any person that crosses the wearer will be subject to the wrath of the wearer, who will try to ruin them in some very personal way, without killing them, as to cause the longest possible period of suffering. The wearer of *Molten* may steal or destroy something from their target they value, kidnap a loved one, or even kill a loved one or friends of the victim in order to cause them pain and heartbreak.

Secondary Curse: *Molten* will slowly fuse to the flesh of the wearer, becoming a part of their body. Normal bodily functions are suspended, and the requirement for incoming nutrition ceases, however, it becomes nearly impossible to remove *Molten* for any reason, both because of how tightly it fuses to flesh, sinew and bone, and because the wearer will not wish to have it removed. *Molten* even attaches to permit reproductive ability, and does not hinder it directly, assuming a man in fearful draconic armour can find a humanoid partner; dragons, however, may fancy him as a casual amusement or diversion.

Molten automatically detaches if its wearer dies. If removed after being fused, it cannot be re-worn with its full potential—it functions only as plate mail—and will not re-fuse itself.

The fusion process takes one year of casual use, six months of routine use, and one month of perpetual use. Sleeping in *Molten* does not hamper restful rejuvenation, and the wearer suffers no fatigue or pain from perpetual use.

Means of Destruction: Frozen in the depths of space under conditions of perpetual light by one who has taken the *Oath of Poverty*.

Nightfall, Blade of Utter Destruction (Artefact) [v1.4]

This bastard sword is forged of an amalgam of *Xzerium* and *Zelenium*, with the materials woven to permit the wielder to hold the awesome force of Xzerium without dealing with its mass. Forged with the blood of gods in the heart of a blue star, the black metal of this blade shines deep within; if one peers into its midnight sheen, he can see distant starfields that hold their position, unwavering in a sea of inky pitch-black, midnight.

The blade is further adorned with nine gems: Opal, Diamond, Amethyst, Black Diamond, Red Diamond, Emerald, Blue Diamond, Amber, and Smoke Topaz, which act both as mental energy amplifiers (to charge the blade using mental force), mystical energy amplifiers (to charge the blade using spells), and each provides a unique effect as follows:

Opal – *Prismatic Shower*

Diamond – *True Resurrection (wielder only, automatic)*

Amethyst – *Raise Undead Army*

Black Diamond – *Sphere of Ultimate Destruction*

Red Diamond – *Domination?*

Emerald – *Revelation*

Blue Diamond – *Accused*

Amber – *Amber Prison*

Smoke Topaz – *Circle of Death*

Any of these effects may be used *at will*, but only one may be used in a single segment, and using one is a free action.

Furthermore, each stone can be charged with up to 20 degrees of mystical force, and may be charged with mental energy.

Nightfall's Destructive Force power deals +20d6 damage by itself. By charging the stones with magical force, this ability increases: For each degree of magical energy added to the stones, *Nightfall* deals +1d6 damage on every strike. Fully charging all nine stones with 20 spell circles each (180 total spell circles) adds +180d6, for a **total of +200d6** for of *destructive force* damage dealt on every strike.

Spell circles of energy do not stack! For example, you cannot charge a stone to 20-circles of power by casting twenty first-degree spells into it. You must cast a **single 20th-degree spell** into the stone. Spells of higher degrees overlap: If a stone has a three-circle charge on it, casting a 5th degree spell into it gives it a total of five spell-circle charges.

When adding mental energy, one person may fuel each stone, and when doing this, their Reasoning modifiers are all added to the damage and bonus to strike. Thus, if each person has a Reasoning score of 20, and nine people fuel the stones with mental energy, *Nightfall* gets a +45 bonus to both strike and damage on every strike.

Nightfall is so sharp and deadly that it can literally cleave space and time. The blade may be used to cut a rift, as per the *Duun Gaat* spell at will, or as per the *Open Temporal Rift* spell thrice daily, or as per the *Void Gaat* spell once per day.

Such rifts, once opened, will normally self-seal in 1d4 rounds, however there is a chance that the rift does not close, especially in an already-damaged area of space as follows:

<u>Ability</u>	<u>Chance of Closing</u>	<u>Chance of Closing in Damaged</u>
<u>Space</u>		
Duun Gaat	95%	85%
Open Temporal Rift	90%	70%
Void Gaat	75%	40%

It is still possible to use other spells or powers to seal these rifts if they do not close on their own.

Being made of an admixture of Xzerium and Zelenium, *Nightfall* has a pseudonatural enhancement bonus of +500 to attack and damage. This bonus is nonmagical, and nonpsionic in nature. *Nightfall* may be empowered with a magical enhancement bonus of +100 in addition to this, which may be turned on or off by the wielder at will.

Additionally, because of its construction, no scabbard made of a material less than Xzerium may contain *Nightfall*, which will cut through any lesser material as if it was soft clay. Its makers placed it in an adamantium block-like dais, balanced on its cross-guards and protected by a double-encapsulation of *Celestial Prison*, one pointing inward, and the other outward, so that none may enter and so that *Nightfall* may not leave. The pedestal is further enchanted to hold *Nightfall* in place, so that none may draw it.

In order to bypass the *Celestial Prison* fields and draw *Nightfall*, one must possess the *Amulet of Nightmares*, which is a circular field of counter-clockwise swirled of Virium and Coraeum, inside of which is a clockwise swirl of pure black moraeum, with dots of lantrium to appear as a swirling void in a field of chaos. This amulet has no other apparent function, however in reality it also protects the wearer from being damaged by *Nightfall* in any accident, however it does not protect the wearer from the spell-like powers or gem powers of *Nightfall*, nor does it protect the wearer against *Nightfall* if another person is the wielder of the blade. (That is, if someone is using *Nightfall* on a person wearing the amulet, it provides no protection. It only prevents mishaps by the wielder on himself.)

Nightfall can also return its bearer from *The Void* by using its *Void Gaat* cutting ability to slice into reality.

Weapon Specifics:

One-and-a-Half Handed; Die Type 1d10; critical threat range 19-20/x5.

Enhancements:

+500 Pseudonatural enhancement (+500 to hit; +500 damage)

+100 Magical Enhancement Bonus (active or deactive at the wielder's discretion)

+20d6 *destructive force* damage; enhanceable via the stones set in *Nightfall's* blade to a max of +200d6.

Mental-Energy conversion; add Reasoning score modifier(s) to attack skill checks and damage.

Weapon Purpose: To destroy.

Purpose Powers:

Destructive Force

Wielder is always proficient in using this weapon.

Grants Feat: *Weapon Finesse* (Use *Agility* to calculate all attack skill checks in-place of *Muscle*.)

Grants: SR 50

Grants +20 Strength (+22 Muscle, +18 Stamina)

Grants: +20 Dexterity (+22 Agility, +18 Balance)

Grants +20 Constitution (+22 Health, +18 Fitness)

Grants +20 Mobility (+22 Speed, +18 Movement)

Grants +20 Intelligence (+22 Reasoning, +18 Knowledge)

Grants +20 Wisdom (+18 perception, +22 Willpower)

Grants: +20 Charisma (+22 Influence, +18 Physical Beauty)

Grants +20 Fea (+18 Soul, +22 Luck)

Grants a +30 circumstance bonus to all Horror saving throws

Grants 10 Ranks in *Knowledge (Void)* and 10 Ranks in *Knowledge (Horror)*

Wielder can read **any** language, even those from outside space and time.

Spell-like Powers:

True Seeing @ will / constant (CL346).

Black Lightning @ will (CL346)

Disintegrate @ will (CL364)

Shatter @ will (CL346)

Power Word Destroy 1/Day (CL346)

Timestop 1/Day (CL346)

Special: *Nightfall* may be used to parry a spell in one of two ways: if the gems are not mystically charged, *Nightfall* may absorb the spell to charge its power. The wielder may also attempt to slice the spell, which uses power equal to the spell degree being sliced from the gems.

Curse: Makes the wielder enjoy destruction for its own sake. The wielder also gains +1 corruption every time they destroy something of value or any living being merely for the sake of doing it. Furthermore, there is a 1% chance when using *Nightfall's* destructive force that it surges, causing equal damage to an area centered on the wielder equal to 10M multiplied by the Influence score modifier of the wielder (e.g. n Influence of 50, which is a +20 modifier would cause damage in a 200M radius.) This does not damage the wielder.

Secondary Curse: *Nightfall* is constructed from both Void and Temporal essences. Any time the wielder of *Nightfall* gains either (or both) Paradox or Void energy, add +1 to the amount they accrue.

Furthermore, because of its construction, any damage caused to space and time by using the powers of *Nightfall* may also summon a temporal or void entity (1% cumulative chance per

use in the same area). Each time *Nightfall* damages an area of space, the fracture doubles in size, so it becomes increasingly more difficult to find a safe zone. Eventually, the fracture will be the size of a planet or galaxy, permitting void horrors to enter in easily.

Means of Destruction: Sent to the end of time and blasted by the creation of a new universe; sunder it with a blade made of *constantanium*.

Talisman of the Rainbow Rose

The Amulet of Revelation

The outside is an oval of black metal (Moraeum), and inside there is an Azurite inlaid Eightfold Paradigm symbol. The amulet, once closed, requires a unique key to open; the outer shell of the amulet has a zig-zag-shaped pattern, to which a piece of Lanthrium would fit, which is a separate piece of metal. The Lanthrium zigzag has a small Virium rose attached to it, and fits into the face of the amulet, and is the only way to open it.

The amulet itself is imbued with the *Revelation* spell, and warns the wearer of all impending danger themselves, or plots against them that are actually likely to happen with a vision at least a week in advance. It also grants Discern Lies at constant. Its powers do not work on members of the Eightfold Paradigm (meaning, the amulet does not give warnings or discern lies made by members of the Paradigm, not that a Paradigm member cannot use it). When inserted, the key also gives the wearer the ability to use *Revelation* once per day on any matter they desire.

Ability-Enhancing Items

Talisman of Existential Realism

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Phylactery of the Minyar

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Manual of Existential Enlightenment

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Tome of Existential Perfection

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Talisman of Existential Achievement

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Talisman of Fortune

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems

on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Bracelet of Beneficial Charms

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

'Level-0' Profession Implant

Level-1 or higher are not impossible to produce, however they would involve radical personality alteration due to needing to encode them with actual memories of a living being, possibly causing personality conflict, personality reformation, personae absorption (take-over by the implant), insanity or MPD.

Psychic Accentuator / Amplifier

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Mystic Accentuator / Amplifier

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Psychic Dampener

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Mystic Dampener

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems

on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Mnemonic Enhancer

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Linguistic Accentuator

This blackened steel Crown is an especially interesting wondrous item. It has a serpentine shape, with three large multifaceted stones in the brow. Two serpents entwine to support the clear gems on the left and right, and the largest, transparent red central stone is in their fangs, between their open mouths.

Chapter XV

Mystic Artifice

Mystical Item Creation

[Revision v0.5.3]

Creating mystical items does not require special *feats* in the Zoria RPG System, as other systems would require. Rather, all mystic and channeler classes may learn to craft magical items, which is a function of *Knowledge (Arcana)* and *Knowledge (Mystic Artifice)* as well as *Applied Science (Arcane Theory)*.

Making a mystic item has several costs: The base materials, which can be anything from the most mundane to the most exotic items imaginable are the base cost. The Zoria RPG Storyteller's book gives ideas and suggestions on what sorts of materials should be used, but the final and definitive answer is up to the storyteller, and as a general rule of thumb, the more powerful or unusual the item, the rarer and thus, more difficult to obtain a substance is called for in making it.

Beyond the base material cost, empowering each item requires a significant amount of MFE, and activating it (making it ready to use and sealing in that energy) takes even more. No items require XP sacrifices.

The Zoria RPG system never use experience points as a cost in making magical items. XP is invisible to the character, and reflects learned experiences and knowledge gained in adventuring. You can't spend memories, nor should making a magic talisman take away some essential skill or knowledge in the process. The idea of such is absolutely absurd!

There is however a large MFE cost in making an item, and in many cases there is either a permanent MFE drain, or a time period during which the character's MFE replenishes very slowly. It's not unusual to spend 40MFE to make an item that takes forty days to replenish (at 1MFE per day) or to spend 50MFE to make the item, and 1d5 MFE permanent drain to activate it. (1/10 the MFE cost in die type, thus 100MFE + 1d10MFE drain, or 10MFE + 1MFE drain, or 60MFE + 1d6MFE drain, etc.)

Learning the Craft

Finally, making a mystic item requires specialized knowledge skills. A character may be taught how to craft mystic items by another sage who already has the requisite learned attribute, or may research it on his own. Learning from a sage takes 3d10 weeks, -1 week per every 2 points of the character's Reasoning score. Thus, on 3d10 (average 16) weeks, a character with a reasoning score of 18 would spend 7 weeks learning the craft at a very basic level. Once a character learns how to craft magic items, they gain the *virtual feat*: **Craft Magical Item**. Note that this is a *virtual feat* and as such it does not count towards any feats the character may learn normally.

upon attaining levels: it is merely a placeholder to denote on the character record sheet that the character is able to make such items.

Researching it on their own takes 2 ½ times the normal amount. To figure this, determine the time it would take to learn under a teacher and multiply by 2.5.

In rare cases, you may find a *Master Teacher*, under which you may study, one-on-one. This reduces the time required by 25%, so figure the total time and multiply it by 0.75 to calculate the time required to learn from a master.

Additionally, each type of mystic item has a requisite number of ranks in a particular skill, or skills. In order to craft that category of item, you must have learned how to make mystic items, which is a role-played experience that nobody may have at the time of character creation, and you must also have the requisite skill at the required number of ranks.

The following are the types of items and the cost in MFE and requisite skills to create them.

Wands

Mystical wands differ from the wand used by acolyte wizards in that, unlike the Wizard's Wand, they contain the actual spell being cast, rather than simply acting as a focus for it. Wands are mystical items, made of wood, metal, crystal, stone, bone or any other solid substance that are designed to contain one specific spell and the power to activate it a number of times. Essentially, anybody can use a wand so long as they know how to activate it's particular spell. The advantages of using a wand are threefold:

Any character may use a wand as long as they know how to activate it. This is usually a simply magical phrase ad a gesture.

Wands do not deplete any MFE from the character using them, and even characters with an MFE core of zero may use tem. All of the spell power in a wand is self-contained.

Casting a spell from a wand always has a casting time of 1, no matter how long the spell normally takes to cast. This is because the spell is stored in the wand in a readied state, and the only time required to activate it is the duration to utter a few magical words and make a gesture. Of course, spells that have a casting time of less than 1 normally take *more* time to cast from a wand. A wand can never have a casting time of less than 1, although it sis possible to give a wand a casting time of 2 or higher (to reduce the cost of making it).

Wands differ fro staves and rods in that they contain only one spell per wand and can never have more than one function. A wand that contains more than one spell or function is a staff or rod respectively, no matter its size and shape.

To create a wand a character must have any one of the following skills:

Knowledge (Arcana) 5 Ranks or;

Knowledge (Mystical Artifice) 4 Ranks or;

Applied Science (Arcane Theory) 6 ranks.

MFE costs.: When crafting the wand, the mage must initialize it. This happens before charging it and prepares the wand with an initialized spell matrix that can hold the spell charges. This takes one day (8 hours of continuous work) to complete and the wizard will be fatigued after completing the initialization. The base cost to initialize a wand is the normal MFE cost to cast the spell x 10, which establishes an empty *matrix* of energy within the wand that the crafter uses to store the spell energies (charges or uses per day).

Charging the wand: The spell cost x1 for each charge (minimum 1, maximum 50): The mage must cast the spell once per charge, using a special method of casting that puts the spell energy into stasis within the initialized matrix in the wand. This need not be done all in one day, but the energy fades out in 7 days if the wand is not finalized.

An additional amount of MFE equal to 10% of the total MFE cost of the initialization plus 10% of the total MFE cost of all charges in the wand. The MFE used for finalizing the wand regenerates at 1MFE per day and no faster.

For example, to create a wand with 20 charges of Icebolt, a 1st degree spell that costs 2MFE to cast:

20MFE to initialize. + 1 Day

40MFE to charge. 2nd Day

6MFE to finalize. 2nd DAY OR LATER.

Total Cost 66MFE and at least two days.

If you create a wand but do not finalize it, the wand is still usable, but it reverts to a non-magical item after 6 days (7 days counting the first day of initialization). This can be useful to create a temporary item, but you should beware when buying wands from disreputable sources.

Spell Stones (Sorcery Stones)

Spell stones are the sorcerer's equivalent to a scroll. They store a spell in an energy matrix within a crystalline structure that a mystic can activate by crushing the stone and then directing the energies released from within it. Anybody can attempt to use a spell stone, but only sorcerers are truly familiar with them.

A sorcerer may use a spell stone as if it had a casting time of 0, but they may only use spell stones that are aligned to their affinities. Stones aligned to their antithesis immediately affect the caster in the most negative way possible, if they attempt to use them, although simply possessing them is not harmful to the sorcerer. (It's merely *uncomfortable*.)

By "the most negative way possible", the storyteller should have the spell act as if cast *upon* the sorcerer if it is damaging, or completely reverse its effects if it would normally be helpful. The storyteller may allow a positive and negative simultaneous effecting some rare cases, such as stones that would positively affect another player (not simply another character though, only a character controlled by a totally separate player). In these cases, the spell gives ½ of its effect to the other player normally, but does either a 50% or a full, harmful effect to the sorcerer using it.

Sorcerers' gain their usual bonuses from spells within spell stones as if they had cast the spell themselves, but they do not add any special bonuses into stones that they create. Thus, a fire sorcerer gains his appropriate bonuses when using a spell stone that contains a fire spell, whether he creates it or someone else does, but if that sorcerer creates a spell stone with a fire spell and gives it to a wizard, when the wizard uses it, the spell functions only normally, without any of the sorcerer's special bonuses.

A sorcerer thus, cannot "lend" his abilities to another player or character.

Other mystics have can use spell stones as well, but with varied difficulty depending on their class:

Essence mystics, such as wizards, artificers and sages can use a spell stone with a casting time of 1. There is a 15% chance that they cannot properly direct the stone's energies, which the storyteller should treat as a chance for spell mishap.

Channelers can use a spell stone with a casting time of 1, but their chance for mishap is doubled to 30%.

Non-mages who use a spell stone use it with a casting time of 2, and suffer a 50% chance of mishap.

Creating a spell stone requires a crystal substance, aligned to the type of spell it is going to contain. The size of the stone is 2CT per spell circle of spell being stored within it. Therefore, a 5th degree spell uses a 10CT stone.

See the table for recommended materials.

Requisite skills:

Assence 4 Ranks and; Knowledge (Arcana) 4 Ranks or;

Knowledge (Arcana) 7 Ranks or;

Knowledge (Mystical Artifice) 6 Ranks

Initialization, Empowering and Finalization.: It takes 5x the amount of MFE normally required to cast the spell being stored in the stone to initialize it, plus the actual cost of the spell. Thus, a *fireball* spell stone requires 30MFE to initialize, plus 6MFE to store the spell. This energy must be used all at once.

Finalization: I takes an additional 10% of the amount required to initialize a spell stone to finalize it, which the sorcerer regains at a rate of 1MFE per day. A spell stone that is not finalized within 24-hours of initialization reverts to a non-magical state.

Initializing and finalizing a spell stone is therefore generally done on the same day, and does not fatigue the maker.

Greater Spell Stones

Greater spell stones are the sorcerer's equivalent to wands and staffs. Instead of shattering them to activate them, the sorcerer uses his *Assense* ability to see the energies within the stone and reaches out with his mind and his presence to manipulate them. Thus, only characters with the *Assense* skill may use greater spell stones.

Likewise, only characters that can use the *Assense* skill may craft greater spell stones.

Requisite skills:

Assense 6 Ranks and Knowledge (Arcana) 8 Ranks or;

Assense 6 Ranks and Knowledge (Mystical Artifice) 6 Ranks

A greater spell stone may contain more than one spell. Creating a multifunction stone uses considerably more energy than a singular-purpose stone. Greater spell stones may either have charges, or a set number of uses per day. The latter requires huge amounts of MFE to generate. Powerful sorcerers generally convert whatever ornament of jewelry that they use for a mystic focus into a greater spell stone.

Materials: A greater spell stone requires clear, flawless crystal in a size equal to 5CT per spell circle stored within it.

Initialization: Initializing a greater spell stone requires 10x the amount of MFE required to cast each spell within it. Thus, to create a greater spell stone with both Lesser orb of Fire, a 1st degree spell and Fireball, a 3rd degree spell, you need to use 40MFE to initialize the stone.

Spell charges: If you wish to add charges to a stone, you cast the requisite spell into the specially prepared matrix within it using a special method of spellcasting that sets the energy in a dormant state for later use. If you want to add 10 charges of each spell, calculate the cost of casting each spell ten times. That is the cost for setting the charges.

Regenerating charges: If you prefer to create a greater spell stone with spells that have a set number of charges per day that automatically regenerate, the cost is:
2x the spell MFE required cast that spell multiplied by the number of uses per day in ***permanent MFE drain***. Thus, if you wish to create a stone that allows you to use a spell that requires 4MFE to cast twice per day, it would cost 16MFE in permanent MFE drain to imbue the item.

Finalization: When creating a greater spell stone with charges, it takes an additional 10% of the total MFE used to initialize and charge the stone to finalize it. This energy replenishes at a rate of 1MFE per day.

When making a stone with regenerating uses per day, you use 1dX of MFE in permanent drain, where X is the total number of uses per day multiplied by the total of all spell circles used in the stone. If the exact die type does not exist, substitute the closest available larger die and re-roll if

it comes up with a number higher than the maximum. (Thus, to simulate a d18, roll 1d20 and re-roll it if it rolls a 19 or 20.)

Thus, in the above example of a greater stone that can cast both Lesser Orb of Fire and Fireball, each twice per day, you have 4 uses per day and 4 spell circles, which would result in 1d16 permanent MFE drain, so creating that specific spell stone would take a total of 40MFE to initialize and charge plus 17-to-32 MFE in permanent drain.

Staves

Staves are the magical powerhouses of the world of mystic items. A staff is generally made by a wizard, but some are made by other Essence and channeler classes. The maker of a staff is generally reflected by its construction: For example, a fire staff made by a wizard may be a tall, slender rod of ash, inlaid with gold runes and sigils of power, encrusted with rubies and topped off with a large star ruby or a red diamond.

The same staff crafted by an Artificer would probably be a set of brass interworkings, with small moving parts and a matrix of rubies and quartz or diamonds.

If a shaman made the same staff, it would likely be carbonized wood, carved in serpentine forms with glyphs representing tribal spirits.

The actual appearance of a staff is a combination of the stylistic whims of its maker and the mystic symbology associated with its functions. The powers of a staff are usually related, but this is no a requirement, although it takes less energy to create a staff with powers in tune with each other than one with several dissimilar functions.

To create a staff, you must have the following skills:

Craft (Carving) at 5 Ranks or;
Craft (Weapon) at 5 Ranks or;
Craft Blacksmithing at 6 Ranks ;or;
Craft (Metalworking) at 5 Ranks; or;
Craft (Apparatus) at 5 Ranks or;
Craft Jewelry at 8 Ranks.

Additionally, you must have the following knowledge skill:

Knowledge (Arcana) at 9 Ranks or;
Knowledge (Mystic artifice) at 8 Ranks or;
Applied Science (Mystic Theory) at 10 Ranks.

Materials: The materials used in constructing a staff are a combination of the requisite mystical components, which vary widely and wildly from the mundane to the exotic. The absolute base materials are a specific type of wood, metal, stone or crystal (depending on the powers of the staff and the exact class of the maker) and one central stone or ornament (such as a bird's skull or a sphere of silver).

The exact materials are up to the purview of the storyteller, but the character should have some leeway as to the final appearance of the item. Some of the exotic materials may not be visible in on the final product. For example, if a storyteller directs that you'll need a scale from a Red Dragon, the scale itself might be embedded into the material, or it may be consumed by the magic that binds the powers of the staff together.

Initializing a staff: The MFE cost to initialize a staff is dependant on the character, not by the spells contained within it. When you initialize a staff, you prepare it to hold the matrices of a variety of spells, with a minimum of two different spells or functions. The MFE cost is a flat cost no matter whether you wish to add two powers to a staff of two hundred. The more powers in a staff, the longer it takes to craft it, and the higher the cost of finalizing It will be.

Initialization Cost By Character Class:

Wizard 50MFE

Artificer: 40MFE

Priest: 60 MFE

Shaman: 60MFE

Sorcerer: 75MFE

Magician: 75MFE

Adding spells to a staff: To add spells to a staff, first determine the exact spells that you wish to add, and their spell degree. Once you have composed this list, choose one spell to be the staff's *Base Power*. The base power determines which of the spells that you are adding o to the staff are *similar spells* and which are *dissimilar spells*. Separate out spells that are similar in nature from those that are dissimilar.

For example, if you are creating a staff with the following spells: *Ray of Fire*, *Orb of Fire*, *Fireball*, *Fireblast* and *Telekinesis*, you would select *Ray of Fire* as the base spell. Then, you would indicate *Fireball*, *Or of Fire* and *Fireblast* as similar spells, and *Telekinesis* is a dissimilar spell.

Next to each spell, write it's total MFE cost, including any MFE used in augmenting it, where applicable. Now you must decide to either add spells as charges (minimum five, maximum fifty per spell) or uses per day (minimum once per day, maximum once per round).

If adding as charges, next to each spell, write the number of charges that you ish t add of each power upon creation of the staff. If you wish to add powers with a use per day, indicate the number f uses per day. If you want to add a power that you can use every round, indicate it separately.

Adding charges: It takes 3x the normal MFE per charge to add spell charges for similar spells, and 10x the normal total MFE cost per charge to add dissimilar spells. Thus, in the above example, Ray of Fire uses 2MFE to cast, so each charge takes 6MFE to add to the staff. Telekinesis use 12 MFE, so each charge is 120MFE. Unlike wands, you cannot use powers in a staff until you *finalize* it. Thankfully, you can take as much time as you need to finalize a staff, for the energy stored in its internal matrix does not fade out over time like it would in a wand.

It is not possible to recover somebody else's labour, so if you find a staff that has energy stored in it (initialization and charges), you cannot finalize it. Only characters who worked on the staff's creation may finalize it.

To add a power with uses per day, the cost is $1dx$, where X is the spell's MFE cost multiplied by the number of uses per day in permanent MFE drain. If you wish to add a power that is usable once per round, the cost is $1dx$, where X is the degree of the spell squared multiplied by 10. (e.g., a 3rd degree spell would be $1d90$ MFE in permanent drain.)

Finalizing: To finalize a staff you must spend 1 MFE in permanent drain for each spell circle or *similar spells* that staff can use and $1d3$ MFE in permanent drain for each spell circle of a *dissimilar* spell that the staff has within it.

Using the above example, it would take:

Ray of Fire (1st Degree; Similar) 3 MFE drain

Orb of Fire (3rd Degree; Similar) 3 MFE drain

Fireball (3rd Degree; Similar) 3 MFE drain

Fireburst (4th Degree; Similar) 4 MFE drain

Telekinesis (6th Degree; Dissimilar) $6d3$ MFE drain.

Total MFE drain to finalize: $13 + 3d3$ (thus, 16-22, average 18 MFE permanent drain)

Making a Staff With a Group

Multiple characters may work to create one staff, but in doing so, they must all pay a special *group initialization cost* and a special, *group finalization cost*. Every person who wishes to add charges to a staff must therefore be present to initialize it and again to finalize it, but each individual they may add charges to it themselves, as long as they keep accurate notes for the other creators to ensure harmony in the matrix.

This allows groups of mages to work together on a single, powerful staff with a variety of powers, even if not all of the characters could normally cast all of the spells used in its creation. It can also speed up the creation of the staff, but it does cost more energy to activate it (in total), although the cost is somewhat reduced per person. Everybody who wishes to assist in creating the staff must have the requisite skills as noted above.

Initializing as a group: It takes 200MFE to safely initialize a staff that a group plans to work on together. This is because the internal spell matrix of the staff has to be larger and looser, allowing for multiple insertions of raw spell energy at once and from people that may be working towards different goals. The group shares this initial MFE cost evenly divided amongst all participants. Round fractions of one MFE upward.

If a group attempts to initialize a staff with less MFE, they risk mishaps during the procedure to add charges, and even if successful when doing so, they additionally risk spell mishap when using the completed staff. For every 10MFE short of the "safe" 200MFE, there is a 5% chance of mishap every time the group adds a charge.

For each 1MFE short of the “safe 200”, there is a 1% chance every time the staff is used that it will exhibit some off, undesirable behaviors or cause a mishap.

Adding Charges as a Group: Groups making one staff add charges individually as normal, but each mage can add charges simultaneously with all of his collaborators.

If multiple people work together to add a power that has uses per day, so long as they all know the requisite spell or power, they may split the permanent drain cost across all of them evenly. Therefore, if 10 wizards collaborate to make a staff that can cast fireball once per round, they would roll 1d90. The average roll would be 45, and thus each of the ten wizards would suffer 5MFE in permanent drain. ($45 \div 10 = 4.5$, rounded up to 5.).

Finalizing as a group: The cost for finalizing a staff as a group is equal to the normal cost of finalizing it, multiplied by 2.5. For example, with the staff of fire and telekinesis mentioned above, the cost for one crafter to finalize it is 18MFE of permanent drain (on average). To finalize this staff as a group, the finalization cost is 45MFE, ($18 \times 2.5 = 45$) of permanent drain (on average).

Like the costs for initialization, this MFE drain is split evenly amongst all of the staffs creators, and they must all be present to finalize it. Round fractions of 1MFE upward. For example, if ten people worked together to make this staff, each one would suffer 5MFE permanent drain. ($45 \div 10 = 4.5$ MFE, rounded up to 5MFE)

Recharging Staffs: As long as at least one charge remains for a particular power, you may recharge that power back to whatever it was originally at the time of finalization. Recharging costs twice as much energy as it took per charge when the staff was created for each charge that you wish to restore. Thus, if a staff originally held ten charges of fireball, but now has only one, you could add up to nine charges of it at the cost of 12MFE each.

If all the charges of one function or power are depleted, it is impossible to replenish them, as the part of the energy matrix that held them has collapsed. You do not need to re-finalize a staff to replenish more charges, but you can not add more charges than the staff originally held, and attempting to do so can cause a backfire that damaged the person attempting to add the extra charges, but does not damage the staff.

Amulets and Talismans

Amulets and talismans are objects that convey some form of bonus, protection, ward or armour to a character. When creating a talisman, first describe its function. This allows the storyteller to determine the materials required, as well as to determine the spells required in order to craft the amulet.

Required Skills:

Craft (Jewelry) 5 Ranks and one of the following:

Knowledge (Arcana) 8 Ranks or;

Knowledge (Mystic Artifice) 6 Ranks or;

Applied Science (Mystic Theory) 10 Ranks.

The cost for creating an amulet is the total MFE cost of the spells required x10, multiplied by any numerical bonus of the amulet in order to give it an appropriate mystic charge. This is the equivalent set-up process of both the *initialization* and *charging* phases of making wands, staffs and the like. Once you spend the requisite energy to charge it, you must finalize it within 7 days, or the amulet reverts back to its normal nonmagical state. An amulet does not function until it is finalized.

The cost for finalizing an amulet is 1dX MFE in permanent drain, where X is equal to 1/10th the MFE cost that it took to initialize and charge it in permanent MFE drain. Thus, if making an amulet that gives +5 Influence, it would take 100 MFE to initialize and charge it and would take 1d10 MFE in permanent drain to finalize it.

Rods

Magical Rods are similar to staffs, but instead of simply replicating a spell, they have powers or functions that have special effects in line with that spell. For example, a *Rod of Antimagic* does not cast *dispel*, but rather it attempts to suppress magical effects on something to which it is touched.

Rods were invented by the Sorcerer Kinds *as scepters that had unusual magical powers*, rather than staffs that simply replicated spells.

The costs for creating a rod are the same as for a staff for the most part, but they work more like amulets and wondrous items in their operation. All the functions of a rod must have one single, underlying purpose. The powers may be of different types, but they must all somehow connect to the *purpose power* of the rod.

Belts

Circlets

Helms

Clothing

Weapons

Armour & Shields

Scrolls

Spell stones are the sorcerer's equivalent to a scroll. They store a spell in an energy matrix within a crystalline structure that a mystic can activate by crushing the stone and then directing the energies released from within it. Anybody can attempt to use a spell stone, but only sorcerers are truly familiar with them.

[Scrolls essentially follow the same rules as *Spell Stones*, but are crafted by Wizards and other mages, except Sorcerers (generally).]

Books & Tomes

Wondrous Items

Wondrous items are difficult to categorize as any other particular category of item. Such things as Orbs of Scrying, Lenses of Visibility, Pens of Unlimited Writing, Spheres of Communication, and Ewers of Infinite Wine are wondrous items, as they perform mystical functions internally in order to give some unusual benefit to their owners.

These items may replicate a spell, but only upon themselves and thus confer that power to their keeper when used or worn, such as the Lenses of Visibility, which grant the wearer to *see the invisible* within their normal line of sight. These items may only partially replicate a spell, or use it in a n unusual way. For example, an *Orb of Scrying* allows anybody who uses it to make *Scrye*, as per the spell, as long as they have the *Scrye* skill. Its power is always on, and is therefore very useful to anybody who wants to Scrye frequently in place of casting the spell, which has a very long casting time (360).

Of course, if you wanted to make one, you might need to find a flawless crystal at least six inches in diameter and grind it down into a polished, smooth sphere. Then immerse that crystal sphere for thirty days in a hidden spring of effervescent water in the Valley of the Flowers of Death, where the Obsidian dragon T'Thyn destroyed the ancient Aldian city and cursed the land, tearing open a rift in space and time.

Making wondrous items isn't always this involved, but the more useful the item, or the more powerful, the more dangerous the quest should be in order to make it.

Energizing a wondrous item almost always permanently drains MFE, unless the item has very limited uses per day (such as items that can be used once per day, once per week, once per month, etc.) or has a comparatively weak power. A Pen of Endless Ink would be such an item. Thus, it is easier to say that there are two ways to energize a wondrous item, either with raw MFE, or with MFE drain. The MFE drain is a small fraction of the cost of the MFE it would take to activate it normally.

Unlike other items that require three phases (initialization, charging and finalization), the cost to energize a wondrous item occurs all at once, and can not be split up in multiple attempts, although more than one person may work together on the construction and charging of an item. If multiple people work together, they must work simultaneously, and they must all have the requisite skills and spells required to enchant the particular item they wish to create.

Raw MFE Activation: The cost to activate a wondrous item is the MFE cost of the spell squared, then multiplied by the number of uses per day. If the item has limitless use, calculate as if the uses per day is 50.

These numbers are rather high, but up to ten mages can collaborate to enchant one item, however all of the energy must be supplied at once, spread evenly amongst all participants. Thus, each mage can contribute only as much energy as the mage with the smallest MFE pool can offer, so

if five mages work together, with MFE pools of 56, 72, 79, 67 and 95, each mage can only supply 56MFE to the energizing of one item, or 280MFE total.

Furthermore, the MFE used to activate a wondrous item regenerates at a mere one point per day, so if a wizard spends 90 MFE to activate an item, it takes 90 days to recover it all.

It is often necessary therefore to sacrifice MFE as permanent drain, rather than to simply spend MFE points on activating an item. The MFE drain cost is 1/20th of the cost required to activate it normally, but in permanent MFE drain rather than normal MFE expenditure.

Requisite skills:

In order to create a wondrous item, you must have the following skills:

Spellcraft at 8 Ranks or;

Spellcraft at 7 Ranks and Assense at 7 Ranks

and one of the following:

Knowledge (Arcana) at 8 Ranks or;

Knowledge (Mystic Artifice) at 6 Ranks or;

Applied Science (Mystic Theory) at 10 Ranks.

Devices, Machines and Engines

Rings

Constructs and Golems

Recharging Mystical Items

It is possible to recharge depleted charges in wands, staffs, rods, greater spell stones, weapons, armour and wondrous mystic items.

As long as at least one charge remains for a particular power, you may recharge that power back to whatever it was originally at the time of finalization. Recharging costs twice as much energy for each charge that you wish to restore as it took per charge when the item was created. Thus, if a staff originally held ten charges of fireball, but now has only one, you could add up to nine charges of it at the cost of 12MFE each.

If all the charges of one function or power are depleted, it is impossible to replenish them, as the part of the energy matrix that held them has collapsed. You do not need to re-finalize a staff to replenish more charges, but you can not add more charges than the staff originally held, and attempting to do so can cause a backfire that damaged the person attempting to add the extra charges, but does not damage the staff.

Chapter XVI

Psychic Objects & Items

Psionic Items, Relics & Artefacts

Hand Device

Recharge Cost: 45 PPE

Uses per Charge: 3

This device is worn on your right hand over the tips of your fingers and attached to your wrist. A small circular piece of amber crystal is fixated over your palm.

Within range, you can use any of the following powers (one each per use, of your choice):

Power Name	Range	Uses	DC
Disable	20 feet	1	
Energy Push	200 feet	2	
Concussion Blast	200 feet	2	
Energy Stun	75 feet	1	
Energy Bolt	120 feet	1	

Each use takes away from the maximum uses per charge, and the target must be within the maximum range of the power.

Chapter XVII

Creatures

Draconic Breath Weapons

Hit Dice	Age Category	Emanation Type	Die Type	No. of Dice	DC
1	Hatchling	Line	d3	1	15+Inf
2	Young	Line	d4	2	16+Inf
3	Young	Line	d4	3	16+Inf
4	Young	Line or Cone	d4	4	17+Inf
5	Young	Line or Cone	d4	5	17+Inf
6	Young Adult	Line or Cone	d6	6	18+Inf
7	Young Adult	Line or Cone	d6	7	18+Inf
8	Young Adult	Line or Cone	d6	8	19+Inf
9	Young Adult	Line or Cone	d6	9	19+Inf
10	Young Adult	Line or Cone	d6	10	20+Inf
11	Adult	Line or Cone	d8	11	20+Inf
12	Adult	Line or Cone	d8	12	21+Inf
13	Adult	Line or Cone	d8	13	21+Inf
14	Adult	Line or Cone	d8	14	22+Inf
15	Adult	Line or Cone	d8	15	22+Inf
16	Greater	Line or Cone	d10	16	23+Inf
17	Greater	Line or Cone	d10	17	23+Inf
18	Greater	Line or Cone	d10	18	24+Inf
19	Greater	Line or Cone	d10	19	24+Inf
20	Greater	Line or Cone	d10	20	25+Inf
21	Elder	Line or Cone	d12	21	25+Inf

Line Size = (HD+Inf Mod) x 10M

Cone Size = (HD+Inf Mod) x 5M

Dice of Damage = (HD x dZ, where Z is die type)

DC = 15+ ½ HD + Influence Modifier

Undead

N'Tra, during the “War of Life and Death”, and her rebellion against Felosa, who was in the first the mother of all beauty, who is now the Goddess of Evil and Vanity, devised a concept most diabolical. This is an account of how N'Tra, the daughter of Haldor and Felosa used her knowledge and wickedness in anger to pervert the will of Balda.

She disobeyed the laws of Balda, God of Death and Rebirth, first making as she deemed, *'the beautiful undead'*, such as Vampires to please Felosa, her mother.

Ultimately, her desire for the dark secrets tuned her to make ghastly creatures, and pervert all life to her will, spreading fear, disease and death in her wake. Because of this, even Felosa rebuked N'Tra's deeds, citing her for marring the beauty that she made.

It is often said that it is because of N'Tra that Felosa turned to evil, and attempted to destroy all life, in an attempt to prevent her from turning all living things into grotesque creatures under her sway, much in the same way as her sons attempted (and failed) to “improve” the mortal races in their creation of Orcs and Goblinkind.

N'Tra and Felosa have been bitter enemies ever since, and Balda has said that in the end, he shall have his justice, as the creations of N'Tra will prove her undoing. For her actions, N'Tra is despised by all the gods save Weldankh and Keldor, who use her undead armies to fuel their goals. Some of the dark gods permit the use of undead by their priests and followers, but Felosa hates all of them, save the original “beautiful” revenants that preserve life in its beauty and glory indefinitely.

In the end, N'Tra was chained and set in place on her throne of decay in Chastë, from where the Imandi hope that she shall never escape. Aldus however has given his doom that she shall be freed by mortals, ere the end, and that her war is far from over. Balda has refused to enlighten us with his vision of the prophesy concerning the doom of N'Tra.

Undead Types

Revenants, The Corporeal Undead: Unlife After Death

- Ghouls
- Guardians
- Litch
- Necerotiphants
- Skeletons
- Vampires
- Wraiths
- Zombies

Spirits: From Beyond the Grave

- Apparitions
- Geists (Ghosts)
- Phantasm
- Poltergeists
- Spectres
- Vapours

Index

Zoria RPG

Character Record Sheets

You will find the required character record sheets for playing this game included in the manual following this preface. Each has a specific revision number :

Master Character Record Sheet: Version 4.0.5

Wizard Spellcaster Sheet: Version 2.8

Sorcerer Spellcasting Sheet: Version 1.3

Channeler Spellcasting Sheet: Version 0.5

Temporal Powers & Paradox Sheet: Version 1.1

The record-sheets included with this product are current as of the release of this version of the Zoria RPG System. Future updates (if any) to these sheets may appear as addendum to this product.

All character sheets are provided in colour, with colour-coding used to aid in quickly locating specific sections. Fields for datum are organized and optimized to fit as much as possible one each page while still providing all of the required information to the player and Gamemaster: It is highly suggested to print and otherwise use these products in full-colour to aid in navigation and speed-up their use during gameplay.

Addendum to the record-sheets—as well as any other content—contained in this release will be available at

<http://www.ZoriaRPG.com>

Name		Character Name			0	0	
Abilities							
	Score	Modifier		HP	Alt HP	Dam.	
Strength				Classes			
Muscle				Class 1 – Class 2			
Stamina							
Dexterity				Levels			
Agility				0-0			
Balance							
Constitution				Experience Points			
Health				Total:	Next:		
Fitness				Level Adjustments			
Mobility				Racial:	Special:		
Speed				TAINT			
Movement				Corruption:	Depravity:		
Intelligence				0	0		
Knowledge				Purity:	Righteousness:		
Reasoning				0	0		
Wisdom				Sanity:		0/0	
Intuition				Insanity:		0 ±0	
Willpower				Aptitudes			
Charisma				Psychic	Mystic		
Influence				00%	00%		
Phys. Beauty							
Fēa							
Soul							
Luck							

Player	Player Name					
	Total	Base	Abil	M/P	Other	STPs
Fortitude		1		+0	+0	0
Reflex		+3		+0	+0	0
Will		+3		+0	+0	0
Spirit		+0		+0	+0	0
Horror		+2		+0	+0	0
Initiative				+0	+0	

Movement & Encumbrance				
Weight	Move	Category	Max Dex	Check P
1	X3	Light	-	-
2	X3	Medium	+3	-3
3	X2	Heavy	+1	-6
6	+2	Lift	+0	*
15	X1	Push	*	*

Special Qualities / Abilities				

Skills				
Skill Name	Total	Rank	Abil	Mod
Applied Sci ()			Reason	+0
Alchemy			Reason	+2
Appraise			Reason	+0
Assense			Intuition	+0
Assess Situation			Intuition	+0
Autohypnosis			Will	+0
Balance			Balance	+0
Bluff			Influence	+0
Bureaucracy			Inf+Soc	+0
Channel Energy			Willpower	+0
Climb			Mus & Bal	+0
Concentration			Will	+0
Craft ()			Varies	+0
Craft ()			Reason	+0
Decipher Script			Reason	+0
Demolition			Intelligence	+0
Diplomacy			Inf+Soc	+0
Disable Device			Agi+Inu	+0
Disguise			Inf or Rea	+0
Engineering			Reason	+0
Escape Artist			Agility	+0
First Aid			Knowledge	+0
Forgery			Reason	+0
Gather Information			Influence	+0
Handle Animal			Influence	+0
Hide			Bal or Inu	+0
Intimidate			Varies	+0
Jump			Muscle	+0
Knowledge ()			Knowledge	+0
Knowledge ()			Knowledge	+0
Knowledge ()			Knowledge	+0
Listen			Intuition	+0
Move Silently			Agility	+0
Nautical			Intelligence	+0
Open Lock			Agi+Inu	+0
Perform ()			Varies	+0
Pilot ()			Varies	+0
Profession ()			Varies	+0
Psicraft			Reason	+0
Read Lips			Intuition	+0
Ride			Balance	+0
Serve			Reason	+0
Search			Reason	+0
Sense Motive			Intuition	+0
Sleight of Hand			Agility	+0
Spellcraft			Rea or Inf	+0
Spot			Intuition	+0
Survival			Know+Inu	+0
Swim			Stam & Fit	+0
Tumble			Balance	+0
Use Magical Device			Influence	+0
Use Psionic Device			Influence	+0
Use Rope			Agi or Kno	+0
Use Scientific Apparatus			Reason	+0

Weapons, Armor, Shields & Other Protection				
Armor Name	Max Speed	Max Dex	Check Penalty	Spell Failure
Studded Leather	+3	+5	-1	15%
Other Properties (Masterwork / Magical / Psionic)				Max Movement
None				30 ft.
Absorb Rate	P	B	S	E
	0	0	0	0
	HP	Dam	Hard	0
	15	0	0	0
Shield Name	Bonus	Check Penalty	Spell Failure	
None	0%	-0	00%	
Other Properties (Masterwork / Magical / Psionic)				Max Movement
				30 ft.
Absorb Rate	P	B	S	E
	0	0	0	0
	HP	Dam	Hard	0
	15	0	0	0
Deflection	Magic / Psionic	Insight / Luck	Other	Profane/Sacred
+0	+0	+0	+0	+0

Combat Skills				
Skill Name	Total	Rank	Abil	Mod
Combat (Light Blades)	+0	0	Muscle+Speed	+0
Combat (Heavy Blades)	+0	0	Muscle	+0
Combat ()	+0	0	Varies	+0
Combat (Energy Pistol)	+0	0	Agility+Speed	+0
Combat ()	+0	0	Varies	+0
Defense	+0	0	Dex+Speed	+0
Martial Arts (Style)	+0	0	Muscle	+0
Martial Arts (Style)	+0	0	Agility+Speed	+0
Parry	+0	0	Dex+Speed	+0

Spd	Weapon Name	Type	Properties	Damage	Threat	Range
N	Longsword	S	Masterwork	1d8+M	19-20/x2	5
Y	Rapier	P		1d6+M	18-20/x2	5
Y	Energy Pistol	E		6d6	20/x3	120
Y	Energy Blade	SE	Energized +1d6	1d6+M	19-20/x2	5
Y	Revolver	P	6-Shot	1d12	20/x3	100

Individual or Racial Psychic Powers		
PPE Cost	Discipline	Power Details
1	TK0	Telekinesis 0 Single Power or Ability
1	TP0	Telepathy 0 Single Power or Ability
1	ESPO	E.S.P. 0 Single Power or Ability
Total PPE		PPE Used
0		

Sorcerer Spellcasting Sheet

Character _____ Player _____

MEA		Total	Item +	Base	Expended	Primary DC Bonus	Primary Variables Bonus	Primary Die Bonus	Secondary DC Bonus	Secondary Variables Bonus	Secondary Die Bonus	
Energy		0	0	0	0	+0	+0%	+0	+0	+0%	+0	
Elemental Affinities		Fire & Light				+0	+0%	+0	+0	+0%	+0	
Elemental Antitheses		Cold/Water/Darkness					Elemental Resistance		/			
Spell Chain:							Elemental Weakness					
Circle	School	Spell Name			Description						Base MEA	Save
DC	Range	Components & Words of Power									Augment	SR
DC	Range	Components & Words of Power										
Circle	School	Spell Name			Description						Base MEA	Save
DC	Range	Components & Words of Power									Augment	SR
DC	Range	Components & Words of Power										
Circle	School	Spell Name			Description						Base MEA	Save
DC	Range	Components & Words of Power									Augment	SR
DC	Range	Components & Words of Power										
Circle	School	Spell Name			Description						Base MEA	Save
DC	Range	Components & Words of Power									Augment	SR
DC	Range	Components & Words of Power										
Circle	School	Spell Name			Description						Base MEA	Save
DC	Range	Components & Words of Power									Augment	SR
DC	Range	Components & Words of Power										
Circle	School	Spell Name			Description						Base MEA	Save
DC	Range	Components & Words of Power									Augment	SR
DC	Range	Components & Words of Power										
Circle	School	Spell Name			Description						Base MEA	Save
DC	Range	Components & Words of Power									Augment	SR
DC	Range	Components & Words of Power										
Circle	School	Spell Name			Description						Base MEA	Save
DC	Range	Components & Words of Power									Augment	SR
DC	Range	Components & Words of Power										

Channeler Spellcasting Sheet Character _____ Player _____

MEA Energy	Total	Item +	Base	Expended	Spheres of Influence & Strength of Each				
	0	0	0	0	Sphere One Unlimited	Sphere Two Unlimited	Sphere 5 th Degree	Sphere 4 th Degree	Sphere 3 rd Degree
Source of Power	Divine Power Channel				Sphere 3 rd Degree	Sphere 2 nd Degree	Sphere 2 nd Degree	Sphere 1 st Degree	Sphere Orison
Divine Focus	Amulet With Holy Sumbol					Domains	/		
Deity:	Talyxius			NN		Spirits and Totems	/		
Circle	School	Spell Name		Description				Base MEA	Save
DC	Range	Components & Words of Power						Augment	SR
Circle	School	Spell Name		Description				Base MEA	Save
DC	Range	Components & Words of Power						Augment	SR
Circle	School	Spell Name		Description				Base MEA	Save
DC	Range	Components & Words of Power						Augment	SR
Circle	School	Spell Name		Description				Base MEA	Save
DC	Range	Components & Words of Power						Augment	SR
Circle	School	Spell Name		Description				Base MEA	Save
DC	Range	Components & Words of Power						Augment	SR
Circle	School	Spell Name		Description				Base MEA	Save
DC	Range	Components & Words of Power						Augment	SR
Circle	School	Spell Name		Description				Base MEA	Save
DC	Range	Components & Words of Power						Augment	SR
Circle	School	Spell Name		Description				Base MEA	Save
DC	Range	Components & Words of Power						Augment	SR
Circle	School	Spell Name		Description				Base MEA	Save
DC	Range	Components & Words of Power						Augment	SR
Circle	School	Spell Name		Description				Base MEA	Save
DC	Range	Components & Words of Power						Augment	SR

Banishment

Abjuration

Spellcraft DC: 55

Components: V, S

Casting Time: 1 action

Range: 75 feet

Target: One or more extra-planar creatures, no two of which can be more than 30 feet apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *banish* (DC 27). Factors: 1-action casting time (+20 DC), add sixteen HD of (+8 DC).

This spell is a simple banishment. It forces up to 30 HD of extra-planar creatures in range out of the plane you are currently in.

Verbal Component:

Oo Ban Sho (oo oh ban show)

Visual Effect:

Extra-planar creatures that this power affects disappear suddenly with only a few motes of light to mark their previous position.

Banishment II

Abjuration

Spellcraft DC: 78

Components: V, S

Casting Time: 1 action

Range: 75 feet

Target: One or more extra-planar creatures, no two of which can be more than 30 feet apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *banish* (DC 27). Factors: 1-action casting time (+20 DC), add forty six HD of (+23 DC), increase range by 200% (+8 DC).

This spell is a simple banishment. It forces up to 60 HD of extra-planar creatures in range out of the plane you are currently in.

Verbal Component:

Oo Ban Ni (oo oh ban nee)

Visual Effect:

Extra-planar creatures that this power affects disappear suddenly with only a few motes of light to mark their previous position.

Banishment III

Abjuration

Spellcraft DC: 128

Components: V, S

Casting Time: 1 action

Range: 600 feet

Target: One or more extra-planar creatures, no two of which can be more than 30 feet apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *banish* (DC 27). Factors: 1-action casting time (+20 DC), add one hundred six HD of (+53 DC), increase range by 700% (+28 DC).

This spell is a simple banishment. It forces up to 120 HD of extra-planar creatures in range out of the plane you are currently in.

Verbal Component:

Oo Ban San (oo oh ban san)

Visual Effect:

Extra-planar creatures that this power affects disappear suddenly with only a few motes of light to mark their previous position.

Call Esper: Banshee

Conjuration (Summoning)

Spellcraft DC: 152

Components: V, S

Casting Time: 1 action

Range: 80 feet

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Development: Seeds: *contact* (DC 23), *energy* (DC 19), *transform* (DC 21), *transport* (DC 27).

Factors: 1-action casting time (+20 DC), Banshee-recognizable spell signature (+4 Ad Hoc DC), add 10 dice damage (+20 DC), change area to cone (+4 DC), increase area by 100% (+4 DC), change creature into inanimate object (+10 DC).

Benbara, in his many travels, made a great deal of friends. Among the most unique of these friends were the elemental forces, also known as Espers, whom Benbara saved from utter annihilation. In return, the promised to assist him and those he trusted in times of need.

Banshee is the caller of the dead and lends her hand and power for this spell. This increases the Save DC by 6 and empowers the damage to those that make their save.

The magic creates an 80 foot cone of sonic power that turns people into red-black goo. This means that the creature and all their gear become a sculpture in viscous, sticky black slime, not just covered in it. Submersing the character in water dissolves them, as does excessive heat which causes them to melt, effectively killing them (slime collected would count as a piece of the creature with regards to

resurrection). Only a spell that can change an object into a living creature (such as an epic spell that incorporates the *transform* seed) can restore a victim to normal.

Creatures that save instead take 30d6 sonic damage. Regardless, any object with a hardness of less than ten is utterly destroyed by this spell as if *disintegrated* (attended and magical objects make saves for half damage).

Verbal Component:

Espera Banshee (ess peh rah bahn shee)

Visual Effect:

The form of Banshee (an imposing female humanoid of nine feet with brunette hair, red within black eyes and an overlarge, circular mouth wearing a simple deep purple robe) is superimposed over the caster as a cone in front of the caster instantaneously erupts in sonic energy.

Call Esper: Blaze

Conjuration (Summoning)

Spellcraft DC: 152

Components: V, S

Casting Time: 1 action

Range: 80 feet

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Development: Seeds: *contact* (DC 23), *energy* (DC 19), *transform* (DC 21), *transport* (DC 27).
Factors: 1-action casting time (+20 DC), Blaze-recognizable spell signature (+4 Ad Hoc DC), add 10 dice damage (+20 DC), change area to cone (+4 DC), increase area by 100% (+4 DC), change creature into inanimate object (+10 DC).

Benbara, in his many travels, made a great deal of friends. Among the most unique of these friends were the elemental forces, also known as Espers, whom Benbara saved from utter annihilation. In return, the promised to assist him and those he trusted in times of need.

Blaze is the master of fire and lends his hand and power for this spell. This increases the Save DC by 6 and empowers the damage to those that make their save.

The magic creates a 80 foot cone of hellish fire that turns creatures to ash. This means that the creature and all their gear become a sculpture in ash, not simply covered in it. A strong breeze or anything more than a gentle brushing will cause the ash that composes the character to disincorporate (fall to the ground), effectively killing them (ash collected would count as a piece of the creature with regards to resurrection). Only a spell that can change an object into a living creature (such as an epic spell that incorporates the *transform* seed) can restore a victim to normal.

Creatures that save instead take 30d6 fire damage.

Verbal Component:

Espera Blaze (ess peh rah blaze)

Visual Effect:

The form of Blaze (a dark red man with his head a flaming skull that holds bright orange, pupil-less eyes wearing burnished bronze and gold armor) is superimposed over the caster as a cone in front of the caster instantaneously erupts in flame.

Call Esper: Shiva

Conjuration (Summoning)

Spellcraft DC: 152

Components: V, S

Casting Time: 1 action

Range: 80 feet

Area: Cone

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Development: Seeds: *contact* (DC 23), *energy* (DC 19), *transform* (DC 21), *transport* (DC 27).
Factors: 1-action casting time (+20 DC), Shiva-recognizable spell signature (+4 Ad Hoc DC), add 10 dice damage (+20 DC), change area to cone (+4 DC), increase area by 100% (+4 DC), change creature into inanimate object (+10 DC).

Benbara, in his many travels, made a great deal of friends. Among the most unique of these friends were the elemental forces, also known as Espers, whom Benbara saved from utter annihilation. In return, the promised to assist him and those he trusted in times of need.

Shiva is the mistress of frost and lends her hand and power for this spell. This increases the Save DC by 6 and empowers the damage to those that make their save.

The magic creates a 80 foot cone of glacial frost that freezes creatures solid. This means that the creature and all their gear become a solid block of ice, not simply covered in it. Any attempts to heat a victim of this spell results in the melting of that victim, not their freedom. If not kept below freezing, the character will melt, effectively killing them (water collected would count as a piece of the creature with regards to resurrection). Only a spell that can

change an object into a living creature (such as an epic spell that incorporates the *transform* seed) can restore a victim to normal.

Creatures that save instead take 30d6 cold damage. Regardless, the area of affect is covered in frost (leaving the ground icy and slippery).

Verbal Component:

Espera Shiva (ess peh rah shee vah)

Visual Effect:

The form of Shiva (a sky blue woman with dark blue, pupil-less eyes and streaks of frost serving as clothes) is superimposed over the caster as a cone in front of the caster instantaneously erupts in ice.

Cura

Conjuration (Healing)

Spellcraft DC: 51

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Yes (harmless or Fortitude negates)

Spell Resistance: Yes

Development: Seeds: *heal* (DC 25). Factors: 1-action casting time (+20 DC), restore permanent ability drain (+6 DC).

This spell channels positive energy into the target to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage, temporary ability damage and permanent ability damage. It neutralizes poisons in the target's system, offsets *Feeblemind* and cures mental disorders caused by spells or injury to the brain. It

dispels all effects caused by spells, even epic spells developed with the afflict seed.

It does not restore levels or Constitution points lost due to death.

Verbal Component:

Moto Humana (moh toh hue mah nah)

Visual Effect:

White light blazes in the caster's eyes as the target creature is surrounded by a whirl of white motes of light that stitch the creature back together as they encircle it.

Curaga

Conjuration (Healing)

Spellcraft DC: 63

Components: V, S, DF

Casting Time: 1 quickened action

Range: 300 feet

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Development: Seeds: *heal* (DC 25). Factors: free action casting time (+28 DC), restore permanent ability drain (+6 DC), change from touch to target (+4 DC).

This spell channels positive energy into the target to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage, temporary ability damage and permanent ability damage. It neutralizes poisons in the target's system, offsets *Feeblemind* and cures mental disorders caused by spells or injury to the brain. It dispels all effects caused by spells, even epic spells

developed with the afflict seed.

It does not restore levels or Constitution points lost due to death.

This spell is a quickened spell and therefore counts as a free action, can be cast as an attack on a creature provoking an Attack of Opportunity without provoking an Attack of Opportunity, or be cast as a prepared action (as part of a readied action) without need for a wisdom check.

Verbal Component:

Qhu (khyew)

Visual Effect:

A single word and gesture from the caster causes a star of white light to burst from within the target. Against living creatures, their normal color returns and their wounds instantly heal. Against undead creatures failing their save, they take on a decidedly flesh-color and are stunned for a single round.

Curama

Conjuration (Healing)

Spellcraft DC: 83

Components: V, S, DF

Casting Time: 1 quickened action

Range: 300 feet

Target: Three creatures, each of which must be within 300 feet of each other

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Development: Seeds: *heal* (DC 25). Factors: quickened casting time (+28 DC), restore permanent ability drain (+6 DC), change from touch to target (+4 DC), add 2 targets within range (+20 DC).

This spell channels positive energy into the target to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage, temporary ability damage and permanent ability damage. It neutralizes poisons in the target's system, offsets *Feeblemind* and cures mental disorders caused by spells or injury to the brain. It dispels all effects caused by spells, even epic spells developed with the afflict seed.

It does not restore levels or Constitution points lost due to death.

This spell is a quickened spell and therefore counts as a free action, can be cast as an attack on a creature provoking an Attack of Opportunity without provoking an Attack of Opportunity, or be cast as a prepared action (as part of a readied action) without need for a wisdom check.

Verbal Component:

Quarto Humana (kwar toh hue mah nah)

Visual Effect:

A single word and gesture from the caster causes a star of white light to burst from within the target. Against living creatures, their normal color returns and their wounds instantly heal. Undead creatures failing their save take on flesh-color and are stunned for a single round.

Cure

Conjuration (Healing)

Spellcraft DC: 31

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Yes (harmless or Fortitude negates)

Spell Resistance: Yes

Development: Seeds: *heal* (DC 25). Factors: restore permanent ability drain (+6 DC).

This spell channels positive energy into the target to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage, temporary ability damage and permanent ability damage. It neutralizes poisons in the target's system, offsets *Feeblemind* and cures mental disorders caused by spells or injury to the brain. It dispels all effects caused by spells, even epic spells developed with the afflict seed.

It does not restore levels or Constitution points lost due to death.

Verbal Component:

Humana (moh toh hue mah nah)

Visual Effect:

The caster's eyes light bright white and their hand glows brightly, delivering its benevolent energy on contact.

Cypher: Auric Vision

Transmutation

Spellcraft DC: 89

Components: V, S

Casting Time: 11 minutes

Range: 10 feet

Target: One creature

Duration: Permanent

Saving Throw: No

Spell Resistance: Yes

Development: Seeds: *foresee* (DC 17), *reveal* (DC 19), *transform* (DC 21). Factors: see specific items (+6 DC), see all seven

levels of the aura (+14 DC), allow focus on one (+6 DC), chance to defeat illusions and concealments (+6 DC), grant supernatural ability (auric vision) (+10 DC), grant extraordinary ability (suppress auric vision) (+10 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

Auric vision is a powerful divinatory tool. As a Cypher, Auric Vision follows the same rules as a *Lagomorph*, save for the fact that a Cypher is always on, by default, and can be suppressed at will. It does not cause physical or mental strain the way a *Lagomorph* does but shares all other aspects in common.

By focusing on specific levels of the aura much information can be gleaned.

When a divination blocking spell or supernatural effect is encountered and a caster level check required, use the character level of the Cypher as the modifier.

Cypher: Haric Vision

Transmutation

Spellcraft DC: 158

Components: V, S

Casting Time: 11 minutes

Range: 10 feet

Target: One creature

Duration: Permanent

Saving Throw: No

Spell Resistance: Yes

Development: Seeds: *foresee x 2* (DC 34), *reveal* (DC 19), *transform* (DC 21). Factors: see specific items (+6 DC), see all seven levels of the aura (+14 DC), see all four components of the hara (+32 DC), allow focus on one (+6 DC), chance to

defeat illusions and concealments (+6 DC), grant supernatural ability (auric vision) (+10 DC), grant extraordinary ability (suppress auric vision) (+10 DC), grant supernatural ability (haric vision) (+10 DC), grant extraordinary ability (suppress haric vision) (+10 DC).
Mitigating factors: increase casting time by 10 minutes (-20 DC).

Haric vision is a mighty divinatory tool. As a Cypher, Haric Vision follows the same rules as a *Lagomorph*, save for the fact that a Cypher is always on, by default, and can be suppressed at will. It does not cause physical or mental strain the way a *Lagomorph* does but shares all other aspects in common.

By focusing on specific levels of the aura and hara much information can be gleaned.

When a divination blocking spell or supernatural effect is encountered and a caster level check required, use the character level of the Cypher as the modifier.

Destruction

Transmutation

Spellcraft DC: 125

Components: V, S

Casting Time: 1 action

Range: 12,000 feet

Area: 40 foot radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Development: Seeds: *destroy* (DC 29). Factors: 1-action casting time (+20 DC), add 20 dice of damage (+40 DC), increase damage die by two steps (+20 DC), change from target to area

(+10 DC), change to 20 foot radius (+2 DC), increase area by 100% (+4 DC).

This spell causes a nasty bead of pure destruction to appear where the caster chooses and blossom into a horrible, screaming sphere of annihilation.

Upon the caster's command, the bead appears (no need to aim) in the area that the caster decides and immediately explodes into a forty foot radius sphere of destructive power that deals 40d10 damage to every and any thing in it's area of effect.

Creatures reduced to -10 (or objects, constructs or undead reduced to 0) are wholly destroyed, leaving no trace behind them (not even dust).

Verbal Component:

Destro Sho (des troh show)

Visual Effect:

The casters eyes burn with dark blue light that culminates with a burst of dark energy that consumes what it touches.

Elemental Bolt

Evocation [Acid, Cold, Electricity, Fire or Sonic]

Spellcraft DC: 55

Components: V, S

Casting Time: 1 action

Range: 300 feet

Area: Bolt 5 feet wide; up to range

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Development: Seeds: *energy* (DC 19). Factors: 1-action casting time (+20), additional 4 damage types selectable (fire base: acid, cold, electricity, sonic) (+16 Ad Hoc DC).

This spell creates a bolt of elemental power that slices through the air.

Upon the caster's command, a bolt of elemental power (determined at spell preparation time) begins from the caster's hand and extends out to the full range.

Verbal Component:

Danto Bo (dahn toh boh)

Visual Effect:

The casters eyes burn with red light as the disk of elemental energy appears at the top of the desired area to come screaming down in a heartbeat and gone.

Elemental Burst

Evocation [Acid, Cold, Electricity, Fire or Sonic]

Spellcraft DC: 101

Components: V, S

Casting Time: 1 action

Range: 300 feet

Area: 20 foot radius sphere

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Development: Seeds: *energy* (DC 19). Factors: 1-action casting time (+20), add 20 dice damage (+40 DC), increase area by 100% (+4 DC), change to 20 foot radius burst (+2 DC), additional 4 damage types selectable (fire base: acid, cold, electricity, sonic) (+16 Ad Hoc DC).

This spell creates a small bead of elemental potential that goes to the desired range and blossoms into a powerful explosion.

Upon the caster's command, a small bead of elemental power (determined at spell preparation time) springs into being before the

caster and streaks away and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the burst at that point (an early impact results in an early detonation).

If the character attempts to send the bead through a narrow passage, such as through an arrow slit, the character must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

All versions of this spell are explosive, but certain versions have special effects: acid leaves the entire area covered in acid that evaporates a round later, but not before dealing another 2d4 damage; cold leaves everything covered in ice, making travel in the area treacherous; electricity sets objects aflame and can effect items and creatures outside the area if conductors are present; fire sets objects aflame; sonic shatters objects.

Verbal Component:

Danto Busk (dahn toh boosk)

Visual Effect:

The casters eyes burn with red light as bead of energy appears. The red light remains until the bead detonates, whereupon the color of the element flashes.

Elemental Pillar

Evocation [Acid, Cold, Electricity, Fire or Sonic]

Spellcraft DC: 79

Components: V, S

Casting Time: 1 action

Range: 300 feet

Target: A cylinder, 10 feet wide and 30 feet high

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Development: Seeds: *energy* (DC 19). Factors: 1-action casting time (+20), add 10 dice damage (+20 DC), change area to cylinder (+4 DC), additional 4 damage types selectable (fire base: acid, cold, electricity, sonic) (+16 Ad Hoc DC).

This spell creates a great pillar of the elemental power that descends upon the caster's foes like a hammer.

Upon the caster's command, a disk of elemental power (determined at spell preparation time) appears at the top of its desired area that and unleashes its elemental power to the full extent of the area. Specific elements may have specific secondary effects.

Each version does something different to a creature it kills: acid leaves only a pile of bleached bones; cold leaves a creature completely frozen; electricity leaves a hairless, bloated corpse; fire leaves only a charred skeleton; sonic leaves a bloated corpse with blood pouring out of every orifice.

Verbal Component:

Danto Cala (dahn toh cah lah)

Visual Effect:

The casters eyes burn with red light as the disk of elemental energy appears at the top of the desired area to come screaming down in a heartbeat and gone.

Erasure

Abjuration

Spellcraft DC: 195

Components: V, S

Casting Time: 1 minute

Range: 300 feet

Area: One creature, object, spell or effect

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Development: Seeds: *dispel* (DC 19). Factors: add twenty to caster level check (+20 DC), disjoin magical effects instead of suppressing them (x5 DC).

Erasure takes dispelling a step further. Instead of suppressing permanent magical effects of items and such, this spell instead disjunctions such effects from their housings (effectively ending the effect).

The caster level check for this spell is 1d20+30.

Verbal Component:

Gon (gone)

Visual Effect:

A gray ray strikes the subject of the erasure causing a magical aura to disassociate with the object (if successful).

Final Strike

Conjuration (Creation),
Transmutation

Spellcraft DC: 139

Components: V, S

Casting Time: 1 action

Range: 1,200 feet

Area: Sphere of destruction out to maximum of range

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

Development: Seeds: *destroy* (DC 29), *transform* (DC 21), *transport* (DC 27). Factors: 1-action casting time (+20 DC), increase area by 300% (+12 DC), transform remaining magical power and hit points into damage (+20 Ad Hoc DC), teleport allies (only) out of area

of destruction (+10 Ad Hoc DC).

Life is the most precious gift that any person can give. It's value is priceless. And so, too, is the willing sacrifice of it to the greater good. This spell takes that to heart and sacrifices both a creature's power and soul to save their friends.

This spell causes 10d6 + 1d6 per each uncast spell level (so a heal spell or a plane shift grant an extra 6d6; level-0 spells add nothing) + the character's remaining hit points damage in a 1,200 foot radius sphere and utterly annihilates the caster and all their gear.

This effect ignores damage reduction, regeneration and non-epic shielding magic (including non-epic antimagic fields). When making the caster level check to affect a creature with SR, the modifier is double the character level (not caster level).

A creature that takes enough damage to reduce it to -10 (or an object, construct or undead that is reduced to 0) is utterly destroyed, leaving behind no remains.

At the very same moment, the power also removes any and all **known** allies from the vicinity of the spell, placing them in the nearest safe area outside the spell's area of effect. If there is no safe area on the current plane, the spell will shunt them to the nearest safe place on the Astral plane.

Finally, the area that the caster occupied will have an afterimage of them for an amount of years equal to their caster level. This afterimage is the shadow of their life force burned onto the very lines of force and magic themselves. This image

is visible for the first year, thereafter fading from the visible spectrum of light but still very visible to Detect Magic, a sorcerer's assense sight and any other effect magical, psionic or mundane that reveals the true nature of things.

This spell will fail when cast by any creature that is under the sway of any sort of enchantment or compulsion, extraordinary or otherwise.

A character who uses this magic is utterly and completely annihilated by the power of the spell. No mortal or godly magic can resurrect the character, not even *Ultimate Revivification*.

Verbal Component:

Sacro Ultimo (sah crow ool tee moh)

Visual Effect:

The caster's known allies are transported outside the radius of the damage as a white ball of destruction flares into being in less than a fraction of a second, staying for a moment or two and then dissipating.

Genesi

Conjuration (Creation)

Spellcraft DC: 104

Components: V, S

Casting Time: 11 minutes

Range: 0 feet

Effect: One demiplane

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Development: Seeds: *conjure* (DC 21), *fortify* (DC 17), *transform x 2* (DC 42). Factors: increase area by 100% (+4 DC), create demiplane seed (+20 Ad Hoc DC), transform inanimate material into living plants and

animals (+20 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell creates a demiplane, a small plane with limited access.

A demiplane created with this spell will have the following planar traits: normal time, normal magic, alterable morphic.

The caster has total control over the landscape at the moment of creation, and can decide whether it will be a series of gentle rolling hills or foreboding mountainous shelf. The terrain set at creation extends itself as the demiplane grows. Mountains and lakes appear as there is room to contain them.

The creator also decides on whether the demiplane is finite or self-contained, any energy traits it will have and any alignment traits it will have.

The demiplane begins as a seed the size of a pea that grows at a rate of a foot in radius per minute until the demiplane is 600 feet in radius.

This spell must be cast in a transitive plane, with the ethereal and the astral being the most popular. Once created, the demiplane is coexistent with the astral plane and coterminous with the plane it was created in (if other than astral). It has one portal that responds to and may be keyed in any fashion by the creator.

Growth of a plane can be restarted by casting this spell within the demiplane in question. Only the original caster or someone who has been granted proxy (by caster designation only) can affect a demiplane in this way. Each subsequent casting increases the radius by 600 feet.

Verbal Component:

Nu Po Ni (new poh nee)

Visual Effect:

This spell creates a roiling mass of deep blue with motes of white that roils during the casting only to collapse into the pea-sized seed or seemingly vanish as it begins to once again grow the demiplane it is cast in.

Genesisia

Conjuration (Creation)

Spellcraft DC: 131

Components: V, S

Casting Time: 11 minutes

Range: 0 feet

Effect: One demiplane

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Development: Seeds: *conjure* (DC 21), *fortify* (DC 17), *transform x 2* (DC 42), *transport* (DC 27).

Factors: increase area by 200% (+8 DC), create demiplane seed (+20 Ad Hoc DC), transform inanimate material into living plants and animals (+20 DC).

Mitigating factors: increase casting time by 10 minutes (-20 DC), transport into slightly faster or slower time stream (-4 DC).

This spell creates a demiplane, a small plane with limited access.

A demiplane created with this spell will have the following planar traits: normal magic, alterable morphic.

The caster has total control over the landscape at the moment of creation, and can decide whether it will be a series of gentle rolling hills or foreboding mountainous shelf. The terrain set at creation extends itself as the demiplane grows.

Mountains and lakes appear as there is room to contain them.

The creator also decides on whether the demiplane is finite or self-contained, any energy traits it will have and any alignment traits it will have. The creator can also choose to have flowing time instead of normal time, however the flowing time can be no slower than one-half normal time and no faster than double normal time (1 round = 2 rounds or 2 rounds = 1 round respectively).

The demiplane begins as a seed the size of a pea that grows at a rate of a foot in radius per minute until the demiplane is 900 feet in radius.

This spell must be cast in a transitive plane, with the ethereal and the astral being the most popular. Once created, the demiplane is coexistent with the astral plane and coterminous with the plane it was created in (if other than astral). It has one portal that responds to and may be keyed in any fashion by the creator.

Growth of a plane can be restarted by casting this spell within the demiplane in question. Only the original caster or someone who has been granted proxy (by caster designation only) can affect a demiplane in this way. Each subsequent casting increases the radius by 900 feet.

Verbal Component:

Nu Po Ni (new poh nee)

Visual Effect:

This spell creates a roiling mass of deep blue with motes of white that roils during the casting only to collapse into the pea-sized seed or seemingly vanish as it begins to once again grow the demiplane it is

cast in.

Genesiaga

Conjuration (Creation)

Spellcraft DC: 341

Components: V, S

Casting Time: 11 minutes

Range: 0 feet

Effect: One demiplane

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Development: Seeds: *conjure* (DC 21), *fortify* (DC 17), *transform x 2* (DC 42), *transport* (DC 27), *ward* (DC 14). Factors: increase area by 300% (+12 DC), create demiplane seed (+20 Ad Hoc DC), transform inanimate material into living plants and animals (+20 DC), transform into very fast or very slow time stream (+8 DC), ward up to 10th (epic) level spells (+180). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell creates a demiplane, a small plane with limited access.

At creation, the caster must make the following decisions on the nature of the demiplane to be created: the plane may have normal time, flowing time (down to a minimum of ¼ or a maximum of four times normal speed), or be timeless in regards to one or more of the following: hunger, thirst, age, natural healing and/or magic (these processes are retroactively resumed once a creature leaves the demiplane); any energy trait; any elemental trait; whether the plane is finite or self-contained.

The demiplane created by this spell is under the direct control of the creator who cast it. With regards to

its makeup and landscape, the plane responds to the wishes of the user whom can alter the landscape drastically, creating great kingdoms for themselves.

The demiplane begins as a seed the size of a pea that grows at a rate of a foot in radius per minute until the demiplane is 1,200 feet in radius.

This spell must be cast in a transitive plane, with the ethereal and the astral being the most popular. Once created, the demiplane is coexistent with the astral plane and coterminous with the plane it was created in (if other than astral). It has one portal that responds to and may be keyed in any fashion by the creator.

Growth of a plane can be restarted by casting this spell within the demiplane in question. Only the original caster or someone who has been granted proxy (by caster designation only) can affect a demiplane in this way. Each subsequent casting increases the radius by 1,200 feet.

Verbal Component:

Nu Po Yan (new poh yahn)

Visual Effect:

This spell creates a roiling mass of deep blue with motes of white that roils during the casting only to collapse into the pea-sized seed or seemingly vanish as it begins to once again grow the demiplane it is cast in.

Genesis

Conjuration (Creation)

Spellcraft DC: 79

Components: V, S

Casting Time: 11 minutes

Range: 0 feet

Effect: One demiplane

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Development: Seeds: *conjure* (DC 21), *fortify* (DC 17), *transform* (DC 21). Factors: create demiplane seed (+20 Ad Hoc DC), transform inanimate material into living plants and animals (+20 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell creates a demiplane, a small plane with limited access.

A demiplane created with this spell will have the following planar traits: finite, normal time, normal magic, no energy trait, no elemental trait, alterable morphic.

The caster has total control over the landscape at the moment of creation, and can decide whether it will be a series of gentle rolling hills or foreboding mountainous shelf. The terrain set at creation extends itself as the demiplane grows. Mountains and lakes appear as there is room to contain them.

The demiplane begins as a seed the size of a pea that grows at a rate of a foot in radius per minute until the demiplane is 300 feet in radius.

This spell must be cast in a transitive plane, with the ethereal and the astral being the most popular. Once created, the demiplane is coexistent with the astral plane and coterminous with the plane it was created in (if other than astral). It has one portal that responds to and may be keyed in any fashion by the creator.

Growth of a plane can be restarted by casting this spell within the demiplane in question. Only the original caster or someone who has been granted proxy (by caster

designation only) can affect a demiplane in this way. Each subsequent casting increases the radius by 300 feet.

Verbal Component:

Nu Po Sho (new poh sho)

Visual Effect:

This spell creates a roiling mass of deep blue with motes of white that roils during the casting only to collapse into the pea-sized seed or seemingly vanish as it begins to once again grow the demiplane it is cast in.

Greater Armor

Abjuration, Illusion (Figment)

Spellcraft DC: 141

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 80 hours (D)

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *armor* (DC

14), *conceal* (DC 17), *delude* (DC 14). Factors: add thirty six points of armor (+72 DC), block divination effects (+6 DC), add auditory, tactile, thermal and reactive components (+8 DC), make armor look like real armor (+4 DC), increase duration 300% (+6 DC).

Showing one's true nature in battle is always dangerous. This spell not only armors the target creature, but makes it seem as if the target creature is wearing magnificent armor of fantastic make.

The exact look to the armor is up to the caster (default: normal iron full plate) at the time the spell is cast. Though the illusion is opaque from the outside, the target creature can

see out as if it were completely transparent.

The user can “open the visor” and cause the armor to become invisible (usually done in private to simulate the “taking off” of the armor).

Neither of these actions affects the granted armor bonus in any way.

Divination effects must succeed at a caster level check to discern the false nature of the armor or see the armor while it has been rendered invisible.

Verbal Component:

Shi Shi Ahn (shee shee ahn)

Visual Effect:

Yellow light encircles the target, glowing brighter and brighter until it flashes and disappears, leaving the target creature in a suit of magnificent armor.

Greater Scry

Divination

Spellcraft DC: 72

Components: V, S

Casting Time: 1 minute

Range: Universal

Effect: Magical Sensor

Duration: 240 minutes (D)

Saving Throw: None

Spell Resistance: No

Development: Seeds: *reveal x 2*

(DC 38). Factors: see and hear (+2 DC), mobile sensor (+2 DC) allow magically enhanced senses to work through the scry (+4), see things as they really are (+6 DC), increase duration by 1100% (+ 22 DC).

Greater scry is superior to the Scry spell in just about every way. This spell creates an invisible sensor that can move at a speed of 30 feet and reposition itself.

This scry lasts for 240 minutes (4

hours) and the scry sees all things as they really are, as well as through normal and magical darkness, exact locations of objects or creatures under *blur* or *displacement* effects, see invisible creatures or object normally, see into illusions, see onto the Ethereal Plane, and the true form of polymorphed, changed or transmuted things to a range of 120 feet from the sensor.

This spell can be cast using an object as a viewing port so other people may see and hear, or it can be cast as a “self-scry” that only the caster can see (which does not need an object to serve as a viewing port).

Verbal Component:

Vio Claro Tu'o (vee oh clah roh too oh)

Visual Effect:

Indigo light swirls around the caster and the object being used as a viewing port (if any) as the spell is being cast, which binds itself to the object and then vanishes (if one is being used) and into the caster's eyes (which does *not* vanish and remains for the duration of the spell).

Invigorate Body

Transmutation

Spellcraft DC: 151

Components: V, S

Casting Time: 11 minutes

Range: Touch

Target: Creature touched

Duration: 80 hours

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *fortify x 3*

(DC 51). Factors: increase bonus to +20 (x3) (+ 114 DC), increase duration by 300% (+6

DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell infuses the body with physical power. This effect is invisible to the naked eye and causes no outward change.

The subject gains a +20 enhancement bonus to their Strength, Dexterity and Constitution scores while this spell lasts.

Though there many be no outward appearance change, the effect does cause the subject to move in a slightly different fashion. Such a change, however, is rather difficult to recognize and takes a trained and wary eye, requiring a Wisdom check of 20 to notice.

Verbal Component:

Humo Po Shi (hue moh poh shee)

Visual Effect:

Royal blue light swirls about the target in a whirlwind, secretly hardening their body, making their musculature tighter, and making every sinew as tight as the strongest bowstring.

Invigorate Mind

Transmutation

Spellcraft DC: 151

Components: V, S

Casting Time: 11 minutes

Range: Touch

Target: Creature touched

Duration: 80 hours

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *fortify x 3*

(DC 51). Factors: increase bonus to +20 (x3) (+ 114 DC), increase duration by 300% (+6 DC).

Mitigating factors: increase casting time by 10 minutes (-20

DC).

This spell infuses the mind with mental power. This effect is invisible to the naked eye and causes no outward change.

The subject gains a +20 enhancement bonus to their Intelligence, Wisdom and Charisma scores while this spell lasts.

Unlike its cousin *Invigorate Body*, this spell leaves the character looking incredibly charismatic, regardless of their clothing.

Verbal Component:

Mento Po Shi (men toh poh shee)

Visual Effect:

Royal blue light swirls about the target in a whirlwind, secretly clearing and quickening the mind as it alters the body slightly, giving it a flawless appearance.

Lagomorph: Destroyer

Transmutation

Spellcraft DC: 79

Components: V, S

Casting Time: 11 minutes

Range: 10 feet

Target: One willing creature

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Development: Seeds: *transform* (DC 21), *destroy x 2* (DC 58).

Factors: grant supernatural ability (destructive touch) (+10 DC), grant supernatural ability (destructive bolt) (+10 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell is one of the Lagomorph series. This spell alters a person to

grant them invokable supernatural ability to destroy matter they touch and sling their destructive energy around as a bolt. Please refer to the *Essential Lagomorph* insert at the end of this listing for details about the spell and its secondary effects.

A Lagomorph Destroyer gains two supernatural abilities: the ability to channel destructive energy into whatever they touch, and the ability to fire this destructive energy as a black ray.

The first ability, normally referred to as the “Destroyer Touch,” deals 1d6 damage to creatures or magical items or destroys one cubic foot of non-magical material, and affects whatever the Destroyer is touching or holding.

The second ability, normally referred to as the “Destroyer Strike,” is a ray with a range of 50 feet and deals 5d6 damage to creatures or magical items or destroys 2 cubic feet of non-magical material that it hits.

If either effect deals enough damage to reduce the target to -10 hit points (or reduce objects, constructs or undead to 0 hit points) then they are utterly destroyed, leaving behind only a trace of fine dust.

These abilities can affect even magical matter, energy fields and force effects. Non-epic spell effects are automatically destroyed by the “Destroyer Strike” and destroyed after five rounds of by the “Destroyer Touch” (the rounds need not be consecutive). Epic spells are destroyed only if the character succeeds at a caster level check with a modifier equal to the caster's caster level at the time of imbuing.

Both abilities ignore the hardness of an magical objects they affect. The item is not destroyed until it has lost all its hit points and functions normally until then. A magical object damaged in this way can be mended as per normal rules.

Invoking the power is a supernatural ability that provokes an attack of opportunity. It is both mentally and physically draining to invoke. A Destroyer takes the same amount of subdual damage as they dole out with their supernatural abilities (at once for the strike and each round for the touch). Furthermore, after using a “Destroyer Strike” a Destroyer cannot use any Destroyer ability for five rounds. Subdual damage sustained heals as per normal rules.

Verbal Component:

Lago Destro (lah go deh stroh)

Visual Effect:

A deep blue light pours from the caster into the subject over the course of the casting, slowly sinking into their body over time.

Lagomorph: Detective

Transmutation

Spellcraft DC: 140

Components: V, S

Casting Time: 11 minutes

Range: 10 feet

Target: One willing creature

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Development: Seeds: *transform* (DC 21), *reveal* (DC 19),

foresee (DC 17), *fortify* (DC 17). Factors: +5 insight bonus (+30 DC), reveal psychic impressions (+8 DC), read object past (+8 DC), grant supernatural ability

(psychometric impression) (+10 DC), grant supernatural ability (psychic resonance impression) (+10 DC), grant supernatural ability (bonus of fortify seed) (+20 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell is one of the Lagomorph series. This spell alters a person to grant them invokable supernatural ability to glean information from objects they touch and locations they visit. Please refer to the *Essential Lagomorph* insert at the end of this listing for details about the spell and its secondary effects.

A Lagomorph Detective gains two supernatural abilities: the ability to read the history of an object they touch, and the ability to read the history of a location they visit. Both abilities rely on the Decipher Impression skill which a Lagomorph Detective can learn as a class skill.

Decipher Impression (Wis; Trained Only)

Check: A successful check allows the user a glimpse into a historical event.

Retry: No retry for a specific event until the character gains at least 1 rank in this skill.

Task	DC
Catastrophic Event	10
Major Event	15
Minor Event	20
Detail of Event	Event DC + 10

Modifying Factor	DC Modifier
Each Year Since Event	+2
Description of Event	-2
Object Present at Event	-3
Witness Present at Event	-6

The information gleaned from either source comes as a vision of the event, not as a particular answer to a

question. The vision is dreamlike and shadowy and grants no special awareness or understanding of the places and/or people in it.

Catastrophic events are events that leave a large effect on a large number of people such as a natural disaster, a decisive battle or a plague. Major events are those that leave a large effect on the participants or have a noticeable impact on a group of people such as a major skirmish, a royal marriage or a brutal and wanton murder. Minor events are such things as a wedding, a birth, a death or a sickness. Lesser events do not leave enough of a psychic impression to read.

Invoking the power is a supernatural ability that provokes an attack of opportunity. It is both mentally and physically draining to invoke. A Detective suffers 1d6 points of subdual damage each time it invokes its ability to read an object and 3d6 points of subdual damage each time it invokes its ability to read a location. This subdual damage heals as per normal rules.

Verbal Component:

Lago Info (lah go in foh)

Visual Effect:

A deep blue light pours from the caster into the subject over the course of the casting, slowly sinking into their body over time.

Lagomorph: Healer

Transmutation

Spellcraft DC: 91

Components: V, S

Casting Time: 11 minutes

Range: 10 feet

Target: One willing creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

Development: Seeds: *transform* (DC 21), *heal x 2* (DC 50).

Factors: grant supernatural ability (restore hit points with a touch) (+10 DC), grant supernatural ability (restore ability scores with a touch) (+10 DC), grant supernatural ability (neutralize poison with a touch) (+10 DC), grant supernatural ability (remove disease with a touch) (+10 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell is one of the Lagomorph series. This spell alters a person to grant them invokable supernatural and spell-like abilities to restore a living creature's health. Please refer to the *Essential Lagomorph* insert at the end of this listing for details about the spell and its secondary effects.

A Lagomorph Healer gains four supernatural abilities: the ability to heal damage with a touch, the ability to restore ability points with a touch, the ability to neutralize poison with a touch, and the ability to remove disease with a touch. All these abilities work by touch.

Invoking any of the effects is a supernatural ability that provokes an attack of opportunity.

This touch functions through normal clothing and even leather clothing (though not leather armor) and must be consciously and willfully invoked by the Healer (a Healer can't accidentally invoke it). Any part of the healer may be used to deliver the touch, with the hands being the most popular (though romantics might use a kiss, and evil or perverted creatures could use

their tongue or other appendage).

Any substance that provides at least one point of AC (such as padded armor), has a hardness of ten or more regardless of thickness (like a thin coating of iron), or is thicker than an inch blocks these powers.

The first supernatural ability allows the Healer to restore hit points. Each round of contact the subject regains 1d6 hit points (and loses the same amount of subdual damage). The Healer, however, takes 1d6 subdual damage on the first round and every ten rounds thereafter (round 11, 21, 31, etc.). If the Healer lets go or stops for any reason, the count resets.

The second supernatural ability allows the Healer to cure ability damage. Each round of contact the subject regains 1d6 ability points (the Healer decides which ability score is affected; this effect can be divided among several abilities). The Healer, however, takes 1d6 subdual damage each round this effect is maintained.

The third supernatural ability allows the Healer to remove poison from a subject. Each round of contact a single dosage of poison in the subject is neutralized (the Healer decides which poison(s) are neutralized first). The Healer, however, takes 2d6 subdual damage each round this effect is maintained. The Healer may also affect two gallons of water or ten pounds of food in this manner each round.

The final supernatural ability allows the Healer to remove disease from a subject. Each round of contact a single disease affecting the subject is removed (the Healer decides which one gets removed first). The Healer, however, takes 3d6 subdual damage each round this effect is

maintained. The Healer may also affect two gallons of water or ten pounds of food in this manner each round.

Verbal Component:

Lago Humana (lah go hue mah nah)

Visual Effect:

A deep blue light pours from the caster into the subject over the course of the casting, slowly sinking into their body over time.

Lagomorph: Mover

Transmutation

Spellcraft DC: 79

Components: V, S

Casting Time: 11 minutes

Range: 10 feet

Target: One willing creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

Development: Seeds: *transform* (DC 21), *transport x 2* (DC 54).

Factors: grant supernatural ability (ability to teleport) (+10 DC), grant supernatural ability (ability to plane shift) (+10 DC), inter-planar travel (+4 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell is one of the Lagomorph series. This spell alters a person to grant them the invocable supernatural ability to bend space, allowing instantaneous travel, even through the planes themselves. Please refer to the *Essential Lagomorph* insert at the end of this listing for details about the spell and its secondary effects.

A Lagomorph Mover gains two abilities: the supernatural ability to

Teleport and the supernatural ability to *Plane Shift*. Both abilities allow up to 1,000 lbs of creatures and objects to be transported as well.

Invoking the power is a spell-like ability that provokes attacks of opportunity. It is both mentally and physically draining to invoke the power. A Shaper suffers 1d6 points of subdual damage for itself and each 200 lbs of “cargo” each time it teleports. It suffers 2d6 points of subdual damage for itself and each 200 lbs of “cargo” each time it plane shifts. This subdual damage heals as per normal rules.

Verbal Component:

Lago Moto (lah go moh toh)

Visual Effect:

A deep blue light pours from the caster into the subject over the course of the casting, slowly sinking into their body over time.

Lagomorph: Shaper

Transmutation

Spellcraft DC: 120

Components: V, S

Casting Time: 11 minutes

Range: 10 feet

Target: One willing creature

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

Development: Seeds: *transform* (DC 21), *fortify* (DC 17),

transport (DC 27). Factors: grant +5 insight bonus (+30 DC), grant supernatural ability (enhancement of fortify seed) (+10 DC), grant supernatural ability (ability to move material) (+10 DC), work with material of up to 50 hardness (+25 DC), increase casting time by 10 minutes (-20 DC).

This spell is one of the Lagomorph series. This spell alters a person to grant them the invokable supernatural abilities that allow them to shape items of vast size and great skill. Please refer to the *Essential Lagomorph* insert at the end of this listing for details about the spell and its secondary effects.

A Lagomorph Shaper gains the ability to move and shape inanimate, nonmagical material into any conceivable shape they can dream up. Materials with a hardness of fifty or less can be shaped in this way.

During such shaping, which the Lagomorph Shaper does with will alone (though less experienced Lagomorphs still move their hands to aid their focus), the Lagomorph Shaper gains an insight bonus of 5 to their crafting skill, as well as a +2 competence bonus (their mind is considered a masterwork artisan tool). Up to 100 cubic feet of material can be shaped per minute, allowing structures such as houses to be built in hours, halls in a day, complexes in a week.

Invoking the power is a supernatural ability that provokes attacks of opportunity. It is both mentally and physically draining to invoke the power. A Shaper suffers 1d6 points of subdual damage per ten minutes using their power. This subdual damage heals as per normal rules.

Verbal Component:

Lago Morph (lah go morf)

Visual Effect:

A deep blue light pours from the caster into the subject over the course of the casting, slowly sinking into their body over time.

Perfect Invisibility

Illusion (Glamer, Figment)

Spellcraft DC: 84

Components: V, S

Casting Time: 1 minute

Range: Personal or touch

Target: You or one creature or one object of up to 2,000 lbs

Duration: 1400 minutes (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Development: Seeds: *conceal* x 2 (DC 34), *delude* (DC 14).

Factors: invisibility lasts regardless of actions (+4 DC), block divination spells and effects (+6 DC), mask sound, smell, touch, taste and heat (+10 DC), make something appear as different than what it is (+4 DC), increase duration by 600% (+12 DC).

This spell is the best friend and power of those who do not wish to be perceived.

This spell renders the target invisible. It also masks any sounds they make, any scent they exude, the sensation of physical contact with them, any taste they might have, and any difference in heat. Like normal invisibility, it will not mask light given off by a creature or object (such as a torch).

The only way to perceive a creature or object under this spell's effect is indirectly, in other words, by the changes to the environment.

Creature's hidden by this spell still leave tracks in mud (though they make no sound moving through it) and displace water.

Blind-sight that uses sound, hearing, scent, touch or taste

directly is as useless as normal vision in detecting creatures hidden by this spell. Tremor-sense and other indirect methods of blind-sight, however, function normally against a creature affected by this spell.

If any divination magic (such as *True Seeing*) attempts to discern the creature or object it must make a caster level check to do so.

Verbal Component:

No No Vio (no no vee oh)

Visual Effect:

The subject of this spell is surrounded by yellow light that slowly becomes clear and sticks to the target as the spell completes.

Permanent Magic Weapon

Transmutation

Spellcraft DC: 54

Components: V, S

Casting Time: 1 minute

Range: 300 feet

Target: One inanimate, nonmagical object or fifty small inanimate, nonmagical objects

Duration: Permanent

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes

Development: Seeds: *transform* (21), *fortify* (17). Factors: grant +1 inherent bonus (+6 DC), grant supernatural ability (enhancement of fortify seed) (+10 DC).

This spell grants the items cast upon the inherent ability of a +1 magical weapon. This is a supernatural effect, just like the effects of imbuing a weapon with magic via item creation or a *Magic Weapon*

spell.

This spell affects a single melee weapon, bow or crossbow. Alternatively, this can effect up to fifty items (all in contact of each other or all contained, such as in a quiver or box of bolts or a bag of sling bullets) the same general size and shape as an arrow, bolt or bullet.

This effect cannot be cast on living creatures.

Verbal Component:

Uruk Sho (oo rook show)

Visual Effect:

The object(s) being enhanced glow with a deep blue light for the duration of the casting, which seems to get sucked into the item(s) as the caster finishes.

Permanent Magic Weapon II

Transmutation

Spellcraft DC: 60

Components: V, S

Casting Time: 1 minute

Range: 300 feet

Target: One inanimate, nonmagical object or fifty small inanimate, nonmagical objects

Duration: Permanent

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes

Development: Seeds: *transform* (21), *fortify* (17). Factors: grant +2 inherent bonus (+12 DC), grant supernatural ability (enhancement of fortify seed) (+10 DC).

This spell grants the items cast upon the inherent ability of a +2 magical weapon. This is a supernatural effect, just like the effects of imbuing a weapon with magic via

item creation or a *Magic Weapon* spell.

This spell affects a single melee weapon, bow or crossbow. Alternatively, this can effect up to fifty items (all in contact of each other or all contained, such as in a quiver or box of bolts or a bag of sling bullets) the same general size and shape as an arrow, bolt or bullet.

This effect cannot be cast on living creatures.

Verbal Component:

Uruk Sho (oo rook show)

Visual Effect:

The object(s) being enhanced glow with a deep blue light for the duration of the casting, which seems to get sucked into the item(s) as the caster finishes.

Permanent Magic Weapon III

Transmutation

Spellcraft DC: 66

Components: V, S

Casting Time: 1 minute

Range: 300 feet

Target: One inanimate, nonmagical object or fifty small inanimate, nonmagical objects

Duration: Permanent

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes

Development: Seeds: *transform* (21), *fortify* (17). Factors: grant +3 inherent bonus (+18 DC), grant supernatural ability (enhancement of fortify seed) (+10 DC).

This spell grants the items cast upon the inherent ability of a +3 magical weapon. This is a

supernatural effect, just like the effects of imbuing a weapon with magic via item creation or a *Magic Weapon* spell.

This spell affects a single melee weapon, bow or crossbow. Alternatively, this can effect up to fifty items (all in contact with each other or all contained, such as in a quiver or box of bolts or a bag of sling bullets) the same general size and shape as an arrow, bolt or bullet.

This effect cannot be cast on living creatures.

Verbal Component:

Uruk Sho (oo rook show)

Visual Effect:

The object(s) being enhanced glow with a deep blue light for the duration of the casting, which seems to get sucked into the item(s) as the caster finishes.

Permanent Magic Weapon IV

Transmutation

Spellcraft DC: 72

Components: V, S

Casting Time: 1 minute

Range: 300 feet

Target: One inanimate, nonmagical object or fifty small inanimate, nonmagical objects

Duration: Permanent

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes

Development: Seeds: *transform* (21), *fortify* (17). Factors: grant +4 inherent bonus (+24 DC), grant supernatural ability (enhancement of fortify seed) (+10 DC).

This spell grants the items cast upon the inherent ability of a +4 magical

weapon. This is a supernatural effect, just like the effects of imbuing a weapon with magic via item creation or a *Magic Weapon* spell.

This spell affects a single melee weapon, bow or crossbow. Alternatively, this can effect up to fifty items (all in contact with each other or all contained, such as in a quiver or box of bolts or a bag of sling bullets) the same general size and shape as an arrow, bolt or bullet.

This effect cannot be cast on living creatures.

Verbal Component:

Uruk Sho (oo rook show)

Visual Effect:

The object(s) being enhanced glow with a deep blue light for the duration of the casting, which seems to get sucked into the item(s) as the caster finishes.

Permanent Magic Weapon V

Transmutation

Spellcraft DC: 78

Components: V, S

Casting Time: 1 minute

Range: 300 feet

Target: One inanimate, nonmagical object or fifty small inanimate, nonmagical objects

Duration: Permanent

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes

Development: Seeds: *transform* (21), *fortify* (17). Factors: grant +5 inherent bonus (+30 DC), grant supernatural ability (enhancement of fortify seed) (+10 DC).

This spell grants the items cast upon

the inherent ability of a +5 magical weapon. This is a supernatural effect, just like the effects of imbuing a weapon with magic via item creation or a *Magic Weapon* spell.

This spell affects a single melee weapon, bow or crossbow. Alternatively, this can effect up to fifty items (all in contact of each other or all contained, such as in a quiver or box of bolts or a bag of sling bullets) the same general size and shape as an arrow, bolt or bullet.

This effect cannot be cast on living creatures.

Verbal Component:

Uruk Sho (oo rook show)

Visual Effect:

The object(s) being enhanced glow with a deep blue light for the duration of the casting, which seems to get sucked into the item(s) as the caster finishes.

Projection of Self

Divination

Spellcraft DC: 305

Components: V, S

Casting Time: 11 minutes

Range: Universal

Effect: Magical Sensor

Duration: 240 minutes (D)

Saving Throw: None

Spell Resistance: No

Development: Seeds: *reveal* (DC 19), *conceal* (DC 17), *delude* (DC 14). Factors: see and hear (+2 DC), mobile sensor (+2 DC) allow magically enhanced senses to work through the scry (+4), allow casting through scry without a line of effect (x10 DC), block divination (+6 DC), audible, olfactory, tactile, taste

and thermal aspects (+10 DC), increase duration by 1100% (+22 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell creates an illusory duplicate of you over a scry sensor that you may cast through without restriction or line of sight.

Your illusory duplicate sounds, looks, smells, feels and tastes like you. You may move the sensor by force of will, as normal, but the image duplicate exactly mimics your position and expression. Your duplicate looks just like you at all times, including any clothes or gear you have on your person. This means that you can disguise yourself as you wish (through non-magical means) and your duplicate will match.

This spell allows magically enhanced senses to work through it.

Any divination magic or effect must make a caster level check in order to discern the true nature of the image as false.

Verbal Component:

Fo Co Humanum (foh coh hue mah num)

Visual Effect:

Indigo and violet light swirl around the caster until the spell is finished and the illusory double appears the area designated by the caster.

Raise Charisma

Transmutation

Spellcraft DC: 215

Components: V, S

Casting Time: 11 minutes

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *fortify* (DC 17). Factors: change bonus to inherent (+6 DC), increase to +5 bonus (+24 DC), permanent duration (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell grants the subject a +5 inherent bonus to their Charisma. This bonus is permanent.

This spell can affect a single person only once (regardless of caster).

Verbal Component:

Po I Cha (poh ee cha)

Visual Effect:

Electric blue light surrounds the subject leaving them more forceful and charismatic as the whirlwind subsides.

Raise Constitution

Transmutation

Spellcraft DC: 215

Components: V, S

Casting Time: 11 minutes

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *fortify* (DC 17). Factors: change bonus to inherent (+6 DC), increase to +5 bonus (+24 DC), permanent duration (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell grants the subject a +5 inherent bonus to their Charisma. This bonus is permanent.

This spell can affect a single person only once (regardless of caster).

Verbal Component:

Po I Con (poh ee con)

Visual Effect:

Electric blue light surrounds the subject leaving them more enduring and physically strong as the whirlwind subsides.

Raise Dexterity

Transmutation

Spellcraft DC: 215

Components: V, S

Casting Time: 11 minutes

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *fortify* (DC 17). Factors: change bonus to inherent (+6 DC), increase to +5 bonus (+24 DC), permanent duration (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell grants the subject a +5 inherent bonus to their Dexterity. This bonus is permanent.

This spell can affect a single person only once (regardless of caster).

Verbal Component:

Po I Dex (poh ee deh)

Visual Effect:

Electric blue light surrounds the subject leaving them agile and quick of action as the whirlwind subsides.

Raise Intelligence

Transmutation

Spellcraft DC: 215

Components: V, S

Casting Time: 11 minutes

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *fortify* (DC 17). Factors: change bonus to inherent (+6 DC), increase to +5 bonus (+24 DC), permanent duration (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell grants the subject a +5 inherent bonus to their Intelligence. This bonus is permanent.

This spell can affect a single person only once (regardless of caster).

Verbal Component:

Po I Intel (poh ee in tell)

Visual Effect:

Electric blue light surrounds the subject leaving them more witty and understanding as the whirlwind subsides.

Raise Strength

Transmutation

Spellcraft DC: 215

Components: V, S

Casting Time: 11 minutes

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *fortify* (DC 17). Factors: change bonus to inherent (+6 DC), increase to +5 bonus (+24 DC), permanent duration (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell grants the subject a +5 inherent bonus to their Strength. This bonus is permanent.

This spell can affect a single person

only once (regardless of caster).

Verbal Component:

Po I Stre (poh ee streh)

Visual Effect:

Electric blue light surrounds the subject leaving them stronger, their muscles rippling as the whirlwind subsides.

Raise Wisdom

Transmutation

Spellcraft DC: 215

Components: V, S

Casting Time: 11 minutes

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Development: Seeds: *fortify* (DC 17). Factors: change bonus to inherent (+6 DC), increase to +5 bonus (+24 DC), permanent duration (x5 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC).

This spell grants the subject a +5 inherent bonus to their Wisdom. This bonus is permanent.

This spell can affect a single person only once (regardless of caster).

Verbal Component:

Po I Wis (poh ee whiz)

Visual Effect:

Electric blue light surrounds the subject leaving them more perceptive.

Restore

Conjuration (Healing)

Spellcraft DC: 39

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Yes (harmless or Fortitude negates)

Spell Resistance: Yes

Development: Seeds: *heal* (DC 25). Factors: dispel negative levels and remove energy drain (+2 DC), add 6 weeks to reversal effectiveness (+12 DC).

This spell removes negative levels and restores levels lost to energy drain.

Drained levels are only restored if they were lost in the last 26 weeks.

Verbal Component:

Remana (ray mah nah)

Visual Effect:

The target creature is suffused with a white mist that restores their vigor and internal strength.

Revival

Conjuration (Healing)

Spellcraft DC: 111

Components: V, S, DF

Casting Time: 1 action

Range: 300 feet

Target: Up to four creatures, no two of which can be more than 300 feet from one another

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes (harmless)

Development: Seeds: *life* (DC 27). Factors: need no remains (+10 DC), subject does not lose a level (+20 DC), 1-action casting time (+20 DC), change from touch to target (+4 DC), add three targets within range (+30).

This spell restores life instantly to up to four creatures within range.

This spell does not need the remains of the dead creature, but the caster must unambiguously identify the creature in some way. Indicating “the creature which stood *there* just a moment ago” being the most common. The creature can have been dead no more than 200 years.

The creature is immediately restored to full hit points, vigor and health, with no loss of prepared spells.

This spell can revive any type of creature, even outsiders and elementals.

You cannot revive a creature that has died of old age.

Verbal Component:

Nucaduceus (new cah dew shus)

Visual Effect:

Muted white and gray light shines in the caster's eyes as the magic flashes white star bursts with multi-color opalescence on either the target corpses or the area the “evaporated” creature once stood that restores them immediately.

Revive

Conjuration (Healing)

Spellcraft DC: 37

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: One dead creature touched

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes (harmless)

Development: Seeds: *life* (DC 27).

This spell restores life to any dead creature, regardless of the state of their remains.

The spell requires at least a small portion of the body (even the fine

trace of dust left from a *Disintegrate* spell will work) can receive the spell if it was a part of the creature at the time of its death. The creature can have been dead no more than 200 years.

The creature is immediately restored to full hit points, vigor and health, with no loss of prepared spells. However, the subject loses a level or a point of Constitution if the character was first level.

This spell can revive any type of creature, even outsiders and elementals.

You cannot revive a creature that has died of old age.

Verbal Component:

Caduceus (cah dew shus)

Visual Effect:

Muted white and gray light shines in the caster's eyes as the mists of death open around the target, allowing the soul to reenter the body as the purple velvet opalescence stitches back together any damage the corpse had.

Revive II

Conjuration (Healing)

Spellcraft DC: 57

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: One unambiguously identified dead creature

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes (harmless)

Development: Seeds: *life* (DC 27).

Factors: need no remains (+10 Ad Hoc DC), add 100 years to death span (+10).

This spell restores life to any dead creature, regardless of the state of

their remains.

This spell does not need the remains of the dead creature, but the caster must unambiguously identify the creature in some way, usually reciting the creature's name and time and place of birth is the most common. The creature can have been dead no more than 300 years.

The creature is immediately restored to full hit points, vigor and health, with no loss of prepared spells. However, the subject loses a level or a point of Constitution if the character was first level.

This spell can revive any type of creature, even outsiders and elementals.

You cannot revive a creature that has died of old age.

Verbal Component:

Caduceus Ni (cah dew shus nee)

Visual Effect:

Muted white and gray light shines in the caster's eyes the mists of death open. If the target's corpse is still available, then the white mist turns it a transparent white as it completely restores it in dramatic fashion (looking as if the body is unmade and then remade still wearing the gear of the corpse), otherwise a body is assembled in whirlwind fashion from the feet up.

Revive III

Conjuration (Healing)

Spellcraft DC: 134

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: One unambiguously identified dead creature

Duration: Instantaneous or week

Saving Throw: No

Spell Resistance: Yes (harmless)

Development: Seeds: *life* (DC 27).

Factors: need no remains (+10 Ad Hoc DC), subject does not lose a level (+20 Ad Hoc DC), bring back a creature who has died of old age once (x2 DC).

This spell restores life to any dead creature, regardless of the state of their remains.

This spell does not need the remains of the dead creature, but the caster must unambiguously identify the creature in some way, usually reciting the creature's name and time and place of birth is the most common. A creature dead for less than 500 years is revived, any longer, and this spell has a secondary effect explained.

The creature is immediately restored to full hit points, vigor and health, with no loss of prepared spells.

This spell can revive any type of creature, even outsiders and elementals.

If this spell brings back someone who has been dead more than 500 years or that has died of old age, then this spell instead grants them a temporary reprieve of death. This functions exactly like its counterpart effect above, but instead lasts only a single day.

After such time, the creature painlessly passes again from the world of life and cannot be brought back in this way again.

Verbal Component:

Caduceus San (cah dew shus san)

Visual Effect:

Muted white and gray light

shines in the caster's eyes the mists of death open. If the target's corpse is still available, then the white mist turns it a transparent white as it completely restores it in dramatic fashion (looking as if the body is unmade and then remade still wearing the gear of the corpse), otherwise a body is assembled in whirlwind fashion from the feet up.

Scan Creature

Divination

Spellcraft DC: 73

Components: V, S

Casting Time: 1 quickened action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Development: Seeds: *foresee* (17).

Factors: eschew verbal component (+2 DC), eschew somatic component (+2 DC), quickened spell (+28 DC), discern level (+0 DC), discern class (+2 DC), discern alignment (+2 DC), discern up to 10 special or extraordinary abilities (+20 DC).

This spell instills knowledge about a particular creature in the caster.

Upon the casting of this spell, the caster discerns the alignment, level, class and up to ten special qualities or attacks about a single creature. All the information is gleaned at once in a single cognitive flash. The knowledge fades as any normal memory might, given time.

The abilities are revealed in order of the least to the most powerful, with ties going to extraordinary abilities before spell-like abilities before

supernatural abilities.

With no verbal or somatic components, the activation of this spell is completely mental.

Verbal Component:

None.

Visual Effect:

None.

Scan Object

Divination

Spellcraft DC: 69

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Development: Seeds: *foresee* (17).

Factors: eschew verbal component (+2 DC), eschew somatic component (+2 DC), 1-action casting time (+20 DC), discern up to 15 abilities of the item (+28 DC).

This spell instills knowledge about a particular object in the caster.

Upon the casting of this spell, the caster discerns the common name and up to fifteen special qualities or attacks about a single object. All the information is gleaned at once in a single cognitive flash. The knowledge fades as any normal memory might, given time.

The abilities are revealed in order of the least to the most powerful with ties going to extraordinary abilities before spell-like abilities before supernatural abilities.

With no verbal or somatic components, the activation of this spell is completely mental.

Verbal Component:

None.

Visual Effect:

None.

Ultimate Revivification

Conjuration (Healing)

Spellcraft DC: 745

Components: V, S, DF

Casting Time: 1 action

Range: 300 feet

Target: One unambiguously identified creature

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes (harmless)

Development: Seeds: *heal* x 2 (DC 50), *life* (DC 27). Factors: 1-action casting time (+20 DC), change from touch to target (+4 DC), restore permanently drained abilities (+6 DC), restore energy drain and dispel negative levels (+2 DC), need no remains (+10 Ad Hoc DC), subject does not lose a level (+20 Ad Hoc DC), restore memory (+10 Ad Hoc DC), restore all items without regard to source and time past (x5 DC).

This powerful spell is the pinnacle of Benbara's epic restorative power.

This spell restores life and full vigor to any creature, alive or dead, regardless of state. All damage to mind and body are repaired and all levels lost to energy drain or any other siphon of experience points and/or memory is also returned.

This spell does not need the remains of the dead creature, but the caster must unambiguously identify the creature in some way, usually reciting the creature's name and time and place of birth is the most common. A creature can be revived regardless of the amount of time

since its death. A creature who has died of old age, however is granted only a temporary reprieve.

The creature is immediately restored to full hit points, vigor and health, with no loss of prepared spells.

This spell can revive any type of creature, even outsiders and elementals.

The temporary reprieve granted by this spell to those who have died of old age restores the creature as if in the prime of their life with full vigor and abilities. This reprieve lasts for 164 hours (a calendar week), after which, the subject painlessly fades back into death.

Verbal Component:

Gojeno Huhumana (goh jeh noh
hyew hoo mah nah)

Visual Effect:

In a single moment, the subject's body is suffused with opalescent light (or a body is recreated by it) which leaves it pristine.