Zoria RPG

An Advanced Gaming System

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By Xious Sonenberg

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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.

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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.

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 unadvisable 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 averages of two sub-abilities. Primary abilities modify very few skills, though there are a couple based on the average of **one primary stat and one sub-stat**, thus averaging 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
      Aim
      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:

Aim, which determines your 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 relative ability to shrug off disease or sickness. It is used for your Fortitude save, and;
Fitness, which determines your Hit Point modifier and your ability to perform harmful tasks.

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.

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 *initiave phase* modifier and a Monk's AC modifier.

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 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. 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*. 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.

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).

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

Score	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

move 60 feet as a half action, but a halfling with a movement of 20 can only move 40 as a half action.

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. The first, *Psychic Aptitude* determines how open your mind is to psychic and Psionic energies.

You must roll against your P.A. to learn new 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.

Sanity:

Sanity determines how sane your character is. This statistic is the only statistic that can go down on a regular basis, and Sanity does not heal without outside influence (such as psychiatric counsel). Sanity scores are determined by rolling 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.*

Taint & Corruption: When adventuring, often characters do things that not only affect them physically, but change them in a spiritual sense. When thay 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.

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.

Taint 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.

Corruption: Corruption is similar to taint, but it has different origins. A character develops corruption 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, he gains Corruption, and unlike taint, corruption is far more difficult to cleanse away.

Unlike 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.

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.

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 damper 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+ ½ HD, you are considered to have exceeded your *Paradoxical Threshold* and must made a will saving throw with a DC of 10 + 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.

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 personas.

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/max18) 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, rerolling 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.

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.

New Saving Throws (Soul, Sanity)

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.

Section 2.0 "New Races and Subraces"
    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 I 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 Elrdrians (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 in much like to 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 lifespans, 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 (Etriari)

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

2.9 Misc. Races

Section 3.0 "Classes, Revised and New"

       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.

New class groups are;

Fighter (Warrior, Soldier, Mercenary)
Mage (Wizard, Sorcerer, Technomage, Wild Mage, Elemental Master)
Channeler (Priest/Cleric, Paladin, Shaman, Druid)
Psychic (Psion, Technopsion, Psychic Intuitive, PsiSoldier)
Adventurer (Bard, Rogue, Diplomat, Swashbuckler)
Wilderness (Ranger-with Arcane&Divine Spells, Barbarian, Druid, Survivalist (which is similar to a ranger with more feats, but no spells))
City (Mastercrafter, Scientist, Detective, Politician)

       3.1 Fighter Groups
          3.1.1   Warrior

Section 1: Class Groups

FIGHTER GROUPS

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.

Skill points: 4 (+ Int Modifier) per level of experience.

3.1.2   Soldier

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.

Skill Points: 6 (+ Int Modifier) per level of experience.

3.1.3   Mercenary

Ideas for Merc & Swordmqaster 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.

3.1.4   Swordmaster

3.1.4 The Swordmaster

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 and never takes on foes that he cannot overcome, except to give his life for the service of his lord.

Skill Points: 8 (+ Int Modifier) per level of experience.

3.2 Mage Groups

Mage (Wizard, Sorcerer, Wild Mage, ~~Elemental Master, Technomage~~, Mystic Engineer)

3.2 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 MFE (MFE 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 MFE 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 +4MFE 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 MFE cost and base number of damage dice, but as you gain levels you may add additional dice of damage by spending more MFE.

Fireball, for example may have a base MFE of 4 and does 3d6 fire damage, but you can add additional dice of damage for 1MPE each with a maximum number of damage dice equal to your level. Thus, a 20th level caster can spend 21 MPE to deliver a 20d6 fireball. (4MPE base +17 MPE for additional damage). You must declare how much MPE you are spending **before** you begin casting the spell, as if the spell is lost **all of** that MPE cost (**including** all additional MPE for additional scalable effects) is wasted, not just the base cost.

Scaling may also affect area, distance and other variables.

Mystical Affinity: To learn or cast a spell, you must roll against your Mystical Affinity (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 MFE 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 MPE, 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 MPE.** 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.

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 is misfires and has undesirable results. Sorcerers have a -5 penalty on Spellcraft rolls to case 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.

3.2.1   Wizard

Game Rule Information:
Hit Die: d6
BAB: 2/3 HD
MPE/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 MFE 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 MFE Points: A Wizard gains +1d6 MFE 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 MFE at each level of experience in this class.

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, incase 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 MFE 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 MFE, separated from his normal MFE along with the additional benefits of specialization that increase as the wizard gains levels as shown in the table below.

A Wizard need npt 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 MFE 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 MFE from 4th level onwards: he goes not get the bonus MFE for levels one through three, as he did not start specializing until now.

Specialty MFE 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 MFE 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 layer 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 MFE to this pool to reflect the difference between his old Reasoning score and his present score. See *"MFE and Ability Increases"* above.

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

For example, if the chosen school is necromancy, and the wizard has 25MFE in his main pool, and 10MFE in his specialty pool, to cast a necromantic spell that requires 30MFE, he can use 25MFE of his main and 5MFE of his specialty, or 20MFE of his main plus all (10MFE) 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 MFE 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 5tgh 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 MFE 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 MFE 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 dopes not revert the MFE 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 now 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
1st:	Wizard's Wand, Spell Matrix	Wizard's Wand, Spell Matrix

Level		
		Specialty DC Boost
2nd:	Wizard's Staff. Wizard's Signature	Wizard's Staff; Specialty Matrix
3rd:	Arcane Secret, +1d10 M.A, Craft Scroll Counterspell	Swift Specialty, Specialty Signature
4th:	+1d10 M.A. +2 Reasoning	Craft Scroll, Specialty Scroll +1d10 M.A.
5th:	Forceful Magic, Mystic Craft , Long Life	Specialty Resistance +1
6th:	Lasting Effect, Arcane Secret	Specialty Supreme, Lasting Specialty
7th:	Improved Counterspell	Lasting Effect
8th:	Improved Spell Matrix, +1d10 M.A.	Specialty Variables Boost, +1d10 M.A.
9th:	Arcane Secret, Permanent Effect	Specialty MFE Boost, Counterspell
10th:	Instant Spell, Mystic Craft	Specialty Resistance +2, Long Life
11th:	Instant Counterspell	Instant Specialty
12th:	Arcane Secret, +1d10 M.A.	Specialty Perfection, +1d10 M.A.
13th:	Mystic Combat	Improved Counterspell
14th:	Mystic Craft	Pseudospecialty
15th:	Arcane Secret , Greater Counterspell	Specialty Resistance +3
16th:	+1d10 M.A, Enhanced Lifespan	+1d10 M.A., Greater Specialty Variables Boost
17th:	Greater Spell Matrix	Instant Counterspell
18th:	Arcane Secret, Life & Death	Specialty Ultimate
19th:	Perfect Counterspell	Enhanced Lifespan
20th:	Ultimate Mastery Matrix	Specialty Immunity

Forceful Magic: Once per day, when casting a spell the mage bay 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 MPE 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 10MPE each time the wizard elects to attempt it, whether or not it is successful.

Improved Counterspell: As counterspell, but it only uses 5MPE 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 15MPE; if it fails, it uses 5MPE.

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 MPE. 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 <u>-10 penalty</u> 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. <u>When exhausted, a wizard cannot cast any spells.</u>

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 25MPE 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.

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 forcefield, 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 magics of his specialty, This begins as a +1 bonus to saves at level 5, and increases by +1 for every 5 levels 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 MPE 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 MPE 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 MPE 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 *fate*.

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 MFE Boost: From this point onward, when the wizard adds MFE 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.

(Notes: Perhaps the concept of quickening should be dropped altogether?)

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, 4MPE) 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 powrs.

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 MPE 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
BAB: ¾ HD
MPE/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 energy based spells and effects.

Game Rule Information:
Hit Die: d8
BAB: 2/3 HD
MPE/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 much 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 case with a diminished effect.

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 MFE 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 MFE Points:** A Sorcerer gains 1d8 MFE 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 MFE 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, bejeweled 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 <u>may not</u> 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. 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. 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.

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

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 <u>may not</u>) 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 apparattuses 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 altruisms:
- 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
1st:	Prime 1	Energy +1	Spellcasting, Primary Element Antithesis
2nd:	Prime 2	Energy +2	+10% to Primary Variables
3rd:	Prime 3	Energy +3	+1 to DC for Primary
4th:	Prime 4	Energy +4	Sculpt Spell
5th:	Prime 5	Energy +5	Master of the Elements
6th:	Prime 6	Energy +6	+1 to each die for Primary
7th:	Prime 7	Energy +7	Bonus Feat
8th:	Prime 8	Energy +8	Shape Spell Area
9th:	Prime 9	Energy +9	+2 to DC for Primary
10th:	Prime 10/Sec1	Energy +10	Extended Lifespan
11th:	Prime 11/Sec2	Energy x2	+1 to DC for Secondary
12th:	Prime 12/Sec3		+25% to Primary Variables
13th:	Prime 13/Sec4		Bonus Feat
14th:	Prime 14/Sec5		+1 to DC for Secondary
15th:	Prime 15/Sec6	Shock	Elemental Form
16th:	Prime 16/Sec7		+10% to Secondary Variables
17th:	Prime 17/Sec8		+1 to each die for Secondary
18th:	Prime 18/Sec9		Mind Over Elements
19th:	Prime 19/Sec 10		+2 to DC for Secondary
20th:	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 10th 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 wake 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 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.

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 caster level. You no longer suffer any ill effects from naturally cold environments and can walk upon ice as if it were normal ground.

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. You may charge your body with an electric field that harms enemies that touch you, and once per day per +1 bonus of your Influence score, you can emit a pulse that does 1d6 per your sorcerer level as a ray attack (rnaged touch; one target). Lastly, you may *control weather*, as the spell, once per day.

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. 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.

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 20[tgh] 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. 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.

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).

Elemental Form: At 15th level the sorcerer may transform into an elemental with hit dice equal to his own for one round per level. He may use this ability once per day.

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 kevel, 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

Fire Chains
Fire Spheres
Fire Bursts and Blasts
Fire Rays & Bolts
Manipulation of Heat
Fiery Forms

Water Chains
Ice Rays & Bolts
Ice Spheres & Cones
Water & Ice Blasts
Water Creation & Manipulation
Evacuation of Heat (Cold Spells)

Air Chains
Electric Spheres
Electric Bolts & Blasts
Electrical Generation & Power
Wind (Gusts & attacks) & Storms
Gasses & Breathing

Earth Chains
Acidic Blasts
Bones of the Earth (Earthen Forms & Changes)
Shaping of Earth & Stone
Stone Spheres & Bolts
Alkaloids & Alkalines (Poisons & Acid Attacks that change something internally to do damage)

Light Chains
Luminosity Spells (Creation/Generation of Light)
Light Against the Darkness (Light attacks)
Healing Light (Cure/Heal Spells)
Light of Life (Life & Regrowth Spells)
Light of Power (Enhancing Light Spells)

Darkness Chains
Generation of Darkness
Darkness Against Light (Dark Attacks)
Darkness of Death (Death Spells)
Dark Undead (Undead Creation)
Power of Darkness (Enhancing Darkness Spells) [e.g. Spells that infuse caster with powers of darkness.]

Misc. Chains
Freedom & Imprisonment

Alterations (Polymorph, Alter Self, etc.)
Paths & Doorways
Personal Charms (Personal bonus/personal enhancement)
Communication

Trickery Chains
Hexes & Curses
False Images (Illusions)
Personal Illusions
Mentalism & Control Over Minds
Sleep & Dreams

Demonology
Monster Summoning
Call to Serve (Calling/Summoning of Daemons/Outsiders)
Speak to the Spirits (Communion)
Binding of Spirits
Control

Time & Space
Dimensional Spells
Chronomancy
Scrye Sight
Revisionist Reality
Speed & Motion

3.2.4   Alchemist
As "Full metal"

Game Rule Information:
Hit Die: d8
BAB: 2/3 HD
AGE/Level 1d6 per (Int Mod Bonus)

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

Sages gain only divination, conjuration and abjuration spells, but gain 1d10 MPE/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.

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.

GAME RULE INFORMATION:
Wild magi have the following statistics:
>   **Abilities:** Charisma 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

Class Skills

The wild mage's class skills (and key abilities for each) are: Knowledge [Arcana] (Int), Overchannel (Con), Spellcraft (Cha†) and any other six. (Select six more skills to add to your class list of skills at time of character creation.)

Skill Points at 1st Level: (4+Intelligence Modifier) x 4

Skill Points at Each Additional Level: 4+Intelligence Modifier

†Charisma determines not only the wild mage's spells per day and maximum spell circle available but also the wild mage's Spellcraft skill modifier 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 & MFE: Wild magi gain 1d6 MFE per level for each point of Influence bonus. Thus, a wild mage with a 14 Influence gains 2d6 MPE per level, and a wild mage with an 18 Influence gains 4d6 MFE per level. A wild mage can know any number of spells and derives spells from the wizard, sorcerer and druid spell lists.

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 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 (similar to those of a bard).

Bonus starting feat: Wild magi get one extra feat at first level, which can be either a metamagic or item creation feat.

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

Wild Magic Slots: In addition to normal magical slots, wild magi get an additional slot for each circle of spells they can cast. This slot functions as normal, except that instead of preparing spells in it they can use it to cast any spell that is on their spell list (even if they do not know it). 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.

Bonus Wild Magic Slots: At 2nd level and every 3 levels thereafter a wild mage gains a bonus Wild Magic slot as outlined on the table below.

Wild Magic Orbs: Optionally, your DM may require you to carry additional 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 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.

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.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Wild magic, Attuned to Magic, Magical Reverb 33%, Bonus Feat
2	+1	+3	+3	+0	Bonus 0 Circle Wild Slot, Magical Reverb 36%
3	+2	+3	+3	+1	Magical Reverb 39%
4	+3	+4	+4	+1`	Magical Reverb 42%
5	+3 `	+4	+4	+1	Bonus 1st Circle Wild Slot, Magical Reverb 45%
6	+4	+5	+5	+2	Magical Reverb 48%
7	+5	+5	+5	+2	Magical Reverb 51%
8	+6/+1	+6	+6	+2	Bonus 2nd Circle Wild Slot, Magical Reverb

Level	Base Attack Bonus		Fort	Ref	Will	Special
						54%
9	+6/+1		+6	+6	+3	Magical Reverb 57%
10	+7/+2		+7	+7	+3	Magical Reverb 60% Additional Voluntary Reverb Roll (2 rolls)
11	+8/+3		+7	+7	+3	Bonus 3rd Circle Wild Slot, Magical Reverb 63%
12	+9/+4		+8	+8	+4	Magical Reverb 66%
13	+9/+4		+8	+8	+4	Magical Reverb 69%
14	+10/+5		+9	+9	+4	Bonus 4th Circle Wild Slot, Magical Reverb 72%
15	+11/+6/+1		+9	+9	+5	Magical Reverb 75% Additional Voluntary Reverb Roll (3 rolls)
16	+12/+7/+2	`	+10	+10	+5	Magical Reverb 78%
17	+12/+7/+2		+10	+10	+5	Bonus 5th Circle Wild Slot, Magical Reverb 81%
18	+13/+8/+3	`	+11	+11	+6	Magical Reverb 84%
19	+14/+9/+4		+11	+11	+6	Magical Reverb 87%
20	+15/+10/+5		+12	+12	+6	Bonus 6th Circle Wild Slot, Additional Voluntary Reverb Roll (3 rolls) Magical Reverb 90%

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

16	4	3	3	2	2	2	1	1	1	
17	4	4	3	3	2	2	2	1	1	1
18	4	4	4	3	2	2	2	1	1	1
19	4	4	4	3	3	2	2	2	1	1
20	5	4	4	3	3	2	2	2	1	1

Magical Reverb Table (roll 1d12)

1 Spell effects target or area other than intended (roll 1d4)
> 1 Caster (reroll if already cast as a Personal effect).
> 2 Nearest ally (reroll if already cast on nearest ally).
> 3 Nearest Creature (or object if the original spell was targeting an object) other than intended target. Reroll for area effects).
> 4 Area of same size (standard deviation, 10d6 feet away) Reroll for targeted effects.

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 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).
> 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 1d3-1 levels lower (minimum 0).

6 Effect is up to caster and can be of different school but must be 1d3-1 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 causes effects of similar spell 1d6 levels higher (Max Epic Seed)

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 thin gs 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)
11Roll again twice and apply the effects of both rolls. (This is indefinately cumulative)
12 Random metamagic feat applies to spell (roll 2d8)
    2 Energy substitution (roll 1d8)
        1 Fire
        2 Ice
        3 Electricity
        4 Sonic
        5 Acid
        6 Light
        7 Darkness
        8 Pure Magical Energy
    3 Temporally Accelerated (Spell casts as free action like Quicken; adds [TIME] descriptor to spell)
    4 Extended (Doubles spell's duration)
    5 Shortened (Halves spell's duration)
    6 Enlarged (Double spell's range)
    7 Reduced (Halves spell's range)
    8 Widen (Double spell's area)
    9 Narrowed (Halves spell's area)
    10 Energy admixture (roll 1d8)
        1 Fire
        2 Ice
        3 Electricity

4 Sonic
5 Acid
6 Light
7 Darkness
8 Pure Magical Energy

11 Maximized (All numeric variables are max of die; 6d6 = 36, 20d10 = 200, etc.)

12 Minimized (All numeric variables are 1; 6d6 = 6, 20d10 = 20, etc.)

13 Empowered (Numeric variables/damage/healing +50%)

14 Impeded (Numeric variables/damage/healing -50%)

15 Enhanced (Maximized and Doubled; ELG)

16 Diminished (Minimized and Halved)

3.2.7 Mystic Engineer (formerly Technomage)

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: d4

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).

   Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier.

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).

3.2.7 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.

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 is 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 an d special chains.

You may use one Invocation per round that you know, **at will**. A Warlock does not have a MPE 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 a 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 amour), 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 amour 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 amour 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 s 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.

Evevynist – 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.

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 pPriests 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 tha 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.

Furthermore, most deities totally bar their priests from learning spells of certain, specific spheres that contrast with he nature of that god. For example, a deity who's spheres are healing ad life may bar death magic, or a deity who's 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 deities spheres may suffer penalties such as a -25% to -50% reduction in variables, a degrease 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.

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.

They also gain Corruption and taint from using their pact powers, not to mention the initial taint and corruption for making the pact in the first place.

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 (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.

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 compete 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* 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.

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
BAB: 2/3 HD
MPE/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, <u>blocking all access to spells</u> 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 deitiy grants him.

Gaining MFE Points: A priest gains 1d8 MFE per each +1 bonus of his Willpower modifier. That is, a priest with a Willpower of 16 (+3) gains +3d8 MFE 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 illumiation 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.

MFE Costs: A priest's spells use less MFE 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 top the power that supplies his spells, which is commonly known as a

Divine Channel. This is important to note, as one 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 MFE 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 MFE cost until they are satisfied with the priest's performance in their service. This cost may be anywhere from +50% MFE to +100% MFE 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 obn the nature and history of the tribe (or civilization). A good tribal example is: law, fire, healing,

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 MFE 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.

[DEFINE ANBILITIES 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, possible one of his ancestors. He can call upon his spirit guide for wisdom, and to assist in tasks.

[DEFINE ABILITIS GRANTED BY SPIRIT GUIDES AND CREATE AAN EXAMPLE LIST]

Game Rule Information:
Hit Die: d8
BAB: 2/3 HD
MPE/Level 1d8 per (Will Mod Bonus)

Mystic Affinity: Shamans 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, <u>blocking all access to spells</u> until he atones for his actions to the satisfaction of the entity that supplies his power.

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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.

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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).

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Wild magic, Attuned to Magic, Magical Reverb 33%, Bonus Feat
2	+1	+3	+3	+0	Bonus 0 Circle Wild Slot, Magical Reverb 36%
3	+2	+3	+3	+1	Magical Reverb 39%
4	+3	+4	+4	+1`	Magical Reverb 42%
5	+3 `	+4	+4	+1	Bonus 1st Circle Wild Slot, Magical Reverb 45%
6	+4	+5	+5	+2	Magical Reverb 48%
7	+5	+5	+5	+2	Magical Reverb 51%
8	+6/+1	+6	+6	+2	Bonus 2nd Circle Wild Slot, Magical Reverb 54%
9	+6/+1	+6	+6	+3	Magical Reverb 57%
10	+7/+2	+7	+7	+3	Magical Reverb 60% Additional Voluntary Reverb Roll (2 rolls)
11	+8/+3	+7	+7	+3	Bonus 3rd Circle Wild Slot, Magical Reverb 63%
12	+9/+4	+8	+8	+4	Magical Reverb 66%
13	+9/+4	+8	+8	+4	Magical Reverb 69%
14	+10/+5	+9	+9	+4	Bonus 4th Circle Wild Slot, Magical Reverb 72%
15	+11/+6/+1	+9	+9	+5	Magical Reverb 75% Additional Voluntary Reverb Roll (3 rolls)
16	+12/+7/+2 `	+10	+10	+5	Magical Reverb 78%
17	+12/+7/+2	+10	+10	+5	Bonus 5th Circle Wild Slot, Magical Reverb 81%
18	+13/+8/+3 `	+11	+11	+6	Magical Reverb 84%
19	+14/+9/+4	+11	+11	+6	Magical Reverb 87%
20	+15/+10/+5	+12	+12	+6	Bonus 6th Circle Wild

Slot, Additional
Voluntary Reverb
Roll (3 rolls)
Magical Reverb
90%

Scientist (No yet updated for ZRPG)

Scientists, as the name implies, are scholars dedicated to a field, or multiple fields of science. They and 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 nonmagical 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 then 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 plane 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 Skills

The scientist class skills (and the key ability for each skill) are: Analytical Science (any) (Int), Appraise (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Decipher Script (Int), Disable Device (int): Gather Information (Int or Cha), Knowledge (any) (Int), Profession (Wis), Search (Int), Speak Language (None), Use Scientific Apparatus (Int).

Skill Points at 1st Level: (10 + Int modifier) x 4

Skill Points at Each Additional Level: 10 + Int modifier.

Class Features

All of the following re the class features of the scientist.

Weapon and Armour Proficiency: Scientists are proficient with all simple weapons. They are not proficient with any type of armour or shield.

Special Abilities: Upon attaining 7th level, and at every three levels thereafter (10th, 13th, 16th and 19th), a scientist gains a special ability of his choice from amont the following two options.

Skill Mastery: The scientist becomes so certain in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take a 10 even if stress and distractions would normally prevent him from doing so. A scientist may gain this special ability multiple times, selecting additional skills for it to apply to each time.

Feat: A scientist may gain a bonus feat in place of a special ability.
 Base Attack Bonus and Saves: As Wizard.

Section 4.0 "Skills and Languages"

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 ~~equal to ½ his Reasoning score modifier~~ 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 ony 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 WGPs: 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 separate skills:
Defense (Self) is you 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.

~~When using Defense (Self) in combat, you may not be engaged with a foe. You may use this skill to avoid taking blows and to block attacks with weapons or tools, but you cannot attack on your action. Defense (Self) provides you with a better chance of survival, at the cost of retaliation.~~

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 <u>equal to or higher than</u> 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.

You may only parry with a similar weapon, or one capable or 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:

New Skills
Assense

Overchannel
Pilot
Arcane Theory
Applied Science
Nautical
Bureaucracy

Assense (Intuition) [Trained Only]
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.

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 + (Spell Level x 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 1MPE. A character trying to *detect magic* may retry twice that day freely, but if he failed both of these attempts, his next attempt costs 1MPE. Is he fails that, the next attempt costs 2MPE, then 4MPE 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).

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+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+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 of 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 MFE, only a character with an MFE 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: puling 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.

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 with 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

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: Seperat 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 Seperat 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 furthermost 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 (Language of Alchemy)

Languages of Zoria

Section 6.0 "Feats"

Feats:

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

WGP Feat Descriptions:

WG Basic & Simple Weapons
WG Light Blades
WG Heavy Blades
WG Chain Weapons
WG Maces & Clubs (also includes energy-based striking weapons, such as an electric mace)
WG Handguns & Pistols
WG Semi-Automatic Rifles
WG Fully Automatic Rifles
WG Artillery Launchers
WG Large Guns (ship guns)
WG Computer Targeted Weapons
WG Energy Pistols
WG Energy Rifles
WG Energy Blades
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
WG Spells & Rays
WG Exotic
WG Bows
WG Crossbows & Light Projectiles
WG Rarified Metals
WG Mental Construct
WG Large Energy Weapons
WG Robotic
WG Axes
WG Hurled

WG Claw & Hook
WG Double Weapon
WG Picks & Hammers
WG Spear & Lance
WG Polearms
WG Sling & Thrown

Insightful strike:
Requirements: Reasoning 13+; Knowledge (Anatomy) 4 Ranks or First Aid 6 Ranks.

Your knowledge of living organisims has taught you what spots to hit for the best possible damage. Add your REASONING modifier to melee damage rolls instead of MUSCLE.

Perceptive Combat
Requirements: Perception (Intuition) 13+; Spot 5 Ranks; Base Attack bonus +2 or Melee Attack Skill at 5 Ranks or Ranged Attack Skill at 5 Ranks.

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.

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.

Intelligent Shot (Ranged) (Race dependant):

Requirements: Knowledge Anatomy 3 Ranks, or First Aid 5 Ranks, or Favored Enemy (Race); Base attack Bonus +1.

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.

Choose a race (Human, Elf, Dwarf, Orc, etc.) Add your Reasoning bonus to all damage rolls on ranged shots made against the selected race, except point blank shots.

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.

Chronomancer [Chronomancy]

You have studied magic involving the manipulation of time.

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:

Time Sensitive [Chronomancy]

Your prescient abilities have presented you with an acute sense of the passage of time.

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.

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.

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.

Oracle [Chronomancy]

You have the ability to stretch your consciousness into the veils of time and space, in order to direct your actions.

Prerequisite: 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.

Section 10.0 "Spellcasting & 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.

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/Zei
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'haeldedu
Shatter – Obix keloz to'domazé

-3-
Burn No More (Resist Mage Burn) (l3) – 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 zanaz
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

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

Summon V – Umin concur venu'a
Vitalization – Vau-Nai vy'jhekano imanyx
Teleport – Umin La'nayos dedu vas'amor

Summon VI – Umin concur uus veku

Summin VII – Umin concur'to lemane tal
Limited Wish - Ulo erevo imanyx erkyr

Summon VIII – Umin ulios concur tamo aho

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
Uravvel, 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.

Clerical Spells

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 3[rdo]

Prescient Sight
Chronomancy
Arcane 8[tho]
Uses *Scrye* skill to see into the future.

Open Temporal Rift
Chronomancy
Arcane 9th

Suspend Causality
Chronomancy
Arcane 6[tho]
Temporarily halts effects in progress. Spells cast have no effects, nothing may be damaged, no healing occurs, etc.

Suspend Causality
Chronomancy
6[tho]
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 9[tho], 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.

Hindisght
Divination/Chronomancy

8[tho]
Level: Arcane 9[tho], 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: Casters 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 choosen 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

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+Spell Degree + Key Ability + ½ 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 + Power Degree + Relevant Ability Modifier + ½ 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 ½ 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 (roll) + 1 (Power Degree) +2 (Influence 14) + 2 (Level 5/2=2.5, 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 (roll) + 1 (power degree) + 2 (Influence 14) + 2 (level 5/2=2.5 rounded down to 2) + 2 (augmentation) = 20.

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Powers that do not require a save are resolved in other methods as noted in the power description.

New Psionic Powers
New Psionic Disciplines (For PB, Soul, Sanity0
Soulcasting

12.0 Locations
       12.1 Merkano (The Prime Plane)
              12.1.1 Galaxies & Solar Systems

              12.1.2 Planets
                     Merlankh

      12.2
      12.3

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 special 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.

13.0   Divinity
    13.1   Divine Rank
    13.2   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 or worshipers, level of control and how they came into being.
    13.3   New Tiers of Over Deities
        13.3.1 Creatrix
        13.3.2 Lesser Regent
        13.3.3 Regent
        13.3.4 Greater Regent
        13.3.5 Lesser Designate
        13.3.6 Designate
        13.3.7 Greater Designate
        13.3.8 Imandi
    13.4   New Salient Abilities
    13.5   Divinity in Zoria
        13.5.1 Immortals
            13.5.1.1   Sol
            13.5.1.2   Demi-Deities
            13.5.1.3   Gil-Ranis (CG; Rogues, Agility, Dueling)
            13.5.1.4   Amara (Psionics, Secrets, Prophesy)
            13.5.1.5   Vyre Sa'Karu (Fate, Learning, Undead)
        13.5.2 Lesser Deities (move all to intermediate)
            13.5.2.1   T'Zyef (Storms, Weather, Rain, Thunder)
            13.5.2.2   Thyn'ghöz (Darkness, Drow, Underworld)
            13.5.2.3   Calmenos (Murder, Illusion, Vengeance)
            13.5.2.4   Selmenos (Slaughter, Demons, Massacres)
            13.5.2.5   Yea've (Fertility, Childbirth, Life)
            13.5.2.6   Delde (Woodlands, Flora and Fauna, Trees, Nature, Animals)
        13.5.3 Intermediate Deities
            13.5.3.1   Keldor (Destruction, War, Ugliness, Disease)
            13.5.3.2   Jh'Karr (Crafts, Artisans, Smiths, Creation, Dwarves)
            13.5.3.3   Quvax (Roads, Home, Travel, Exploration)
            13.5.3.4   N'Tra (Undead, Pain, Hate, Spiders)
            13.5.3.5   Omande (Brawling, Cities, Protection, Humor)
            13.5.3.6   Umande (Mercy, Passion, Endurance, Healing)
            13.5.3.7   Revistas (Psionics, Gem cutting, Cats, Communication)
            13.5.3.8   Hvylaxta (Truth, Balance, Chivalry, Honesty, Civilizations)
            13.5.3.9   Weldankh (Killing, Pain, Conquest, Suffering)
        13.5.4 Greater Deities
            13.5.4.1   Aldus (Time, Law, Discipline, Planning, Honor, Fate, Learning, Commerce, Supreme, Judgment)

Aldus

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

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 follows 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 it's center, forming a horizon with rays of light beneath, and stars of twilight above. She had long whit 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 en 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. Talysius 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.

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.

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.

4   The Zoria Setting Details and Localities
4.1 **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, except possibly sharpened bones.
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	— None
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	— None
Space Travel Types & Speeds	— None
Teleportation Capability	— None
Tools & Machinery	— Hand mill.
Vehicles	— Small boats and rafts powered by paddle.
Water Management	— None
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 mathemetics (multiplication, algebra, etc.)
Matter Manipulation	— Very primitive Alchemy
Medicine	— Organized medicine in early development; Elixers, leechcraft.
Metals	— Bronze
Philosophy	— Basic originating theories of philosophy.
Political Systems	— Monarchical.
Religion	— Organized religion is commonplace.
Sciences	— Very basic alchemical sciences begin.
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	— Aquaducts, 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 mathemetics (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.
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	— Aquaducts, 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; 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	— Aquaducts, 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 (extemely rare to uncommon).
Language	— Fully developed spoken languages; Phonetic writing systems.
Mathematics	— Geometry, advanced mathemetics (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, Replublic.
Religion	— Organized religion is commonplace.
Sciences	— Alchemy, chemistry, astrology, astronomy, Neutonian 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, nprimitive photography (uncommon to rare).
Vehicles	— Wagons, wains, chariots. Medium to large sailing ships, plus oar powered vessels, railroads (late), dirigibles, bicycle.
Water Management	— Aquaducts, waterways, siphoning.
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 mathemetics (multiplication, algebra, etc.), calculus.
Matter Manipulation	— Alchemy
Medicine	— Anatomy unveiled. Advanced medicinal development. Concern for health, exercise, diet, etc. exists. Acupuncture, chiroparacty, "Easter" medicione, pills and tinctures, early psychology and psychiatry.
Metals	— Bronze, Iron, Steel, Laminated Steel, Alloys of Steel
Philosophy	— Platonic Philosophy
Political Systems	— Monarchical, Democratic, Imperial, Replublic, Socialist (rare in late part of era).
Religion	— Organized religion is commonplace.
Sciences	— Alchemy, chemistry, astrology, astronomy, Neutonian 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, 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, deriggibles, early airplanes (late), bicycle, trolley.
Water Management	— Aquaducts, waterways, siphoning.
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 mathemetics (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, chiroparacty, "Eastern" medicione, 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, Replublic, Socialist; Politics rule the world.

Religion — Organized religion is commonplace.

Sciences — Alchemy, chemistry, astrology, astronomy, Neutonian 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, commin in mid-to-late), railroads, wheelchair, airplanes, dirigibles, zeppelins, bicycle, trolley, tram.

Water Management — Aquaducts, waterways, siphoning, 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.

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, neuro-surgery, 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 co,puters (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 mathemetics (multiplication, algebra, etc.), calculus, quantum mathematics.

Matter Manipulation — Alchemy

Medicine — Anatomy well known. Advanced medicinal development. Concern for health, exercise, diet, etc. exists. Acupuncture, chiroparacty, "Eastern" medicione, pills are commonplace, tinctures, Freudian-level psychology and psychiatry are commonplace; Neurology, the X-Ray and Floroscope. .

Metals — Bronze, Iron, Steel, Laminated Steel, Alloys of Steel, Titanium, rarified metals, radioactive metals, non-terrestrial metals.

Philosophy — Platonic Philosophy; Socialist Philosophy. Altruism

Political Systems — Monarchical, Democratic, Imperial, Replublic, Socialist; Politics rule the world.

Religion — Organized religion is commonplace.

Sciences — Alchemy, chemistry, astrology, astronomy, Neutonian Physics, Quantum physics and Quantum mechanics; temporal mechanics and string theory; Advanced Mystic Theory.

Space Travel Types & Speeds — Early rockets begin at astart 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, "morden" plastics, synthetic elements, satellite transmissiom, 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   — Aquaducts, waterways, siphoning, 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, millisles 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), hologyraphic crystal circuits.

  Computer Types   — Very advanced microprocessor-based computers (early) , organic brain computers (mid0 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 mathemetics (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, chiroparacty, "Eastern" medicione, pills are commonplace, tinctures, Freudian-level psychology and psychiatry are commonplace; Neurology, the X-Ray and Floroscope; Nanites; early brain-transplantation; cymernetics commonplace.

Metals   — Bronze, Iron, Steel, Laminated Steel, Alloys of Steel, Titanium, rarified metals, radioactive metals, non-terrestrial metals.

Philosophy   — Platonic Philosophy; Socialist Philosophy. Altruism

Political Systems   — Monarchical, Democratic, Imperial, Replublic, Socialist; Technocrstic, Global-Empire. Strife rules the world.

Religion   — Organized religion is commonplace, but not prevailent. .

Sciences   — Alchemy, chemistry, astrology, astronomy, Neutonian Physics, Quantum physics and Quantum mechanics; temporal mechanics and string theory; Advanced Mystic Theory.

Space Travel Types & Speeds   — Ion-drive space craft; sateliites, space stations. First off-world colonies; Ararchic 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, "morden" 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   — Aquaducts, waterways, siphoning, 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, millisles 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 psi-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 10x 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, biodomes.

Building Materials — Most stone, wood, metal, mortar, cement, acrylic, plastics.

Circuit Types — Vacuum tubes, transistors, Integrated Circuits & Microprocessors, organic circuits, crystal computers (late), hologyraphic crystal circuits.

Computer Types — Very advanced microprocessor-based computers (early) , organic brain computers (mid0 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 Absorbtionm.

Language — Fully developed spoken languages; Phonetic writing systems, computer programming languages.

Mathematics — Geometry, advanced mathemetics (multiplication, algebra, etc.), calculus, quantum mathematics.

Matter Manipulation — Alchemyl; 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, chiroparacty, "Eastern" medicione, pills are commonplace, tinctures, Freudian-level psychology and psychiatry are commonplace; Neurology, the X-Ray and Floroscope; Nanites; early brain-transplantation; cymernetics are commonplace; Xenobilology, Xenopsychiatry & 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, Replublic, 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, Neutonian Physics, Quantum physics and Quantum mechanics; string theory; New "Temporal Physics" replaceas all older physics sciences; dimensional physiocs; Advanced Mystic Theory; Psionic Sciences.

Space Travel Types & Speeds — FTL space craft{Warp: 1xC (early); 2xC (mid) 5xC (late)}{Hyperspace 2xC (early); 5xC (mid); 10xC (late)}; sateliites, 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, "morden" 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   — Aquaducts, waterways, siphoning, 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, millisles 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.

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.

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-tem 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, 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), hologyraphic crystal circuits.

Computer Types — Very advanced microprocessor-based computers (early) , organic brain computers (mid0 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 Absorbtionm.

Language — Fully developed spoken languages; Phonetic writing systems, computer programming languages.

Mathematics — Geometry, advanced mathemetics (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, chiroparacty, "Eastern" medicione, pills are commonplace, tinctures, Freudian-level psychology and psychiatry are commonplace; Neurology, the X-Ray and Floroscope; Nanites; early brain-transplantation; cymernetics are commonplace; Xenobilology, Xenopsychiatry & 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, Replublic, 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, Neutonian Physics, Quantum physics and Quantum mechanics; string theory; New "Temporal Physics" replaceas all older physics sciences; dimensional physiocs; Advanced Mystic Theory; Psionic Sciences; Subspace field manipulation.

Space Travel Types & Speeds — FTL space craft{Warp: 10xC (early); 15xC (mid) 20xC (late)}{Hyperspace 24xC (early); 35xC (mid); 50xC (late)}; sateliites, space stations; off-world colonies; extra-solar colonies. Stargate-type travel.

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, "morden" plastics, synthetic elements, ion drive, FTL, transmat, Stargate.

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.

Water Management — Aquaducts, waterways, siphoning, 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, millisles 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 interdimensional 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.

Psionic linkage systems begin tot 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 Warp 50xC and Hyperspace 120xC.

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.

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.

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.

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 interdimensional relations are formed.

18 — Spacefolding is now the prevailing method of travel, and interdimensional colonization has begun. Researching the physics of other dimensions and realms is now a priority. Deep research into the nature of time continues, and the first time-ship is devised.

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 on a cosmic level.

4.2 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:

Zoreac		Elven
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:

Zoreac		Elven
Erevnojh	—	Elenya (Starsday)
Galnojh	—	Anarya (Sunsday)
Felnojh	—	Isilya (Moonsday)
Delnojh	—	Alduya (Treesday)
T'Zenojh	—	Menelya (Skysday)
Imanojh	—	Valanya (Godsday)
Zannojh	—	Tarion (Kingsday)