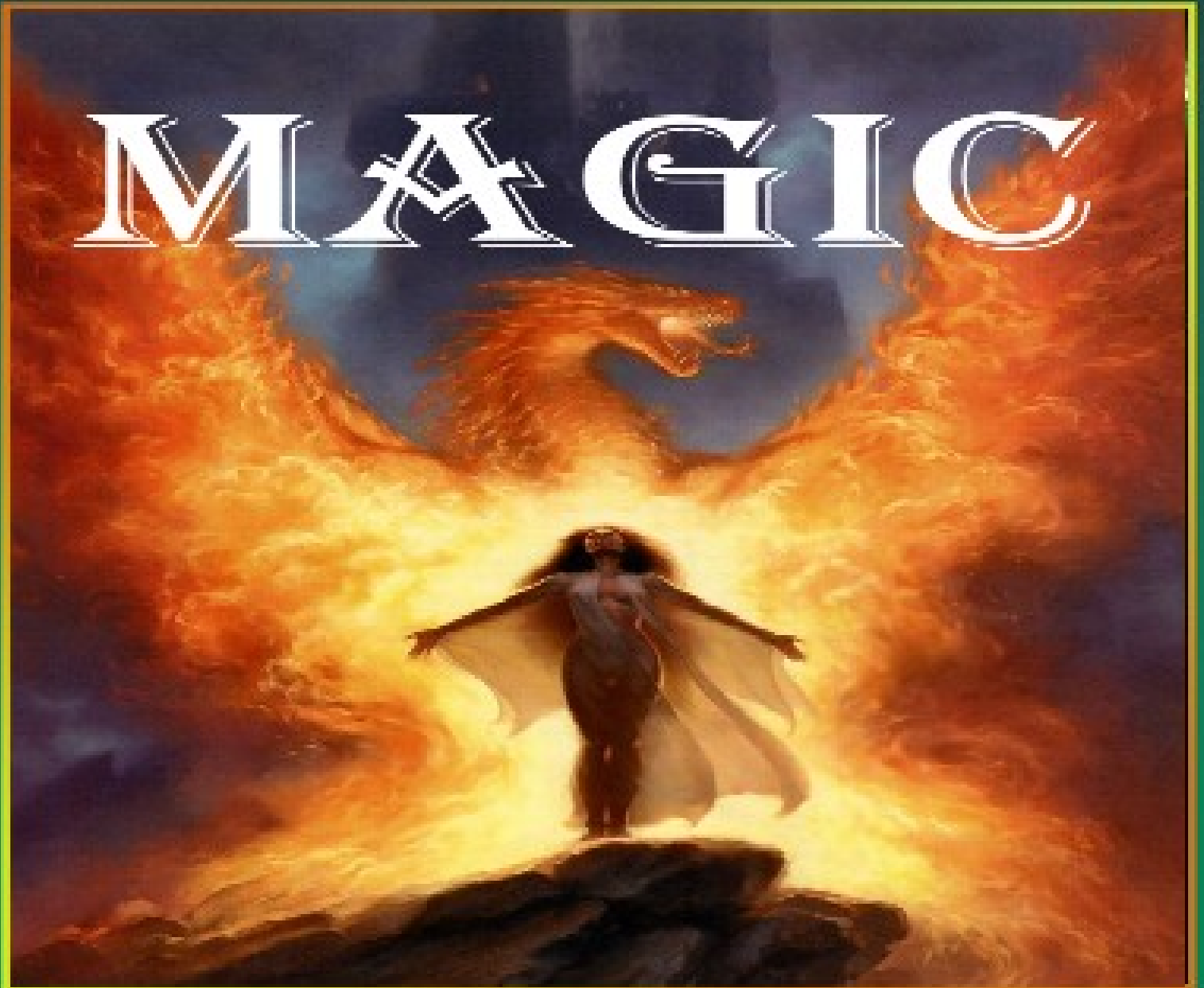


Beyond Heroes

Core Supplement BH4

MAGIC



The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book IV: The Book of Magic

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FOREWORD

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

There were way too many spells to fit into this book. They may instead be found in BH5: The Book of Spells. This is the third version of this book, it now also includes descriptions of the various magic classes.

Magic is ever-changing. The extent of a character's magic use differs greatly from tale to tale and from author to author. While there exists a pattern and definition for mutants and so forth, there is very little about magic that is "carved in stone". Indeed, as time goes by, we discover more and more about the magical creatures that inhabit the various dimensions surrounding Earth.

Sometimes called "Sorcery", Magic is a term used to describe the mystical ability of some characters to use their ethereal abilities to cast spells, conjure magics and create a large number of other abilities from it. It differs from the supernatural because these characters have an inherit use of their abilities which, in most cases, extend from themselves. To cast a spell, the magic user draws "magic energy" or "mana" from thin air; the dimension of the Earth was once full of these energies. But with scientific advancement, these energies are less abundant today. Some places are still strong in mana, such as Stonehenge, a Parliament of Nature grove, Atlantis, Ayers Rock, and magical dimensions.

The characters in the Beyond Heroes multiverse don't use a standard spell progression table. Instead they are assigned a number of Mana points based on their character class and level. Mana are the flows of magical energy that mortals can manipulate to cast spells. There are thirty three spheres, each reflecting a particular branch of magic. Each time a mage wishes to use the force of magic, he must do so by using a spell. When a spell is filled with mana, the mage wills into being a desired outcome. He can cast any spell he knows so long as he has sufficient mana remaining to do so. It is also possible for spells to perform critical hits.

Each day a spell casting character has a magic threshold, a limited amount of mana. The spell is never removed from the spell casters memory, and the same spell could be used over and over as long as their is mana in the character's mana pool. To recover mana a character must rest. Assuming that a full 10 hours of rest can recover 100% of a character's mana, then for each hour of rest a character would recover 10% of their total mana.

Some classes like Deacons receive all their spells from their patron, and can access any spell their patron knows. They are still limited though by how much mana they have. Additionally their patron may decide to cut off their spells (usually as part of a much

larger storyline in a campaign). Anyone can cast spells but not everyone knows how to or has enough mana to cast even the simplest cantrip.

1. AN INTRODUCTION TO MAGIC

Welcome to the secret and mysterious worlds of enchantment that lie on the edges of the universe, to the realms of shadow on the fringe of reality, and to the invisible labyrinth. Magic is everywhere and nowhere to be seen. It walks the nature paths, strides across the fiery cosmos, quietly sprouts through cracks in the sidewalk, and scuttles through the bowels of Hell. Magic may be as flamboyant as the act of a stage magician or as still and quiet as peaceful dreams. Magic is eternal. No two have ever found magic in exactly the same place.

Magic is infinite. From Earth's reality to the dimensions of the Faerie Realms, the After Realms, and all the parallel worlds. Magic is the force that binds reality and joins all of creation together. Magic flows through the entire universe like a silent, imperceptible presence, permeating every corner of the cosmos. Mystic forces play with the universe: defining it, and being defined by it in turn. Although magic pervades the entire length and breadth of the universe, it is impossible to see it completely or comprehend it fully. Many people live their lives utterly oblivious to the powerful forces at play in the most mundane objects and the simplest acts.

Magic is uncertainty, and certainty. Magic breaks all the rules, and makes the rules. Its very essence is paradox and irrationality. It contains logic and recognizes reason but it is bound by neither. It is possible to explain any part of creation logically without ever acknowledging the presence of magic. But magic is there—quiet—intangible—inexpressible—alive—and very, very powerful.

In the magical world, all things are interconnected. Small events are inextricably linked to large ones. A grain of sand reveals the universe. The movements of stars reflect the actions of nations. One Man's fate can be read in a deck of Tarot cards. Because the universe is fundamentally interconnected, the actions of any one being have great repercussions on everything else. Even those beings who do nothing at all affect reality just by observing it.

This is the basic structure of magic. The magician's Art is simply understanding the natural influence the universe has on all beings and the natural influence all beings have on the universe in return. There are as many ways to master this connection as there are creatures capable of comprehending it. Therefore, there are an infinite number of completely contradictory paths to understanding magic.

Modern man cannot comprehend this dichotomy. His science is based on the rational, the explicable, and the reproducible. Science has no room for magic, which is irrational, reproductive, and by its very definition, supernatural. So science, unable to understand magic, is continually at odds with it. Refusing to believe in magic does not cause magic to vanish. Even superheroes with a solid basis in science and cold, hard reality

continually run into magical opposition. People who dismiss magic because it is not rational are a bit like children who cover their eyes so other people cannot see them. Ignoring magic does not make it go away. It creeps in uninvited. It is everywhere and nowhere to be seen. You can live your whole life oblivious to it, or you can see it in every blade of grass.

The History of the universe is rich in mystery and steeped in magic. From the earliest moments of the cosmos to the end of everything, magic is alive and enchantment is afoot. Before the universe began, there was a space without expanse and time without duration. No existence. No change. The universe was born wailing and in pain. Light, time, heat, matter and the potential for life came screaming through from emptiness. Something from nothing—the original paradox upon which the entire universe hinges.

Dimensions formed and gave shape to the expanse. Raw matter swirled into galactic clusters and filled the newborn space. Fire and power and raw energy filled the void where once there was silence. This void, the Chaosplasm, remained, just outside the matter of creation.

At the heart of creation, a gleaming, silver city formed. This world, made of the purest light, was the fortress-home of the first created beings: the angels. This was Heaven, and its walls enclosed and defined all reality. The angels were beings of purity and light, perfect in every way. Among them were the archangels: Uriel, who rules the worlds; Raphael, who oversees humanity; Michael, who is set over Chaos; Saraquael, who is set over the Spirits; Gabriel, who is lord of the Cherubim and Seraphim; and Raguel, charged with the mission of vengeance.

For reasons beyond mortal comprehension, the greatest of the angels, Lucifer Lightbringer, rebelled against Heaven and was cast down into the Chaosplasm along with his rebellious hosts. Whether this was an unpredictable act or part of a great plan is also unknown. Attempts to phrase divine motivations in human terms are prone to failure. Thus was Hell formed in the void, populated by angels disfigured and transformed into demons.

Reality had not completely stabilized at this point, and the universe was a place of paradox and contradiction. In these primordial days, Earth was a cooling lump of lifeless magma floating in space, but one frame of reference away, it was a concave dish populated by the horrid race of demonic creatures called the Predead. These demonic creatures were life that is not life, and they were jealous of the true life and true reality that would soon follow their spawning. Slowly, the reality of the Predead faded from Earth. The nightmare creatures lived on, but their frame of reference no longer coincided with that of Earth. In haste, before a race known as the Timeless Ones finally banished them from Earth, the Predead demons created talismans that would allow others to summon them back.

The Predead call to Mankind from across the gulf of reason, and sensitive humans have visions and dreams of these beings. Many mortals confuse their raw power for godliness

and mistakenly summon them into Earth's plane. Even though their extra-dimensional realms sometimes overlap, the Predead should not be confused with the demons who fell with Lucifer. In some ways, the Predead are worse than demons. As the universal reality stabilized in the wake of Krona and the Guardians' actions, powerful elemental energies began to stake out territory in the magical spheres. Leftover Chaosplasm and creative matter found themselves locked in a deadly struggle for dominance. Some of these evolved into the powerful beings known as the Lords of the Infernal and the Lords of Light. The Lords of Light fought for the continuance of life and matter, and the Lords of the Infernal fought to degrade and destroy it.

Slowly the Earth cooled and life appeared in abundance. The first life forms to gain sentience were the plants. Yggdrasil, the world-tree, was the first of Earth's children blessed with slow, green thoughts. A group of sentient trees grew into a sacred grove, using organic magic. They created the race of plant elementals and other plant lifeforms. The great Lizard Kings were among the first native Earth race to study and codify the art of magic. They built civilizations in forms beyond our comprehension and lived lives of mystery and wonder in the primordial golden age. But their civilization fell, and they died to the world in the first terrestrial armageddon. Over the subsequent ages, humankind arose as a power. Humans were the third great race to have mastery over the Earth. Since they had only faint knowledge of the Predead and the Lizard Kings, they believed themselves to be the first. Men built and toppled many kingdoms during this time.

During this Golden Age, Mage Lords probed the secrets and mysteries of the universe and delved into the inner recesses of their souls. It was a time of adventure, of unbridled passion, of wonder and enchantment. Beings of godly power freely walked the Earth and the Faerie races consorted openly with men in a virtual paradise on Earth. They all sang praises to Gaea, the primal goddess and spirit of the Earth. During this time, men and women walked the land as equals and loved freely and courageously, without restriction or fear.

The dualistic nature of humankind was not feared and the union of male and female was celebrated as a high expression of magical oneness. Ancient mages revered the intuitive, creative side of the feminine principle, and the logical, analytical side of the male principle. Most importantly, the Golden Age was a time when man understood the exalted nature of his being and revelled in the powerful miracle of his existence. The greatest magical kingdom of the Golden Age was Atlantis. All of man's most noble aspirations culminated in this shining city of wonders, and it endured for thousands of years. Built for enchantment, sustained by wizardry, and deeply grounded in the purity of magic, Atlantis stood as a beacon of hope to all people, a radiant symbol of all that man could attain. Atlantis was magic, and magic was Atlantis. Then one day, Atlantis was no more, destroyed during a last ditch attack by the Lizardmen and then swallowed by the Ice Age and enveloped by the floodwaters of its retreat.

As Atlantis sank beneath the waves, it submerged beneath the tides of memory, leaving no trace of its existence. The waters that washed it away took more than the city and much of its magic, they took the dream. Out of the sunken rubble of the broken world

came new life. Man was literally washed back to the Stone Age in the flood, and it took him tens of thousands of years to rise from the wreckage. With the passing of Atlantis, man was left without a visible connection to his mystical guides and had only a dim, crude memory of the magic. Life became a constant struggle for survival as man wandered the cold, dark, frightening world, lost and alone.

In anger and pain over his half-remembered fall from the paradise of Atlantis, man became cruel, selfish and territorial. He feared everything that was different. Primitive man hated the race and gender variations so prized by the Atlanteans and used them as an excuse enough for intolerance and savage brutality. Tribes hated and feared one another; one village or race considered people from another village or race to be evil simply because they were different. This was the start of racial and national divisions that would plague humankind and keep humans from experiencing oneness with their fellow men. In addition to fearing strangers, male tribesmen greatly feared the females of their own tribes because of the women's seemingly miraculous powers of conception and childbirth.

Women were often singled out as targets of male frustration and anger. These harsh, unreasoned fears stayed with humankind for millennia and echoed through the ages in the persecution of the Amazons, the burning of witches, and the minimization of women's roles in governing society. Not all cultures feared their females. Some revered the procreative powers of women and honoured the sexes as equal. These cultures worshipped the life-giving energy of the world as Gaea, the All-Mother and produced healthier civilizations than their sexist cousins.

As visible magic faded after the deluge, the divine forces that had sprung from that magic faded as well. Primordial gods and beings of power arose to take their place, evolving along with Stone Age man. They were primeval, elemental forces, as crude and unformed as the early humans who feared and worshipped them. Primitive man racked his brain to express the powerful ideas that were hidden just below the waterline of his own subconscious.

In frenzied dances, starkly beautiful cave paintings, evocative chants, interactive storytelling sessions, and savage rituals, he tenaciously grappled with hidden truth as fiercely as he grappled with the beasts that preyed on him. The enchantments that aboriginal man developed were harsh, painful, and deeply personal. Violent lives bred violent rituals, and in the darkness punctured only by treacherous fires, primordial shamans rekindled the spark of magic. New empires spread like wildfire, fed by man's enthusiasm for growth and adventure, and fanned by magic.

In Africa and Asia, civilizations rose as man grew and explored his world. Mythical creatures took form and sprang to life as man struggled to remember and re-create the magic that lay deep within him. Monsters, dragons and gods emerged from the streams of magic as early man interacted with the eternal forces. As man evolved, these magical beings took more elaborate form, developing from raw, elemental beings into sophisticated powers. The pacts they made with their followers reflected this heightened self-awareness. Two forms of civilization developed during this time; life-affirming

cultures and life-rejecting ones. The life-affirming cultures connected with their rich magical legacy and were able to flourish and grow. These societies revered the Earth, freedom, nature, their sexes, self-expression, and the divine spark hidden within all people. The life-rejecting cultures hated and feared the magic and wonder that was the land and their bodies. These peoples spumed lives of joy and developed rigid, restrictive, inhibited societies that were forever jealous of their more prosperous, radiant, open-minded neighbours.

Magic developed among these repressed peoples as well, but theirs was a twisted, wicked magic of denial, cruelty, and self-loathing. The life-rejecting tendency twisted its way into all civilizations and sprang up throughout history, creating spasms of intolerance, fanatic cult activity, environmental degradation, and genocide. Once these hate-filled, warlike forces took root in a culture, they often destroyed the nation that harboured them. They tore down ancient civilizations like Atlantis, Themyscira, Camelot, and Rome and modern nations like Germany in the 1940s. Fortunately, the life-affirming forces have always proven strong enough to keep humankind alive and growing.

In ancient Mesopotamia and Egypt, wise men and women probed esoteric mysteries, constructed intricate rituals, and created a complex symbolism to utter the inexpressible. Languages and naming systems were developed to encode these mysteries for future generations. Great strongholds like the Library at Alexandria were built for the storage and study of mystical books. In China, Greece, the Middle East, and farther corners of the old world, man's cities blossomed like exotic flowers, all grounded in magic. The ancient gods strode these lands and were often in direct communion with their worshipers, interfering in the lives, loves, and wars of their followers.

This manipulation led to the creation of a host of enchanted beings, magical items and mystic lands, as gods and men fought the ages-old struggle between strict control and self-reliance. As the new religion of Christianity swept across Europe with the legions of Rome, native religions began to disappear. The Druids and Earth worshipers were denied their magical and spiritual heritage and converted sometimes at the point of a sword.

While most of Europe turned to the Church of Rome, worship of the pagan gods went underground. In some cases, the worship of the old gods could not thrive in the dank air of covert worship, and the magic grew tainted. Some of the priests turned against their original purpose and became as cruel as their oppressors claimed they were. Some of the newcomers also ravaged the land, destroying the old places of power, even building new places of worship on the old power sites.

Early in the first millennium of the Gregorian calendar, the old religion and the new met in a unique flowering of civilization. A great kingdom arose in Britain, unifying the knowledge of the old religion with the truths of the new. The wizard Merlin Ambrosius and the boy king Arthur Pendragon created a haven where wisdom could flourish and mysteries of the ages could be explored. The kingdom of Camelot echoed the majesty of

lost Atlantis and drew the greatest heroes of the age like a magnet. It stands as a supreme irony that Merlin, a son of the demon Belial, used pagan forces to help Arthur unify Britain in the name of the Christian God. In Camelot, the sacred mysteries of the old and new religions were both understood and appreciated. But such tolerance and honour were not to last. Like Atlantis, Camelot was violently overthrown by the dark forces of ignorance and cruelty.'

The dark, life-rejecting forces won a major victory with the fall of Camelot, and much of the known world fell under a shroud of despair, disease, and death. As with the sinking of Atlantis, the destruction of Camelot caused more magic to fade from the plane of Earth. During the Middle Ages, men tried to mirror the grandeur and noble aspirations of Camelot but fell far short. Instead of noble quests, they embarked on bloody Crusades and horrific Inquisitions. The mystical organizations of this era were pale shadows of their former selves. The Knights Templar, Rosicrucians, and the mysterious Illuminati all worked to preserve magic in some form but frequently became corrupted by wicked, self-centred men.

Still more magic was lost. Science, long dominant in the rest of the universe, made its way to Earth in alchemical cauldrons during this time, and it left even less room in the world for magic. The Faeries and mythic beasts faded from the sight of man, remembered only by poets and children. By the 1400s, the world had become so inhospitable to magical creatures that a contingent of Faeries decided to leave Earth's plane forever. Some went to the Gemscape. Others disappeared beyond the dimensional folds to worlds still uncharted. Over the following centuries, the Faeries continued to leave Earth's plane until virtually all were gone.

But all was not lost. Some mystical knowledge survived the fall of Camelot and was stored in the newly created universities. Thus, the brave and the curious could still taste the wisdom of the ages. By the 17th Century, science had seized the imaginations of men, leaving little room for magic. The forces of intolerance were in full power, with witch burnings and inquisitions designed to stamp out the last vestiges of magic and old religion.

The twin powers of reason and unreason sought to destroy that which was beyond reason. Even though the magic of Atlantis and Camelot had faded, the wisdom of those kingdoms was carefully preserved in secret societies and in universities, and it reemerged in the Age of Enlightenment. The fires of liberty and justice burned in the hearts of a courageous band of enlightened scholars. These men, many of whom were initiated in esoteric orders of knowledge, led the struggle for independence and created the United States of America.

The 20th Century saw a rebirth of magic and wonder unprecedented in the history of the world and rare in most of the cosmos. Heroes and villains of every type burst onto the scene, following the siren call of the meta-gene. They were the products of forces ranging from mysticism to super-science. Despite their actions and high profile, most people refused to believe in magic. Some of these mystical heroes disguised their supernatural

abilities by pretending to be stage magicians. Others simply had little contact with mortal men. In the second half of the century, more superheroes exploded onto the scene. In some futures, light wins the war, and in other cases darkness spreads to cover the world. In most futures, humankind survives in one form or another. After this war, civilizations rise and fall. Mankind chooses to forget magic, and magic fades away. But with the return of the Gemscape to Earth's dimension, magic returns. The invasion from the Strange Realm saw the highest spike in mana in earth's history. But even with the invasion defeated, modern earth retains much of its increased magic levels.

2. HOW MAGIC WORKS

1. Key

There are a few terms that are either new or redefined for magic use.

Artifact - A magical or technological item of great power, antiquity, or fame. Artifacts are usually one-of-a-kind items.

Caster - Someone in the act of using a spell. This word is used to distinguish a person using a spell from a person or thing that is the target of a spell.

Magically Enhanced - A character whose abilities have been permanently affected by magic, a type of Altered Supernatural.

Magical Artifact or Item - An item created by magic or any item that functions by magic.

Magic-Wielder - A character able to use spells. Such characters may also be called magic users, magicians, sorcerers, wizards, enchanters, etc.

Spells - The spells of a magical character are just like the powers of another hero, except that they are derived from magical sources. These are also called enchantments, incantations, etc.

2. Magical Energies

Magic and Mana

All magicians draw their power from a stream of raw magical energy that surrounds and penetrates the whole of the multiverse. Although Earth sorcerers most frequently refer to this energy as mana, it has acquired many names over more than 10,000 years of human civilization — gumbo, hoodoo, karma, luck, vibes, kismet, evil spirits, and so on. It is easiest to envision the mana stream as an invisible river that passes through every living being and every physical object in the multiverse. In some places, this river flows stronger than in others.

Because of the essential opposition between the magical and scientific paradigms for observing the universe, mana flows less freely through places where science is particularly well-entrenched. Along similar lines, there are other areas with mysterious properties that increase the intensity of the mana flowing across them: the grove surrounding the Parliament of Nature, the pyramids of ancient Egypt, the whole of the Faerie Realms, and so on.

In most dimensions, regions in which the mana flow is particularly strong tend to be arrayed geographically in complex, yet recognizable patterns. On Earth, these patterns are the commonly called ley lines. Most mana-rich areas on Earth lie along the complex ley-line network. Areas where several ley lines converge are of particular mystical potency. For centuries, various Earth sorcerers have attempted to draw complete maps of the ley-line network, but even the best modern maps of the ley lines remain crude and incomplete.

Not only is the mana flow stronger in some regions than in others, but the mana stream passes through most living creatures and physical objects with variable intensities as well. On Earth, the mana flow passing through cats, ravens, and toads is unusually strong. In fact, most animals are more attuned to the mana stream than humans are, probably due to the fact that humans are prone to succumb to the rational or scientific paradigm. The unusually strong link between animals and the mana stream manifests itself in many ways: the uncanny ability of herd animals to detect danger, the mystic sigils formed by flocks of migrating birds, the ability of pigeons to cross hundreds of miles to return to their homes, and so forth.

Although the mana stream generally passes through humans with less intensity than it passes through most of the lower animals, some unusual humans are remarkably mana-sensitive. In nonmagical characters, a strong affinity for mana energy generally manifests itself as luck, power, and presence. Although the mana flow through particularly a sensitive beings is always stronger than the flow through less sensitive beings, the intensity of the mana stream within any given being is anything but uniform.

In the Earth dimension, mana tends to pass through living beings in waves of peak and valley, with the flow through each individual dependent somewhat on the intensity of the flow through his current geographic region. A being who is experiencing a mana peak generally benefits from good fortune and often finds himself at the centre of a series of amazing coincidences. On the other hand, a being who is at the bottom of a mana valley tends to fall victim to ill fortune and cold rationality. Experienced students of the mystic arts can often chart their own mana cycles, allowing them to forecast periods of peak performance and to gauge their luck.

Just as the intensity of the mana flow through a living being is subject to periodic fluctuations, so too is the intensity of the general mana stream that flows across an entire geographic region or even across an entire dimension. Thousands of years ago, mana flowed across the entire Earth dimension with a much greater intensity than it enjoys today. During this earlier age, known to modern students of the occult as the Reign of Wild Magic, sorcerers were relatively common on Earth. The legendary Merlin of Camelot, and many others all benefited from the mana glut.

But later, roughly 1,000 years ago, the entire Earth dimension began slipping down into broad mana valley that has yet to reach its nadir. In fact, it was this sudden drop-off in mana energy that prompted the wizard kings of ancient Earth to leave for the mana-rich dimension of Gemscape. It is also no accident that the era of greatest decline in the

ambient mana levels on Earth coincides with the European Renaissance and the subsequent rise of the scientific paradigm. At present, the available magical energy on Earth is once again on the rise.

Sources of Mana Energy

In most dimensions, mana springs from the well of available possibilities. Mana is formed when this proto-magic (sometimes known as “yin forces”) intermingles with other, more mysterious energies (known to occultists as “yang forces”). Known yang forces include life, love, imagination, dreams, honour, and despair. In dreams, of course, all things are real and magic is powerful. The Dreamtime is the largest storehouse of magical energies in the cosmos. Within the Realm, a great deal of stray mana is stored in the form of eldritch stories which makes its way into the Earth dimension through the dreams of its inhabitants.

Tapping the Mana Stream

Characters with magical powers or abilities can somehow tap into the mana stream and redirect its energies for their own purposes. In order to fire an explosive energy ray or to teleport himself to another dimension, for example Dimitrios taps into the mana stream and transforms its power into the energies necessary to accomplish his aims. Without ambient mana energy he would be powerless, just as a television or a toaster will not function without a source of electricity. This is one of the reasons why many of the most powerful sorcerers (such as the Lords of Order) tend to avoid the Earth dimension. Such beings prefer dimensions in which more ambient magical energy is available, allowing them to exercise the full breadth of their mystical powers. There are two basic methods of accessing the mana stream in order to perform some sort of magical feat: sorcery and ritual.

Sorcerers are formidable beings with the power to channel the ambient mana energy. Because of the sorcerer’s direct contact with the mana stream, his accomplishments are generally limited only by his imagination and power level. A good sorcerer, for example, can effortlessly discharge amazing quantities of lethal energy, teleport across the globe, summon extra-dimensional creatures to his side, or transmute lead into gold. Whenever there is a mystical crisis, waves of mana emanate from the crisis point and travel outward in complex patterns.

Since mystical crises remain relatively rare, whenever large reserves of mana are available, magic-wielders of all types experience a sudden, frightening increase in potency. Another interesting property is that in these times of crisis any travel along its geographical flow (such as Ley Lines) is inexplicably expedited. Veteran spellcasters often develop the ability to feel when a crisis is beginning, allowing them to take advantage of such travel opportunities.

Of course, not all sorcerers can channel mana energy with equal proficiency. Two factors combine to determine a sorcerer’s potency: the strength of the sorcerer’s bond with the mana stream and his skill and experience in channeling the mana energy. An unusually mana-sensitive magic wielder has a much greater store of energy to draw upon than most

of his colleagues and consequently can perform more astounding feats. At the same time, skilled or experienced mages can make the most efficient use of whatever energies are at their disposal. Obviously, the most potent sorcerers are both mana-sensitive and experienced, although this particular combination is rare indeed.

Often true sorcerers are of alien or extra-dimensional origin. In fact, relatively few humans even have the potential to wield such powerful magic. Although they are commonly known as homo magi, it is doubtful that these uncommon individuals actually comprise a separate and superior human race, as that term implies. In spite of the fact that the human affinity for magic often spreads itself from parent to offspring, most modern occultists tend to agree that the capacity for sorcery is neither genetic nor biological in nature.

More common than true sorcery is the invocation of occult ritual magic. The secrets of ritual magic rest in the twin disciplines of communication and control. Although most ritual mages cannot channel the mana stream themselves, they can reach out across the mana stream and make contact with potent otherworldly and extra-dimensional entities. If the ritualist knows the appropriate entity to contact and can exert a controlling influence over that entity, he can often convince the entity to use its own mystical powers to divert the energies of the mana stream in the desired fashion.

Thus, when a magic user grasps a photo of a missing child in his hand, chants over a map of London, and finally finds himself pointing at the child's exact location, what he is really doing is contacting an appropriate extra-dimensional spirit, persuading the spirit to use its own arcane energies to locate the child, and entreating the spirit to guide his hand over the map.

Eldritch Stories

Much of the mana energy found in the Dream Dimension rests in the form of eldritch stories, for easy stowage. These stories are sometimes known as fairy tales, parables, archetypes, fables, genre blueprints, or even cliches. So much mana energy passes through human dreams and into the Earth dimension in the form of the eldritch stories that a special bond has formed between these extraordinary tales and the human imagination. Throughout the course of human history, poets and playwrights have repeated many of the eldritch stories on countless occasions. Consider, for example, the oldest of the eldritch stories: the story of magic.

Science and magic and the price of magic

Magic is much more than a simple set of rules and procedures for organizing and manipulating mysterious energies. It is also a point of view, an enigma, a quasi-intelligent entity, a self-modifying abstract concept, and a philosophy. In short, magic is anything its practitioners make of it. Even the most intimate familiarity with the mana stream is useless to a potential mage lacking the requisite appreciation of the art's more amorphous qualities. By their very nature, such qualities defy description; their power stems from the mysteries and secrets that enshroud them. Although there are a few common principles accepted by all, magic is everything that each of its practitioners believes it to be, and

then just a little bit more.

One thing magic is not, is science, or more specifically, rationality. The power of magic is the power of absurdity. Those who worship the scientific methodology and make any sort of organized attempt to understand magic inevitably fail. Again, the power of magic rests within its mystery and improbability. For this reason, the mana flow in and around areas steeped in the scientific paradigm is warped and choked off. At the same time, individual beings owing their allegiance to science are rarely capable of wielding magic since such beings generally lack the belief in the absurd necessary to manipulate the mysterious magical energies. The most difficult stage in a spellwelder's apprenticeship is learning to overcome his own skepticism.

Throughout history, numerous wizards claim to have bridged the gap between science and magic, but all such theses remain dubious at best. The “rational” magic discovered by the vast majority of these wizards was little more than a misunderstood branch of science known as chaos theory, which mimics a few of the properties of magic. But a few investigators have penetrated much further, forging dangerous pacts with powerful occult entities who have begun an invasion of science themselves: beings so steeped in magic that they are able to grasp and master the absurd paradox inherent in a union between the rational and the possible.

Many of the phenomena puzzling modern scientists, such as quantum theory, meta-genealogy, and anti-life science, are little more than the first tentative assaults launched by these mysterious invaders. In any case, science and magic remain largely incompatible. One of those amorphous truisms surrounding the arcane arts is the fact that magic always exacts a toll from those who practice it. This does not imply that the mage never comes out ahead in the deal. Sometimes, the price is worth paying, but there is always a price nonetheless.

Most spell casters are fully aware of this provision but expend a great deal of mental effort attempting to persuade themselves of its irrelevance. Magic, remember, is the art of improbable belief. Every good mage knows that the less one believes in the restitution, the less severe that restitution is likely to be. In fact, some occultists have theorized that the price of magic is only a product of each mage's imagination and not a necessary component of spell casting at all.

These theorists believe that it is so difficult to accept the idea of something for nothing that most mages must unwittingly invent their own price in order to maintain their confidence in the Art. The form taken by the price is highly variable. The only constant is suffering — the price of magic always involves suffering. Of course, the price of magic does not necessarily confine itself to the material world. Many mages are still paying their tolls long after their deaths.

3. Enchanted Entities

Direct magic wielders, like sorcerers and ritualists, are not the only inhabitants of the universe with magical capabilities and mystical backgrounds. There also exists a wide

variety of creatures and characters who have been magically altered, or enchanted, by magic wielders. Although they cannot voluntarily channel ambient magical energy, these enchanted entities frequently enjoy special bonds with the mana stream that enable them to perform one or more specific magical stunts. Perhaps the most potent enchanted entity is the planet Earth itself. Unknown to most of humanity, the Earth is itself a sort of sentient being possessing a broad array of mystical powers.

From time to time, it calls upon these powers to create elemental guardians to protect its biosphere from human incursion. In this capacity, the Earth was worshiped by the ancient Greeks (and is still worshiped by the Amazons of Themyscira) as the goddess Gaea. Exactly which magicwielding entity or entities originally enchanted Gaea remains a mystery, as does the question of whether or not other planets in the cosmos share Gaea's sentience.

Almost all Characters who have a connection with one or more Cosmic Entities spend a great deal of time dimension hopping and are easily recognized by most of the important personalities hailing from the extra-dimensional realms. Note that the Cosmic Entities are not an organized group, and it is more likely for a character to have a connection with an individual entity rather than all of them.

The term "Entity" refers to any being of power able to grant a portion of self-produced magical energy to perform an extra-dimensional effect when entreated. All such Dimensional Energy spells use the name or names of these entities in the wording of the spell in order to gain the attention of the Entity in question. Entities usually are beings made of magical energies. As such, they have no true forms; even if they once did, they no longer bother with them. Their power is so great that they hold sway over entire dimensions, thus generating their own Universal Energies. In effect, they become one with their dimension's Universal Magical Energies.

Such Entities seek to draw power from other dimensions through minions. Whether or not the power is granted to the spellcaster is up to the Entity. For Sorcerers with a connection to the entity, this is an Automatic Action with no chance of failure. For those without such a connection, this is determined by a Charisma Check modified by Attitude for each invocation. If the sorcerer has a connection to an entity of opposite orientation (Order vs. Chaos), the entreaty is automatically considered hostile. A team attack persuasion attempt can be made on the entity in the case of a group of spellcasters working together.

Having a Mystical Entity or Deity as a connection means many things to a magician. Not only may occasional information be gained from them, but the entities also boost the magic of the character. Invoking an entity requires saying the name of the entity as an Automatic Action and is always successful when the character has a connection to them (unless the GM sees a reason why it shouldn't be so). Such a connection may obligate the character to undertake various tasks at the entity's request, particularly if the connection is a High one. Failure to act at the entity's behest may result in a loss of the connection. As well as the ongoing goodwill indicated by a character's divine points, there are more

general categories of favour and disfavour.

There is a difference between the reward of divine points and the reward of favour. To a deity, you are a servant. If you serve well, you will be well paid; this is what divine points represent. However, serving well does not mean that the deity necessarily likes you. The deities of the ancient world are extremely human-like in their emotions and attitudes.

If a deity decides that they like you personally, then this is what is meant by favour. The Games Master decides when a character becomes favoured or beloved by a deity. Favour and love are not something that any character has when they start the game, unless they have a mythic background. As a general guideline, if the character exposes himself to serious risk numerous times in the interests of the deity or the deity's followers or carries out a quest on behalf of the same, divine favour is a likely result.

Favoured Status

If your acts especially please your deity or even a deity who is not your patron, you may become favoured by him. For example, a ruler who was consistently just, wise and fair might well become favoured by Athena, even if his patron deity was Zeus. If a deity has favoured you, it means the deity has taken an interest in you, likes your approach to life and considers you to be an ally. Being favoured by a deity has distinct advantages. You benefit more from the blessings of the deity than others do and you can call upon the deity's help. Specifically, you may petition the deity for aid once per day.

Beloved Status

There is a second stage beyond being favoured. Some rare individuals are beloved of a given deity. This privilege is reserved for those who have completed major quests in a deity's name or for those who are the children of the deity in question. Being beloved by a deity is much like being favoured, with the additional benefit that the deity will bestow its gift upon you for limited periods without question. In brief, you may make a request attempt once per week without needing to make a check. For example, if you were beloved of Artemis, you could borrow her bow or crown once a week. This must always be for a purpose of which the deity would approve. Even if you are beloved of a deity, you cannot borrow a divine item for a trivial or foolish purpose.

Disfavoured Status

To earn the disfavour of your own deity, all you have to do is commit sins until the deity notices. To earn the disfavour of a different deity, you must do something that actively offends against that deity's cult within the world. Striking a woman does not earn you the disfavour of Hera automatically, but striking a priestess of Hera almost certainly does. You could therefore earn a deity's disfavour by insulting or damaging the deity's image, attacking a member of the deity's priesthood, insulting the deity in speech and so forth.

It is a matter of record that the easiest way to earn the disfavour of a Greek deity is to boast that you are better at something than they are. Claiming to be better than a God would surely seem like the most stupid of boasts to make, but this did not stop Arachne

from boasting that she was a better spinner than Athena (earning her wrath and resulting in her transformation into a spider, from whence we get the term arachnid) or Agamemnon from boasting that he was a better shot than Artemis, which caused that Goddess to demand the sacrifice of his daughter in atonement.

These examples should help the Games Master reckon up the degree of offence that the Greek deities take from mortal boasts. Killing a follower of a deity does not gain you the deity's disfavour unless the person you killed was favoured (or worse, beloved) of the deity. So, if you killed an ordinary worshipper of Apophis, the serpent God would take no notice but if you killed a worshipper who Apophis favoured, you would risk his disfavour. No matter which deity you follow, there are always times when you should pay another deity their due. Those who are disfavoured may find their spells and abilities working intermittently as a lesson in humility to the character.

Despised Status

Those who perform deeds that repeatedly offend a deity or that grossly violate a deity's code (such as desecrating of the deity's temple or slaughtering a person who the deity loves) may find themselves despised by that deity. At this point the deity will no longer aid the character, remove any bestowed abilities and block the character from using any spells granted by him. Really upset the entity and the character may find himself on the list of enemies to eliminate.

4. Magical Items

The mana stream flows through physical objects as well as living beings. In fact, the flow through some objects is so strong that the items develop powerful mystical properties of their own. King Arthur's sword Excalibur, the Holy Grail, the Philosopher's Stone, and the Spear of Destiny are all examples of such items. Although most magic items gain their peculiar properties through the process of enchantment, a few items are so tightly interconnected with the mana stream that they possess magical properties from the instant they are created.

To use a magic item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, though, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, spell completion items are treated like spells in combat and do provoke attacks of opportunity. Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, regardless of the type of magic item, unless the item description specifically states otherwise. The four ways to activate magic items are described below.

Spell Completion

This is the activation method for scrolls. A scroll is a spell that is mostly finished. The preparation is done for the caster, so no preparation time is needed beforehand as with normal spellcasting. Activating a spell completion item is a standard action.

Spell Trigger

Spell trigger activation is similar to spell completion, but it's even simpler. No gestures or spell finishing is needed, just a special knowledge of spellcasting that an appropriate character would know, and a single word that must be spoken. Spell trigger items can be used by anyone whose class can cast the corresponding spell. The user must still determine what spell is stored in the item before he can activate it. Activating a spell trigger item is a standard action.

Command Word

If no activation method is suggested either in the magic item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed. A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use.

Activating a command word magic item is a standard action. Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word. Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such as from drinking a potion or swinging a sword.

5. Spells

What energies a magic-wielder draws upon is decided at the outset of the character's creation. Magical energy can be drawn from three different sources: personal, universal, and dimensional. Each source of energy yields a slightly different form of magic, although it is easy to achieve the same result using different sources. Most magicwielding characters have more than one source that they have learned to tap into. Learning the differences between these energies is the key to being an efficient magicwielder.

Personal Energies are derived from the personal energy of the character's soul/mind/body. This energy fuels any power or spell that affects the caster himself or a willing subject; trances, astral form, thought projections, physical alterations, and so forth can all use personal energy. This is his personal mana.

Universal Energies are gained by tapping this universe's ambient magical energy and channelling it for special effects. It is used for spells and powers affecting the world outside the sorcerer. Teleportations, attacks, illusions, and so on, tap the energy fields of the universe, using the magician as a focus.

Dimensional Energies are used by tapping beings or objects of power dwelling in mystical dimensions, tangential to our own. This form of energy is the least wearing upon the user. The sorcerer may only use these energies for powerful spells, groups of spells,

or to ask for things that the being or aspect called upon would and/or could provide. The dimensional energies are usually gained by the recitation of spells, either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. If calling upon an extradimensional being it is important to remember that the magic-wielder makes himself known to the being he is calling, and often to other magicwielding beings powerful enough to monitor the use of dimensional energy.

1a. Personal Spells

Personal energy spells, because they primarily affect the user, are usually “quiet” spells and enchantments, that is, no chanting or special gestures are required.

1b. Universal Spells

These spells, because they can affect others, sometimes allow for a save roll by the target to reduce or ignore the affect of the spell. Universal energy spells draw on the ambient energy found in this universe, and a brief chant or gestures are sometimes used by the caster.

1c. Dimensional Spells

These spells are unique. They all draw the energy needed for the spell from another dimension.

1d. Entreaty Spells

These spells request an extra-dimensional being, artifact, or entity to allow its energy to be used by the caster for completion of his spell. These require the caster to call out the name of the being entreated, usually in some prosaic chant. If an entreaty roll is successful, the magic wielder has successfully tapped the dimensional energy. Usually, sorcerers will get best results by using dimensional energy from friendly sources, but some entities are neutral (not tending toward order or chaos), meaning that they can be called on at any time by any magic wielding character, despite his tendency towards order or chaos.

Sorcerers often call upon extra-dimensional beings, dimensions, and sources of power to tap the energy needed to cast dimensional spells. Such entreaties are so common that extra-dimensional beings seldom investigate the identities and motives of the magic wielders who call upon them. However, the possibility of such investigation always exists if a magic wielder is calling upon a being not associated with his school of magic or if he is abusing the power of an otherwise friendly being.

When an extra-dimensional being does take special notice of a sorcerer, it will almost always do so in order to put a presumptuous sorcerer in his place. If a magic wielder flagrantly abuses dimensional entreaties (by calling upon the same neutral or hostile being more than once per day, or more than five times in one week) the GM can rule that the being’s reaction is automatically hostile. The same procedure can be used if a character abuses entreaties to a being usually friendly (such as a “good” sorcerer using entreaties to a good being to achieve evil goals).

Residual Magical Energy

Spellcasting has a tendency to cause small amounts of magic energy to fragment and 'coat' an area. This stray magical energy can build up and create a variety of strange mystical effects if not periodically cleaned or reclaimed. It can also attract supernatural entities and other beings, and sometimes even latch on to living beings! This is why taking magical safety precautions is so necessary - a magician's domicile can become chaotic from the unclaimed magical energy fragments.

The easiest and most common way of dealing with it is through the use of the Magi spell of Cleansing. Most alchemists and a few priests will cast this spell (or have an equivalent ritual or other means) for payment. Ley line storms, moving water, forests, earthquakes, and thunderstorms have the effect of recycling magic energy back into the natural world, breaking up residual magical energy and 'recycling' it. Meditation in such an environment is an effective and easy means of freeing oneself from any magical energy fragments that might be attached to objects or people.

Effects of Residual Magical Energy

This is a table of random effects that GMs might find useful at some point. For every two days of standard spellcasting in an area (at least two spells per day) add 1% to the roll on this table (that's how you run into the more dangerous and rare effects). Roll once a week for effects against an area, once a month for each special magic object or magician (if at all), and often when faced with areas like enchanted lakes, faerie forests, and dragon's lairs. Whatever table element is rolled will remain until the area, target object, or afflicted magician is mystically cleansed.

Roll	Effect
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01-06	No effect: The stray magic energy doesn't cause any problems when there is this little of it.
07-12	Spell Echo: D20 minutes after casting a spell, it will randomly (as in the target is random) manifest itself in the area of its initial casting, as long as sufficient magic energy is present to be drawn. This drain is pretty much automatic, whether drawn from a residual magic energy storage battery, a magical haze, a child, a pet, nonsentient supernatural entity, senile wizard, etc. The drain is often spread out amongst several energy sources.
13-18	Magical Haze: The casting of spells has caused everything in the area of casting (or a magician's clothes and jewelry) to become magically charged to a small degree. The haze is barely visible as a bluish- white glow. Magicians can draw off 1 point of residual magic energy per two levels of experience (Novice, Adept, etc.) per hour from the area/ possessions. If this residual magic energy isn't drawn on, it will tend to build up - each week of existing haze triggers a +3% bonus when rolling on this table, plus this magic energy can fuel other buildup effects.
19-24	Law Weakening: All casters of magic (or the single afflicted wizard or magic object possessor) lose a -2 on their spell strength when casting certain kinds of magic (just illusionary magic, just barrier spells, just body affecting spells, etc). If a spell strength drop isn't appropriate, cut the spell duration or distance by 10%.
25-30	Stray Thoughts: Residual magic energy causes the people in the area (or a person,

Roll Effect

- if that is the focus) to have distracting thoughts (ones that belong to the original possessor of the residual magic energy) Every time a skill is attempted, the character must make a Psyche Feat roll vs insanity. Failure means a -5% penalty is incurred on that roll.
- 31-36 Mystic Drain: Magic usage causes an additional D4 residual magic energy to be lost. This energy will eventually fuel wild magics in the area, cause Magical Haze and Spell Echoes, and also attract supernatural creatures.
- 37-42 Random Spell Effect: A single spell cast often in the area (or by the caster) will take effect at random, when enough magic energy is accumulated to activate the spell. This is very, very common in areas where magicians were using combat magic, since they tend to utilize a couple favored attack spells.
- 43-48 Creature Attraction: A minor supernatural being migrates to the area. This will probably be some sort of psychic, astral, or Dreamstream entity.
- 49-54 Law Breaking: The Laws of Magic are warped and broken to some degree, causing the caster of any magic spell, circle, ritual, etc. to perform and INT roll to successfully cast magic. Failure means the magic goes wild.
- 55-60 Stray Thoughts: As before, residual magic energy causes the target or those in the area to think strange things. Every time a skill is attempted, the character must make a roll vs. insanity. Failure means a -10% penalty is incurred on that roll (can't focus). Everyone in the area will think about depressing, irritating, or out of character things, and meditation becomes difficult.
- 61-66 Random Psychic Effects: Every six hours, the area's inhabitants (or the afflicted caster) must make a psi save - failure means that the stray residual magic energy triggers latent or even existing psychic power and causes a random minor psychic power to take effect equal. People in the area might report bouts of miraculous healing, seeing auras or strange visions, levitation, recovery from illness, being able to hear another's thoughts, etc. In some cases this can be scary or dangerous, especially if supernatural forces have been attracted to the area.
- 67-75 Creature Attraction: A major supernatural being migrates to the area. This will probably be some sort of psychic, astral, or Dreamstream entity (like minor demons and minions).
- 76-83 Chance of Failure: Any time a spell is cast in the area (or by the afflicted magician), there is a 2% chance per spell level of the spell inexplicably failing.
- 84-91 Law Disruption: All casters of magic (or the single afflicted wizard or magic object possessor) either lose 25% of the range of the magic, or lose D4 in strength (for combat and defense spells). Roll randomly or choose how/ when this affects magicians.
- 92-00 Mystic Afterimage: Magic energy binds itself into a cohesive form and takes on independent thought (instinctive or intelligent)! The magic might make itself into a copy of the spellcaster, or will possess an animal or child to create a Channeller type character, or will become a replica of something that the caster or the area's inhabitants spent a lot of time thinking about, etc. There are many mages who have tried to develop magics to harness and control this effect, but none are known to have succeeded.

6. Magic Combat

Needless to say one thing that breaks all the rules in a battle is magic. Spells and artifacts can create almost any condition ranging from the annoying to the truly catastrophic. Spells can act as heavy artillery or air strikes. The procedure for using spells in combat is identical as presented in sections 1 to 8 of the combat section. However sometimes a spell strikes with such devastating effect that even the toughest opponent can be crippled or killed by a single shot. Critical strikes occur when the victim either rolls a natural 1 on his saving throw and or fails his saving throw by a margin of 5 points or more. If damage is involved then it doubles, otherwise it is the duration which doubles.

Countering Spells

Unless otherwise stated under the spell's description, spells can usually be broken or altered by a magic wielding character who meets the following restrictions: the character attempting to break the spell must have knowledge of or access to the spell that he is attempting to break or alter (he cannot attempt to break a spell he has never or seldom experienced); the character attempting to break the spell must make a successful INT roll. A character cannot counter a spell that uses energy unavailable to him, eg. a character who cannot use dimensional energies cannot attempt to counter a dimensional spell.

Casting Time

Spells drawing upon personal or universal energies go into effect during the magic wielder's part of the round. Dimensional energy spells, because they require a few more seconds to tap into the dimensional energy flow, do not go into effect until the end of the round; however, the dimensional spell of a caster who won initiative goes into effect before the dimensional spell of a caster who lost initiative. Casting counts as one action.

Number of spells per round

A magic wielder can normally cast one personal or universal spell per round. However, at the beginning of the round, the magic wielder can announce that he will attempt to cast two spells that round. He then makes an INT roll. If he succeeds he can successfully cast both spells. If the roll fails, he is limited to one spell that round, and a -10% on all effects (in his haste, he has garbled the spell slightly). If the sorcerer succeeds in his attempt to cast two spells in one round, he can cast two personal or two universal spells, or one of each type. A magic wielder cannot cast a dimensional spell in the same round that he casts a personal or universal spell. A magic wielder can cast only one dimensional spell (including entreaty spells) per round, and cannot cast a personal or universal spell in the same round that he cast a dimensional spells.

Range

A spell's range determines how far from you it can reach, as defined in the Range line of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area of effect would extend beyond the range, that area is wasted. Standard ranges include:

Self; The spell affects only you.

Touch; You must touch a creature or object to affect it.

Line of sight; The spell reaches as far as the character can see clearly. Otherwise a measurement in metres or kilometres is given.

Duration

Once you've determined who is affected and how, you need to know for how long. A spell's Duration line tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable, the GM rolls it secretly.

Instantaneous: The spell energy comes and goes the instant the spell is cast, though the consequences of the spell may be long-lasting.

Permanent: The energy remains as long as the effect does. The means the spell is vulnerable to being dispelled.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a partial action that doesn't provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating. In these cases, the spell keeps going for the stated length of time after you stop concentrating. Otherwise you must concentrate to maintain the spell, but you can't maintain it for more than a stated duration. Also, certain spellcasters can learn to "tie off" concentration spells, maintaining them without thinking about it.

Trigger: Some spells don't need to be discharged immediately. In this case you can hold the discharge of the spell (hold the charge) indefinitely or until a certain condition is met which triggers it.

Save

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Save line in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Standard: This term means that the spell has no effect on an affected creature that makes a successful saving throw.

Partial: The spell causes an effect on a subject. A successful saving throw means that some lesser effect occurs.

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

Mana

The Mana line indicates how much mana is required to cast the spell. In some cases additional mana is required to boost the spell or activate other properties.

Distractions

If conditions surrounding a spellcaster are extremely distracting, he must make an INT roll to get his spell off in one round. If he fails the roll, the spell will take two rounds to

cast. Distracting conditions may include:

*Caster has been affected by an opponent's spell or attack this round.

*Caster's friend or loved one is in danger of immediate death.

*An innocent bystander is in danger of immediate death (evil spellcasters are generally not distracted by this).

*Caster's mind has been affected by travel in a sanity-bending or sanity-threatening dimension.

The GM can define other events as distractions. Note that evil spellcasters often endanger bystanders or the loved ones of an opponent in order to gain time to escape or to put their opponent at a disadvantage. The GM should not delay the spellcasting of heroes who are trying to rescue endangered heroes or innocents, but should delay the spellcasting of a hero who ignores the danger to others and continues the battle.

Disruption

The importance of a magic wielding character's concentration and study for the use of magic cannot be overstated. This is why some forces, such as sonics, are so devastating to magic wielders, because they disrupt the ability to concentrate and find the flow of the natural forces. The GM should designate one or two forces that disrupt the use of magic. Possibilities include sonics, monstrous (and greater) physical damage, and the like.

Disruption is different from distraction in that distraction only delays spellcasting due to special circumstances that the caster has some ability to influence (such as rescuing someone in danger) while disruption is more serious and has longer-lasting effects. GMs should not use both disruption and distraction in the same situation. This is one of the many dangers of tampering with magical energies. Magic is a force of nature, and when ignorantly or improperly applied the balance it resides in is disrupted. Sometimes the disruption repairs itself quickly and easily, so a caster may get off lucky if destabilization occurs and was combining or simulcasting a couple low level spells. The magical effect may dissipate, cause a flash of light and a loud bang, or even backfire on the caster. The stronger the spells that are 'bent' (a metamage term for altering magical forces), the more powerful the magical disturbance and the more likely a dangerous result.

Astral Combat

A favourite tactic among sorcerers is astral combat. Astral combat occurs when the combatants are capable of Astral Projection and choose to enter the astral plane and use it as their battlefield. Magic works for a sorcerer while in astral form and astral combat can be devastating for the combatants while not affecting anything in the physical plane (the "real world"); however, a character who is in astral form can still control his magical items (if any) on the physical plane. Astral combat cannot be seen, heard, or felt by those not in the astral plane, so no one in the real world even knows combat is happening (which is why the "white" sorcerers prefer it, to save lives and reduce damage).

Note: The rule on astral combat not affecting the physical plane is true for the Earth dimension, but does not always apply to other dimensions. Some dimensions are so structured as to allow spells from the astral plane to enter and affect the physical plane. Magic wielders are usually less powerful when in the astral plane than when in the

physical plane. A character cannot use his Astral projection spell to force an unwilling opponent to enter the astral plane for astral combat.

Voluntary Reductions in Spell Effects

A character usually casts spells at full power. However, a magic wielder can attempt to “pull his punch”, that is, reduce the effect of a spell he casts. If a magic wielder wants to reduce the effect of an attack or other spell, the player must first make an INT roll for success. If successful, any or all of the effects associated with the spell (duration of effect, area of effect, damage) can be reduced. A caster can reduce some of the associated effects, while leaving others at maximum.

Restraints

The more powerful a magical spell is, the more gesturing and chanting must be done to achieve the results. If the magic wielder is prevented from completing his gestures or chants, it may stop the spell from being completed. If a magic wielder is somehow blinded, certain spells may not be used as the target cannot be seen. If a magic wielding character is bound (hands tied securely behind his back), he may not use any universal spells. If a magic wielding character is bound and gagged (prevented from speaking clearly), he cannot use any dimensional spells.

A successful Hold when Grappling effectively binds a character. Unless a magical item is used to bind and gag a character and is specifically described as negating all of the victim’s magical spells, a character can always use any personal spells he may have though bound and gagged. If a magic wielding character is blinded (deprived of sight by a blindfold, intense light or darkness, sand thrown in the eyes, etc.), he cannot use any spell which requires sight such as targeted attacks, and so on.

Mystic Gestalt

On more than one occasion, the members of Earth’s mystical community have demonstrated the ability to enter into a sort of Mystical Gestalt, enabling the magic welders to combine their energies to aid someone. This tactic was instrumental in the defeat of the chaos being who attacked Heaven and Hell. Forming a Mystic Gestalt requires no less than four Characters, all of whom must possess an INT of at least 17. To create the Gestalt, the mages join hands, and each member must spend at least 25 mana. In order to form a Gestalt to aid a target, the mages must have some method of actually perceiving that target. A Gestalt cannot benefit a target in another dimension, for example, unless the Occultists can somehow see and hear the target.

3. MAGICAL LOCATIONS ON EARTH

The following locations are found on Earth and are of great importance to magical characters in the Earth dimension.

Aman Sinaya

Home to Mers, Dargons, Sea Sprites, and Turturs. Described in greater detail in BH15 The Book of Water.

Aokigahara

Also known as the Suicide Forest or Sea of Trees. A 35-square-kilometre forest that lies at the northwest base of Mount Fuji in Japan. The forest contains a number of rocky, icy caverns, a few of which are popular tourist destinations. Due to the wind-blocking density of the trees and an absence of nearly all wildlife, the forest is known for being exceptionally quiet. The forest has a historic association with demons in Japanese mythology and is a popular place for suicides despite numerous signs, in Japanese and English, urging people to reconsider their actions.

Aotus

Undersea city inhabited by Knas and Locathahs. Described in greater detail in BH15 The Book of Water.

Atlantis

Undersea city inhabited by aquatic Atlanteans. Described in greater detail in BH15 The Book of Water.

Avernus

Avernus was an ancient name for a crater near Cumae (Cuma), Italy, in the Region of Campania west of Naples. It is approximately 3.2 kilometres in circumference. Within the crater is Lake Avernus (Lago d'Averno). Avernus was believed to be the entrance to the underworld, and is portrayed as such in the Aeneid of Virgil. On the shores of the lake is the grotto of the Cumaean Sybil and the entrance to a long tunnel (Grotta di Cocceio, ca. 800 metres) leading toward Cumae, where her sanctuary was located. There are also the remains of temples to Apollo and Jupiter.

Basilica City

A magical superhero city which seems to appear in different locations and time. Described in greater detail in BH28 The Book of Mystical Locations.

The Bermuda Triangle

The Bermuda Triangle, also known as the Devil's Triangle, is a loosely defined region in the western part of the North Atlantic Ocean, where a number of aircraft and ships are said to have disappeared under mysterious circumstances. Popular culture has attributed various disappearances to the paranormal or activity by extraterrestrial beings. The first written boundaries date from an article by Vincent Gaddis in a 1964 issue of the pulp magazine *Argosy*, where the triangle's three vertices are in Miami, Florida peninsula; in San Juan, Puerto Rico; and in the mid-Atlantic island of Bermuda. But subsequent writers

did not follow this definition.

The Bimini Road

The Bimini Road, sometimes called the Bimini Wall, is an underwater rock formation near North Bimini island in the Bahamas. The Road consists of a 0.8 km long linear feature composed of roughly rectangular to subrectangular limestone blocks. Various claims have been made for this feature being either a wall, road, pier, breakwater, or other man-made structure.

Blarney Castle

Blarney Castle is a medieval stronghold in Blarney, near Cork, Ireland, and the River Martin. Though earlier fortifications were built on the same spot, the current keep was built by the MacCarthy of Muskerry dynasty, a cadet branch of the Kings of Desmond, and dates from 1446. The noted Blarney Stone is found among the machicolations of the castle.

The Bridgewater Triangle

The Bridgewater Triangle refers to an area of about 520 km² within south eastern Massachusetts in the United States, claimed to be a site of alleged paranormal phenomena, ranging from UFOs to poltergeists and orbs, balls of fire and other spectral phenomena, various "bigfoot" sightings, giant snakes and "thunderbirds", as well as the mutilation of cattle and other livestock.

Specific boundaries of the Bridgewater Triangle are said to encompass the towns of Abington, Rehoboth and Freetown at the points of the triangle, and Brockton, Whitman, West Bridgewater, East Bridgewater, Bridgewater, Middleboro, Dighton, Berkley, Raynham, Norton, Easton, Lakeville, Seekonk, and Taunton inside the triangle. According to one tale, the Native Americans had cursed the swamp centuries ago because of the poor treatment they received from the Colonial settlers.

Brú na Bóinne

Brú na Bóinne is a World Heritage Site in County Meath, Ireland and is the largest and one of the most important complex of Megalithic sites in Europe, dating to the Neolithic period. The complex is situated around a wide bend in the River Boyne. The site is a complex of Neolithic mounds, chamber tombs, standing stones, henges and other prehistoric enclosures, some from as early as 35th century BC - 32nd century BC. The site predates the Egyptian pyramids and was built with sophistication and a knowledge of science and astronomy, which is most evident in the passage grave of Newgrange.

The Cedars of God

The Cedars of God is one of the last vestiges of the extensive forests of the Cedars of Lebanon (*Cedrus libani*) that thrived across Mount Lebanon in ancient times. Their timber was exploited by the Phoenicians, the Assyrians, Babylonians and Persians. The wood was prized by Egyptians for shipbuilding; the Ottoman Empire also used the cedars in railway construction.

Cennet and Cehennem

Cennet and Cehennem (English: heaven and hell) are the names of two big sinkholes on the Toros Mountains, in Mersin Province, Turkey. In mythology, Zeus kept Typhon temporarily in Cehennem before imprisoning him under Mount Etna.

Chaco Canyon

Chaco Culture National Historical Park is a United States National Historical Park hosting the densest and most exceptional concentration of pueblos in the American Southwest. The park is located in northwestern New Mexico, between Albuquerque and Farmington, in a remote canyon cut by the Chaco Wash. Containing the most sweeping collection of ancient ruins north of Mexico, the park preserves one of the United States' most important pre-Columbian cultural and historical areas.

Chichen Itza

Chichen Itza , from Yucatec Maya: Chi'ch'èen Ìitsha'; "at the mouth of the well of the Itza" was a large pre-Columbian city built by the Maya people of the Terminal Classic. The archaeological site is located in the municipality of Tinum, in the Mexican state of Yucatán. Chichen Itza was one of the largest Maya cities and it was likely to have been one of the mythical great cities, or Tollans, referred to in later Mesoamerican literature.

Delphi

Delphi is both an archaeological site and a modern town in Greece on the south-western spur of Mount Parnassus in the valley of Phocis. In myths dating to the classical period of Ancient Greece (510-323 BC), the site of Delphi was believed to be determined by Zeus when he sought to find the centre of his "Grandmother Earth" (Ge, Gaea, or Gaia). He sent two eagles flying from the eastern and western extremities, and the path of the eagles crossed over Delphi where the omphalos, or navel of Gaia was found. Earlier myths include traditions that Pythia, or the Delphic oracle, already was the site of an important oracle in the pre-classical Greek world (as early as 1400 BC) and, rededicated, served as the major site during classical times for the worship of the god Apollo after he slew Python, "a dragon" who lived there and protected the navel of the Earth. "Python" (derived from the verb pythein, "to rot") is claimed by some to be the original name of the site in recognition of Python which Apollo defeated.

Dodona

Dodona in Epirus in northwestern Greece was an oracle devoted to a Mother Goddess identified at other sites with Rhea or Gaia, but here called Dione, who was joined and partly supplanted in historical times by the Greek deity Zeus. The shrine of Dodona was regarded as the oldest Hellenic oracle, possibly dating to the second millennium BCE according to Herodotus. Situated in a remote region away from the main Greek poleis, it was considered second only to the oracle of Delphi in prestige. Priestesses and priests in the sacred grove interpreted the rustling of the oak (or beech) leaves to determine the correct actions to be taken. According to a new interpretation, the oracular sound originated from bronze objects hanging from oak branches and sounded with the wind blowing, similar to a wind chime. Aristotle considered the region around Dodona to have been part of Hellas and the region where the Hellenes originated. The oracle was first

under the control of the Thesprotians before it passed into the hands of the Molossians. It remained an important religious sanctuary until the rise of Christianity during the Late Roman era.

Egyptian Pyramids

The Egyptian pyramids are ancient pyramid-shaped masonry structures located in Egypt. As of November 2008, there are sources citing 138 as the number of identified Egyptian pyramids. Most were built as tombs for the country's pharaohs and their consorts during the Old and Middle Kingdom periods. The earliest known Egyptian pyramids are found at Saqqara, northwest of Memphis. The earliest among these is the Pyramid of Djoser (constructed 2630 BC–2611 BC) which was built during the third dynasty. This pyramid and its surrounding complex were designed by the architect Imhotep, and are generally considered to be the world's oldest monumental structures constructed of dressed masonry.

Eye of the World

A huge crater in Northern Canada, its history ancient and mysterious, is known as the Eye of the World. The Eskimos in that area say that it is older than mankind. A magic wielder who is at Adept level of mastery or higher can go there and immediately feel its eldritch, evil magic everywhere. It allows access to various mystical dimensions. So many mystical wards and seals guard the dimensional aperture that no one can penetrate them without using the Great Key. The proper incantations must accompany the use of the Great Key for it to open the aperture .

Any Grove of Serenity

Groves are living shrines to fauna and flora, where the Parliament of Nature's agents or others can seek sanctuary and contact the Throne. They are located throughout the world. Described in greater detail in BH14 The Book of Nature.

Hoàn Kiếm Lake

Hoan Kiem Lake (meaning "Lake of the Returned Sword" or "Lake of the Restored Sword", also known as Hồ Gươm - Sword Lake) is a lake in the historical centre of Hanoi, the capital city of Vietnam. The lake is one of the major scenic spots in the city and serves as a focal point for its public life.

Kitezh

Undersea city inhabited by Kuo Toa, Kopru, and Sharkks. Described in greater detail in BH15 The Book of Water.

Lemuria

Undersea city inhabited by aquatic Lemurians. Described in greater detail in BH15 The Book of Water.

Loch Ness

Loch Ness is a large, deep, freshwater loch in the Scottish Highlands extending for approximately 37 kms southwest of Inverness. Its surface is 16 mtrs above sea level.

Loch Ness is best known for alleged sightings of the cryptozoological Loch Ness Monster, also known affectionately as "Nessie". It is connected at the southern end by the River Oich and a section of the Caledonian Canal to Loch Oich. At the northern end there is the Bona Narrows which opens out into Loch Dochfour, which feeds the River Ness and a further section of canal to Inverness. It is one of a series of interconnected, murky bodies of water in Scotland; its water visibility is exceptionally low due to a high peat content in the surrounding soil.

Lyonese

Undersea city inhabited by Saekonungar, Sea Sprites, Selkies, Sirines, and Homards. Described in greater detail in BH15 The Book of Water.

The Moai statues of Easter Island

Moai Listeni or mo'ai, are monolithic human figures carved by the Rapa Nui people from rock on the Chilean Polynesian island of Easter Island between the years 1250 and 1500. Nearly half are still at Rano Raraku, the main moai quarry, but hundreds were transported from there and set on stone platforms called ahu around the island's perimeter. Almost all moai have overly large heads three-eighths the size of the whole statue. The moai are chiefly the living faces (aringa ora) of deified ancestors (aringa ora ata tepuna). The statues still gazed inland across their clan lands when Europeans first visited the island, but most were cast down during later conflicts between clans. The production and transportation of the 887 statues are considered remarkable creative and physical feats.

Mt Olympus

Mount Olympus is the highest mountain in Greece and the second highest mountain in the Balkans. It is located in the Olympus Range on the border between Thessaly and Macedonia, between the regional units of Pieria and Larissa, about 80 kms southwest from Thessaloniki. Mount Olympus has 52 peaks, deep gorges, and exceptional biodiversity. The highest peak Mytikas, meaning "nose", rises to 2,919 metres. It is one of the highest peaks in Europe. Olympus was notable in Ancient Greek Mythology as the home of the Twelve Olympians, on the Mytikas peak. Mount Olympus is also noted for its very rich flora with several species. In myth, Olympus formed after the gods defeated the Titans in the Titan War, and soon the place was inhabited by the gods. It is the setting of many Greek mythical stories.

The Twelve Olympian gods lived in the gorges, where there were also their palaces. Pantheon (today Mytikas) was their meeting place and theater of their stormy discussions. The Throne of Zeus (today Stefani) hosted solely him, the leader of the gods. From there he unleashed his thunderbolts, expressing his godly wrath. The Twelve Olympians included also Hera, Hestia, Demeter, Poseidon, Athena, Apollo, Artemis, Hermes, Aphrodite, Ares and Hephaestus. In Iliad Olympus is referred as great, long, brilliant and full of trees. In Pieria, on Olympus' northern foot, the mythological tradition had placed the nine Muses, patrons of the Fine Arts, daughters of Zeus and the Titanide Mnemosyne : Calliope (Epic Poetry), Clio (History), Erato (Love Poetry), Euterpe (Music), Melpomene, (Tragedy), Polyhymnia (Hymns), Terpsichore (Dance), Thalia (Comedy) and Urania (Astronomy).

Nazca lines

The Nazca Lines are a series of ancient geoglyphs located in the Nazca Desert in southern Peru. They were designated as a UNESCO World Heritage Site in 1994. The high, arid plateau stretches more than 80 kms between the towns of Nazca and Palpa on the Pampas de Jumana about 400 kms south of Lima. Although some local geoglyphs resemble Paracas motifs, scholars believe the Nazca Lines were created by the Nazca culture between 400 and 650 AD. The hundreds of individual figures range in complexity from simple lines to stylized hummingbirds, spiders, monkeys, fish, sharks, orcas, and lizards. The designs are shallow lines made in the ground by removing the reddish pebbles and uncovering the whitish/grayish ground beneath.

Hundreds are simple lines or geometric shapes; more than 70 are zoomorphic designs of animals such as birds, fish, llamas, jaguars, monkeys, or human figures. Other designs include phytomorphic shapes such as trees and flowers. The largest figures are over 200 mtrs across. Due to the dry, windless, and stable climate of the plateau and its isolation, for the most part, the lines have been preserved. Extremely rare changes in weather may temporarily alter the general designs. As of recent years, the lines have been deteriorating due to an influx of squatters inhabiting the lands.

The Olive trees of Bcheale

The Sisters or The Sisters Olive Trees of Noah are a grove of sixteen olive trees in the Lebanese town of Bcheale. According to local folklore, the trees are at least 5,000 years old, perhaps 6,000 years old or older. Folk legend also ascribes The Sisters as the source of the olive branch returned to Noah's Ark at the waning of the Biblical Flood. The trees still produce olives, and a preservation effort was undertaken by the non-profit organization Sisters Olive Oil, which marketed oil from these olives.

Petra, Jordan

Petra is a historical and archaeological city in the southern Jordanian governorate of Ma'an that is famous for its rock-cut architecture and water conduit system. Another name for Petra is the Rose City due to the colour of the stone out of which it is carved. Established possibly as early as 312 BC as the capital city of the Nabataeans, it is a symbol of Jordan, as well as Jordan's most-visited tourist attraction. It lies on the slope of Jebel al-Madhbah (identified by some as the biblical Mount Hor) in a basin among the mountains which form the eastern flank of Arabah (Wadi Araba), the large valley running from the Dead Sea to the Gulf of Aqaba. Petra has been a UNESCO World Heritage Site since 1985. The Nabataeans worshipped the Arab gods and goddesses of the pre-Islamic times as well as a few of their deified kings.

Poseidonis

Undersea city inhabited by Mesr, Dargons, and Sirines. Described in greater detail in BH15 The Book of Water.

The Ring o' Brodgar

The Ring of Brodgar (or Brogar, or Ring o' Brodgar) is a Neolithic henge and stone circle

about 6 miles north-east of Stromness on the Mainland, the largest island in Orkney, Scotland.

St. Patrick's Purgatory

St Patrick's Purgatory is an ancient pilgrimage site on Station Island in Lough Derg, County Donegal, Ireland. According to legend, the site dates from the fifth century, when Christ showed Saint Patrick a cave, sometimes referred to as a pit or a well, on Station Island that was an entrance to Purgatory. Its importance in medieval times is clear from the fact that it is mentioned clearly in texts from as early as 1185 and shown on maps from all over Europe as early as the fifteenth century. It is the only Irish site designated on Martin Behaim's world map of 1492.

Shades of Death Road

Shades Of Death Road, sometimes referred to locally as just "Shades", is a two-lane rural road of about 11.2 kms in length in central Warren County, New Jersey. The road is the subject of folklore and numerous local legends; Ghost Lake (unnamed on U.S. Geological Survey maps) is just off the road, in the state forest south of the I-80 overpass. It was created in the early 20th century when two wealthy local men dammed a creek that ran through the narrow valley between houses they had just built. They gave it its name from the wraithlike vapour formations they often saw rising off it on cooler mornings. They further named the pass Haunted Hollow.

To the right of Ghost lake, there is a small cave, once used by Lenape Indians. Lenape Lane is an unpaved one-lane dead-end street about 1.1 kms in length running eastward off Shades just north of I-80. It ends at a farmhouse for which it is little more than a driveway, but halfway down there is space to park or turn around next to a wooden structure described as looking like an abandoned stable.

An additional legend claims that sometimes nocturnal visitors to Lenape see an orb of white light appear near the end of the road which chases vehicles back out to Shades Of Death, and if it turns red in the process, those who see it will die. This may be due to an old tree near the end of Lenape that was never cut down when the road was built. As a result, the road forks right before the tree, and a big red reflector has been nailed to the tree to warn drivers. Another legend says that if one circles around the tree and drives down the road again at midnight, a red light will shine and the driver will never survive.

Another legend tells of a bridge where, if drivers stop past midnight with their high beams on and honk their horns three times, they will see the ghosts of two young children who were run over while playing in the road. This legend actually refers to a bridge over the Flatbrook on Old Mine Road, not far from Shades of Death. The bridge is no longer accessible by car as a newer, larger bridge has been built next to it. You can still access the original bridge on foot.

S.H.A.D.O.W. Island

Formerly known as Terror Island. A dimensional island with an abundance of natural ley

line nexuses and Kaijuu. It is watched over by S.H.A.D.O.W. and various agencies from around the world. Described in greater detail in BH28 The Book of Mystical Locations.

Stonehenge

Stonehenge is a prehistoric monument located in Wiltshire, England, about 3 kms west of Amesbury and 13 kms north of Salisbury. One of the most famous sites in the world, Stonehenge is the remains of a ring of standing stones set within earthworks. It is in the middle of the most dense complex of Neolithic and Bronze Age monuments in England, including several hundred burial mounds. Archaeologists believe it was built anywhere from 3000 BC to 2000 BC.

Temple of Wenchang Wang

This massive Chinese temple is the location where all the Books of Knowledge that pertain to magic are kept. All spells can be found here, if a character has the time to search for it. The temple is guarded by priests conversant in the mystical arts. There are always at least 20 there, all of them are Adepts belonging to a school of magic dedicated to order. These priests are usually quite loyal, though at least one in the past few years betrayed his position in an attempt for more power. These enchanted scrolls record everything that has come to pass which has affected Earth and her Sorcerer Supremes .

Themiscrya

Home island of the Greek Amazons. Described in greater detail in BH28 The Book of Mystical Locations.

Tik'al

Tikal is the ruins of an ancient city found in a rainforest in Guatemala. It is one of the largest archaeological sites and urban centers of the pre-Columbian Maya civilization. It is located in the archaeological region of the Petén Basin in what is now northern Guatemala. Situated in the department of El Petén, the site is part of Guatemala's Tikal National Park and in 1979 it was declared a UNESCO World Heritage Site. Tikal was the capital of a conquest state that became one of the most powerful kingdoms of the ancient Maya. Though monumental architecture at the site dates back as far as the 4th century BC, Tikal reached its apogee during the Classic Period, ca. 200 to 900 AD. Tikal is the best understood of any of the large lowland Maya cities, with a long dynastic ruler list, the discovery of the tombs of many of the rulers on this list and the investigation of their monuments, temples and palaces.

Tritonis

Undersea city inhabited by Mers, Dargons, Delfins, Sea Sprites, and Shalarin. Described in greater detail in BH15 The Book of Water.

Uluru

Uluru, also known as Ayers Rock is a large sandstone rock formation in the southern part of the Northern Territory in central Australia. It lies 335 kms south west of the nearest large town, Alice Springs, 450 kms by road. Uluru is one of Australia's most recognisable natural landmarks. The sandstone formation stands 348 mtrs high, rising 863 mtrs above

sea level with most of its bulk lying underground, and has a total circumference of 9.4 kms. Both Uluru and the nearby Kata Tjuta formation have great cultural significance for the Anangu people, the traditional inhabitants of the area, who lead walking tours to inform visitors about the local flora and fauna, bush foods and the Aboriginal dreamtime stories of the area. Uluru is notable for appearing to change colour at different times of the day and year, most notably when it glows red at dawn and sunset.

Ys

Undersea city inhabited by Sahuagins, Carapaces, and Tako. Described in greater detail in BH15 The Book of Water.

4. MAGICAL DIMENSIONS

Practitioners of magic have known for millennia that there are entire realities that lie parallel to our own, but on different planes of existence. Each of them has a cosmology and set of guiding physical laws that is unique unto itself. The following list provides a brief introduction to the known mystical dimensions that make up the Beyond Heroes multiverse.

Entities and beings entreated for Dimensional energy powers inhabit other dimensions. Magical heroes deal with other dimensions more than any other type of character, probably due to the fact that so much energy for magic is drawn from other dimensions. Sometimes whole adventures are centred on stopping an invasion from another dimension or pursuing someone or something in another dimension. Other dimensions offer endless opportunities for adventure. Conditions and physical laws differ from dimension to dimension, from the Earthlike environment of Asgard to the bizarre surroundings of the Chesscape. If a GM wants to set up a campaign where heroes fight copies of themselves, meet legendary heroes, or face a strange new menace, a different dimension is the perfect place to go.

Dimension Travel is the process of leaving the space of our universe and entering that of another one, accomplished by physical, psychic, psionic, or magical means. The magical means of dimension travel are unknown to all but a few. While magic is not the only way to enter another dimension, it is the most commonly used method. There are three types of magical dimension travel: direct dimensional apertures, travelling across dimensions, and astral travel. Dimensional Apertures are gateways which open from one dimension directly into another, such as from the Earth dimension into the Sixth Dimension.

If the character attempting dimensional travel is of lesser rank than Master, some form of “beacon” must be maintained within the user’s dimension so he can find his way back again. For instance he could use a lit candle or his own artifact to provide a path of light back to his own dimension. A beacon allows the traveller to return to his own dimension with ease even if he passes through unfamiliar dimensions on the way. If the beacon is extinguished, the traveller becomes lost and must travel through dimensions at random until he finds a familiar one.

For game purposes the distance between any two dimensions is measured in the dimensions themselves. The placement of the dimensions is a random task filled by the GM rolling two dice and adding them together to determine the number of dimensions the player character has to travel before arriving at the right one. This means that the character must pass through from 2 to 20 dimensions. The rate of Earth time spent in passing through these dimensions depends on the character's INT. He can move through 1 dimension per round per 5 INT.

This represents a greatly accelerated speed used only for dimensional travel. A character must fully concentrate on his movement to pass through dimensions at this rate. If a character encounters another character or creature within another dimension the movement rate for both parties reverts to normal within the dimension.

The astral plane, which is a separate dimension, seems to run through most dimensions. A character who is not able to cross dimensions physically can still attempt to enter them by projecting his astral form and simply following the astral plane into those dimensions, if he goes through a nexus point. While the limit on the amount of time a character's astral form can be "out-of-the-body" before damage occurs remains the same, it must be remembered that time passes at different rates in different dimensions.

The GM may assign certain nexus points to the city, state, or country that a hero occupies. Nexus points are always difficult to reach and are sometimes down-right dangerous. Usually myths and legends grow around the nexus points, such as the Bermuda Triangle, haunted sites, hallowed burial grounds, and the like. These nexus points will offer immediate access to other dimensions through the use of Astral Projection .

A character who travels quickly through dimensions must be careful. The human mind is a frail thing when confronted by a reality that contradicts the senses and what we believe to be constant physical laws. Some dimensions are so bizarre in their existence that they can seriously challenge a character's sanity. This challenge presents itself in one of two forms: sanity-bending and sanity-threatening. The character can resist the danger by making successful WIS rolls. When a character is performing a dimension crossing the GM will have to randomly roll each non-specific dimension the character crosses.

Both Sanity-Bending and Sanity-Threatening checks are not necessary after the character has either spent an extended period of time in the dimension (two days at least) or has visited the dimension at least four times previously. Once a character fails his roll and his sanity is affected, no further checks are necessary for the affected character in that dimension. The character automatically recovers when the duration of the effect expires.

D100 Effects

01-10 The dimension is Sanity-Threatening.

11-30 The dimension is Sanity-Bending.

31-00 The sanity of the character is not challenged.

Sanity-Bending

The character becomes extremely disoriented. The character must make a WIS roll each time he enters an unfamiliar dimension and once a day while he is in the dimension. A failed roll means that the character's sanity is suffering. The character behaves as if successfully attacked by one of the spells/powers listed below. The GM controls the effect of the spell on the character as it reflects the dimension he has entered and the theme of the GM's scenario.

D100 Effects _____

01-15 Confused

16-30 Terrified

31-45 Forgetful

46-65 Delusional

66-85 Physically paralyzed

86-95 Mentally paralyzed in a trance

96-00 All abilities are negated

Sanity-Threatening

This is identical to Sanity-Bending, except the WIS is made with a penalty of -3 and, at least in the first excursion through a new dimension, the checks are twice as frequent.

A Guide to Dimensions

The following surrounding earth dimensions are all strong in magic. For more detail on the make up of each dimension see BH10 the Book of Dimensions;

3. The Prime Material Plane

4. The Aetherscape

7. The Middle Realms which contain the following dimensions; the Astralscape, the Dreamscape, the Screamscape and the Shadowscape.

8. The Elementalverse which contains the following dimensions; the Celestialscape, the Cinderverse, the Cirroscape, the Corrosiverse, the Cryoverse, the Dynaverse, the Emberverse, the Fissionverse, the Gravitiescape, the Hydroscape, the Illumniscap, the Mireverse, the Pyroscape, and the Terrascape.

9. The Bioscape which contains the following dimensions; the Faunascap, the Florascap, the Machinascap, the Orescap, the Quantumverse, and the Stratoscap. The Faunascap is further subdivided into; the Animorphicverse, the Antipodalverse, and the Arthropodicverse. While the Florascap is further subdivided into; the Saphromorphicverse.

12. The Outer Realms which contains the following dimensions; the After Realms, the Faerie Realms, and the Realms of Reason (though there is no magic in Reason).

The After Realms are further subdivided into;

Aztlan, Chilote, Faova, Giizhigong, Hanan Pacha, Muiraquita, Orun, Paccariscas,

Saquenay, Teteoh, Yachay Wasis, Alkyonide, Cruchan Feli, Ditsov, Elyssa, Galatia, Lusitania, Midlands, Nartae, Olympus, Temair, Thule, Tir Na Nog, Ys, Akkadia, Annunaki, Chronopolis, Emesa, Heliopolis, Kaaba, Mitanni, Nibiru, Nineveh, Nirvanah, Stygia, Thuvaraiyam Pathi, Ugarat, Yazatas, Avalon, Battleverse, Dada, Heaven, Hell, Purgatory, Abyrga, Amenoukihashi, Kumari Kandom, Shambhala, Ta-Lo, Tocharia, Ashe, Maasai, Mbatl, Odinala, Odinana, Odinani, Oduduwa, Omenala, Omenana, Ori, Orisha, Oromo, Sawar, Alchera, Atua, Hawaiki, Kaluwalhatian, Kerguelen, Maui Nui, Quidlivun, Truk, Zealandia, Asgard, Bayan, Bjarmaland, Debeskah, Haldi, Illyria, Pohansko, Sventaragio, Svarya, Taivas, The Godwheel, Creation, Primeval, and the White Light.

The Faerie Realms are further subdivided into;

Abyss, Chesscape, ChiYou Island, Gemscape, Hydros, Lost Realm, Manascape, Neververse, Shangri-La, Tunnelverse, and Wastelands.

The Multiverse

The dimensions below are ones which are strong in magic. Although most dimensions do have some form of magic it is usually with very low mana levels.

Heroverse F0 The Strange Reality dimension featuring the worlds of Athas, Oerth, Mystara and others.

Heroverse F1 The Strange Reality dimension of Ravenloft which often intrudes into Heroverse F0 and F2-F13.

Heroverse F2 The Strange Reality dimension of Mystara, Hollow Earth and the Savage Coast.

Heroverse F3 The Strange Reality dimension the Forgotten Realms, Al Qadim, Maztica and Kara Tur.

Heroverse F4 The Strange Reality dimension of Krynn or Dragonlance.

Heroverse F5 The Strange Reality dimension of Athas or Dark Sun.

Heroverse F6 The Strange Reality dimension of Greyhawk.

Heroverse F7 The Strange Reality dimension of Birthright.

Heroverse F8 The Strange Reality dimension of Eberron.

Heroverse F9 The Strange Reality dimension of Empire of the Petal Throne.

Heroverse F15 The Strange Reality dimension of Spelljammer which links the dimensions F1 to F13.

Heroverse F16 The Strange Reality dimension of Planescape which links the dimensions F1 to F14.

Heroverse F17 The fantasy dimension of Palladia.

Heroverse F19 The fantasy dimension of Pathfinder.

Heroverse F20 The fantasy dimension of Warhammer Fantasy.

Heroverse F21 The fantasy dimension of Rolemaster and Spacemaster.

Heroverse F22 The fantasy dimension of Runequest.

Heroverse F23 The fantasy dimension of the Lord of the Rings movies.

Heroverse F24 The fantasy dimension of Earthdawn and Shadowrun.

Heroverse F25 The fantasy dimension of Hackmaster.

Heroverse F26 The fantasy dimension of Ars Magica.

Heroverse F27 The fantasy dimension of Harn.

Heroverse F28 The fantasy dimension of Glorantha.
Heroverse F29 The fantasy dimension of Legend of the 5 Rings.
Heroverse F30 The fantasy dimension of Pendragon.
Heroverse F31 The fantasy dimension of Lankhmar.
Heroverse F32 The fantasy dimension of Hero Game's Fantasy realm.
Heroverse F33 The fantasy dimension of Chivalry and Sorcery.
Heroverse F34 The fantasy dimension of Dragonquest.
Heroverse F35 The fantasy dimension of Dangerous Journeys.
Heroverse F36 The fantasy dimension of Castles and Crusades.
Heroverse F37 The fantasy dimension of Blue Rose.
Heroverse F38 The fantasy dimension of Lejendary Adventures.
Heroverse F39 The fantasy dimension of Talislanta.
Heroverse F40 The fantasy dimension of Tunnels and Trolls.
Heroverse F41 The fantasy dimension of Shadow World.
Heroverse F42 The fantasy dimension of 7th Seas.
Heroverse F43 The fantasy dimension of Diablo.
Heroverse F44 The fantasy dimension of Everquest.
Heroverse F45 The fantasy dimension of the Talisman board game.
Heroverse F46 The fantasy dimension of Runebound.
Heroverse F47 The fantasy dimension of Sacred.
Heroverse F48 The fantasy dimension of Titanquest.
Heroverse F49 The fantasy dimension of World of Warcraft.
Heroverse F50 The fantasy dimension of Elfquest.
Heroverse F51 The fantasy dimension of Groo.
Heroverse F52 The fantasy dimension of Conan and Red Sonja.
Heroverse F53 The fantasy dimension of the Elder Scrolls.
Heroverse F54 The fantasy dimension of the Dungeon Keeper games.
Heroverse F55 The fantasy dimension of Tolkien's Hobbit and Lord of the Rings novels.
Heroverse F56 The fantasy dimension of Donaldson's Thomas Covenant novels.
Heroverse F57 The fantasy dimension of Donaldson's Mordant's Need novels.
Heroverse F58 The fantasy dimension of Jordan's Wheel of Time novels.
Heroverse F59 The fantasy dimension of Rowling's Harry Potter novels.
Heroverse F60 The fantasy dimensions of Moorcock's Elric, Corum, Hawkmoon and Erekoze novels.
Heroverse F61 The fantasy dimension of Goodkind's Sword of Truth novels.
Heroverse F62 The fantasy dimension of Eddings' Belgariad and later novels.
Heroverse F63 The fantasy dimension of Feist's Riftwar novels.
Heroverse F64 The fantasy dimension of Lewis' Narnia novels.
Heroverse F65 The fantasy dimension of Brooks' Shannara novels.
Heroverse F66 The fantasy dimension of Irvine's Three World Cycle novels.
Heroverse F67 The fantasy dimension of Anthony's Xanth novels.
Heroverse F68 The fantasy dimension of Cook's Black Company novels.
Heroverse F69 The fantasy dimension of Card's Tales of Alvin Maker novels.
Heroverse F70 The fantasy dimension of Nix's Abhorsen novels.
Heroverse F71 The fantasy dimension of Nix's Keys to the Kingdom novels.
Heroverse F72 The fantasy dimension of Nix's Seventh Tower novels.

Heroverse F73 The fantasy dimension of Turtledove's Videssos novels.
Heroverse F74 The fantasy dimension of Weeks' Night Angel novels.
Heroverse F75 The fantasy dimension of Pullman's His Dark Materials novels.
Heroverse F76 The fantasy dimension of Drake's Lord of Isles novels.
Heroverse F77 The fantasy dimension of Gygax's Gord the Rogue novels.
Heroverse F78 The fantasy dimension of Hercules and Xena as depicted in the respective TV shows.
Heroverse F79 The fantasy dimension of Shrek.
Horrorverse 0 Also known as the Neververse and the home dimension of Neverworld, Astaroth, Tyrannus and all Daemonic races. Total darkness with no stars.
Horrorverse 9 Home dimension of the original World of Darkness rpgs.
Horrorverse 10 Home dimension of the rebooted World of Darkness rpgs.

5. MYSTICAL ENTITIES

Extradimensional entities are often spoken of as gods in the Beyond Heroes Universe. A god is a humanoid being with a longer life-span and greater physical powers than human beings, whose kinsmen or self has once been worshipped by humanity. All of them are for all practical purposes, immortal. All races of gods now dwell on some extradimensional world, although they may have lived on Earth in ancient times. There seems to be a special connection between the gods who were once worshipped on Earth and Earth itself.

Entities, as used here are extradimensional beings, places, or things that wield, contain, or otherwise possess great mystical energies. They are considered here because their energies can sometimes be tapped by Earthly mages to provide energy for their magical spells. Because these entities have so much more power than the average being they are sometimes referred to as gods (or demons if they have degenerated), and many are even worshipped by cults as the source of their spells and knowledge. Because Earth seems to be a nexus for so many dimensional apertures, and because so much magic interacts there, the status of this location is of great interest to most entities.

Many is the time a demon has attempted to conquer the Earth dimension, and many are the entities that are successfully entreated to provide energy for spells to fight these would-be conquerors. A few entities are completely neutral, but those are rare. Because mankind can sometimes be as greedy, petty, or megalomaniacal as these demons, it is often easy for a demon to recruit new Earthly followers and believers to his cause. Cults spring up constantly, dedicated to this entity or that, and sworn to the takeover of the Earth dimension by that being. It is up to the mages and sorcerers of Earth to help keep the balance of the cosmos by opposing these chaotic cults, magicians, and entities in whatever way they can, whenever they can.

All entities can be considered malevolent, benevolent or neutral. Of course, their attitude depends on whether a character is good or evil himself (Tyrannus might seem quite benevolent to his worshippers, while everyone else would see him as a malevolent demon). But no matter whether the entity is chaotic or not, he can usually be entreated by

a magician of any belief and will answer. Entities do not take the time to peruse every single entreaty. They sow their favours like seeds, and hope that they take root in soil of their liking. If an entreaty is stated for a specific purpose that is obviously opposed to the entity's desires, he will usually just ignore it, though he may choose, at other times, to punish the entreating party for offending him.

A mage may even call on an entity whom he does not fully understand to help him in an enchantment, only to later find that entity is opposed to everything he believes in. Once recognized as an enemy, it is very unwise to contact an entity again. Some entreaties are actually methods for focusing the desire or purpose of a mage. By calling upon his dead master or his personal belief in a god to help him, a sorcerer reminds himself of what he stands for and what he must do to stop an opponent. Usually, though, entities are extradimensional existences. The word "demon" is used to refer to evil beings of mystical origin. Demons have greater mystical powers than normal human beings, and usually dwell upon extradimensional worlds. While most demons are born as demons, it is possible for a god to physically degenerate into a life-preying demon .

Demons usually sustain themselves by preying upon lesser creatures (generally astral forms or life essences). Demons often attempt to prey upon the life essences of humans, and also use humans as pawns in schemes to increase their own power. There appear to be three major types of demons. The first type appeared on Earth before the dawn of humanity. These demons, sometimes called the Infernal Gods, were at one time closely associated with the Earth itself.

The Infernal Gods, most of whom were not humanoid in form, later degenerated into preying upon their own kind (since humankind had not yet been born). Those who declared themselves the Gods of Order destroyed most of the elder demons although a few of the most powerful escaped to other dimensions. Gaea infused her essence into all living things and became the goddess known as Mother Earth (The Faerie schools of magic often invoke her name in their spells).

Long after the departure of the elder demons, a second type of demons arose. These demons possess vast mystical power and dwell in (and sometimes rule) extradimensional realms. To this day, these demons use human beings as pawns or subjects. In dealing with humanity, these demons sometimes falsely claim to be the incarnation of absolute evil, in order to exploit humanity's belief in such a being. All such claims are only elaborate deceptions.

There exists a sub-class of messenger and servant demons who serve the rulers of the demonic realms. These beings derive from the same origin as their masters, but are of lesser power. The third type of demons are also of extradimensional origin, but are nonhumanoid in form and alien in motivation. Some of these demons have appeared on Earth at some point in their existences; others remain in their own realms and seldom deal with humanity.

There are also a number of extradimensional mystical beings of an evil nature whose

origins are so shrouded that they cannot be classified as true demons of any of the previous three types. Some are rulers of their own dimensions, and may be evil gods, others are simply extra-dimensional monsters, or mortals with enormous power. All of the major demons and sorcerers discussed above can grant dimensional energy for spells and all of them are linked with evil and diabolical magic. Invoking one of the evil entities is extremely dangerous, since they are merciless and regard humans as pawns at best and prey at worst.

The major demons, when in their own realms, are more than a match for all but the most powerful of sorcerers. Regardless of their power, all true demons are irrevocably evil and destructive and should be regarded as monsters.

Before a mage can call on an entity he should know something about him or it. In a polytheistic religion each God and Goddess serves a specific role and fills a certain niche: love, life, war, death, and everything in between; be it Aardvarks or Zebras. One such incredibly vital purpose, believe it or not, is Evil. On the one hand, the Balance Between Good and Evil must perforce have Evil to balance Good, lest the latter become an intolerant conformist theocracy.

Likewise, it also serves as a definition of what not to do for worshipers of all the Good and Neutral gods. It also serves as an excellent plot enabler and antagonist for the heroes and forces of good to fight against. Being the absolute apex of the sliding scale of villain threat, The Chosen One can spend an entire series fighting their way up from the Religion of Evil, the Black Pope, its Dark Messiah, and then fight the God of Evil itself..

In many works, there is a God of Evil. An ultimate embodiment of evil that seeks to either spread unhappiness or kill as much as he/she wants.

Entities of Balance

Pop

Entities of the Infernal

Demons

Aztec

Babylonian

Baltic

Estonian

Hungarian

Hurrian

Inca

Mayan

Mesopotamian

Norse

Primordial

Slavic

Entities of Light

Angels
Aboriginal
Canaanite
Eskimo
Filipino
Islander
48
Chinese
Korean
Maori
Native American
Voodun

Pantheons which have both Infernal and Light

Afrikan
Celtic
Egyptian
Finnish
Gaulish
Greek
Hindu
Japanese
Roman

6. MAGICAL CLASSES

To understand a character in the Beyond Heroes universe one must look at the three general areas that define a character's magical abilities and personality: how magic shapes a character's life, the character's suitability as a magic user, and what energies he draws upon to use his magic.

Magical Types

There are three different generalized types of magical characters: those who have been magically enhanced, those who have a magical item or items, and those who are magic wielders. Needless to say, some characters can fit into more than one category, but it is how they primarily use magic that is important.

Magically Enhanced - These characters are those who have touched some magical item or been influenced by some mighty magical being or spell in the past and now have abilities and/or powers that are permanently enhanced. Increased Strength and Endurance, improved eyesight or movement, are all typical examples of magically enhanced abilities and characteristics.

Magical Items - When possessed by characters these create another kind of hero. The

source of magical items is usually a powerful magical being or god who grants the item to the character, or the item is found in a ruin, 'in an ancient temple, hidden away by its previous user, etc. Note that many of the characters who have magical items also have developed their natural abilities, such as Fighting, acrobatics, and the like.

Magic Wielders - This is the most complicated classification. These are characters who wield magic themselves. It sometimes manifests itself as an innate power, but usually is used by means of spells and incantations. The character's suitability as a magic user depends primarily on what type of magical character he is. Suitability requirements for characters who have stumbled upon a magical item or have been enhanced magically usually consists of dumb luck, and sometimes a stout heart, pure nature, etc. Suitability requirements for magic wielders are far more stringent and this section is primarily for these characters.

A hero who is a magic wielder must have a high INT. A magic wielder has usually had training in the past, most (95%) have had to undergo intense training. The other 5% have an innate ability to use magic, but must immediately find a master to help teach them how to control and use their powers. The only way for a magic wielder to increase his abilities is to study long and hard under a master who understands the mysterious ways of magic and is of the same school of magic. "Studying" not only includes gaining experience through the actual use of magic "in the field" to combat villains, but also spending free time pouring over ancient tomes, practicing spells, etc.

A magic wielder's life is not an easy one. When other characters are out making personal appearances, etc., a magic wielding apprentice must spend many isolated hours a day at study and practice, just to maintain what he has learned. Most mystics, magicians and sorcerers follow a specific school of magic. Each school includes concepts of nature and the character's place in it, guidelines on what entities to entreat if dimensional magic is being used, and goals to strive for. Although there are as many paths into magic as there are magicians, the general process of initiation always seems to follow a specific pattern that many occultists believe is magical in and of itself. This process consists of four distinct stages:

1. Instruction
2. Action (the Journey Outward)
3. Contemplation (the Journey Inward)
4. Dedication

The process of instruction brings an awareness of the mystical realms to the initiate in the relatively safe atmosphere of guidance and study. It builds the apprentice's self-discipline and prepares him for what he will soon experience.

Next, during the action phase, the disciple takes his knowledge out into the world and tests his skills in the crucible of cold reality. Often this phase ends in disaster, and the initiate gains insights that serve to make him stronger.

The apprentice then meditates on all he has seen and done, beginning a cycle of

contemplation and self-examination. This stage is frequently carried out in complete isolation to remove all potential distractions. A great revelation usually marks the end of this stage. Finally, armed with his new insights, the seeker inevitably dedicates himself to a new life in the art and earns the right to call himself a mage.

Spell Selection

The selection of the appropriate spells can be done in one of three methods: randomization, selection, or a combination of both. The GM decides what method to use in his campaign but the same method should be used for all player characters and NPCs.

Randomization; Here, the player, Simply rolls the dice and takes the spell that matches the roll on the appropriate spell list. While this is one of the fastest methods of character generation and can create an interesting character, the spells sometimes do not work well together, leaving the character in a bind. This problem can be solved by taking the randomized character and turning him into a combination character.

Selection; Here, the player simply chooses the spells he wants the character to have. This can be a slow process, particularly if the player is not familiar with the game. The GM should be prepared to offer suggestions. The GM has the final say on the spells the player chooses; the GM can disallow any spell he does not want used.

Age

Mastery of the ancient arts takes longer to control than most other types of powers, Start with 17 years of age. Roll a (D6 +3) and add the result to 17 (for a span of between 18 and 26 years). This is just for beginning characters and certainly does not effect the character as he picks up future spells. It is possible for certain individuals to gain considerable skill in sorcery at an early age. This usually happens due to very early training, an extremely high INT or WIS, or other unusual circumstances. If the GM wants to make this a possibility for player characters, the young magic wielder starts with 10 years, (+D6 +1).

Identity

Does the hero have a secret identity? If so, what is it? How does he keep it secret? Does anyone know this secret? If the character is magically enhanced or is based on magical items alone, then it is up to him whether he has a secret identity or not. But if the character is a magic wielder he will usually have a secret identity for his own safety. A magic welder needs no other complications in his life aside from those associated with his studies and adventures.

A secret identity is an absolute must for this simplification of his life. A sorcerer's secret identity is usually his actual identity. The character maintains his anonymity when in action by using a hero name, by wearing a costume that draws attention away from his face (perhaps a mask as well), and by not drawing attention to himself by using flashy magic. This is one of the reasons why so many magic wielders prefer astral combat or taking the conflict into deserted areas. The most likely people to know a character's

secret identity include sweethearts, wives, etc., the character's master (and later, disciples), and possibly another super hero teammate. Generally, at the start of a character's adventures, no villain knows of his real identity.

Personality

What is the hero's personality like? The personality of the character can be one of the most enjoyable aspects of roleplaying games. This aspect should be left entirely up to the player, but should have some general guidelines set down at the beginning of the character's existence. The personality defined should be more than just "mean" or "heroic". There should be many different facets to the character's personality. By nature, most player character magic wielders are the strong, silent type.

They usually need to control their fears and other emotions to be able to fully concentrate on their studies and their spells. Because of their constant practice and studies, along with whatever occupation they may have, they tend to be a quiet, reserved, and isolated lot, oftentimes being referred to as "stern," "reserved" or a "stick-in-the-mud". Certainly, there is no rule that says the character cannot be a happy, carefree individual, but he will most certainly be looked upon by other magic wielders as someone who is not serious about the mystic arts and who is not worth bothering with.

Resources

What are the hero's resources? This measures not only the character's personal wealth, but also his ability to get money or valuable equipment through many channels, including wealthy organizations. Roll here to determine this. A character who is a magic wielder has generally been in seclusion for many years, studying with his master. Consequently, he has spent very little money over this time and any money he had saved has been generating interest.

Magic Wielder Ranks

The following steps show the various degrees of magic wielder rank or status.

Novice - This character knows fewer than five spells. He is spending most of his time with his master (when not practicing what he has learned on villains). He can study tomes and scrolls and even perform magic found therein, but he cannot yet learn spells on his own (spells that he has read in a tome or on a scroll must be studied each time he uses them—he cannot commit them to memory).

Novices are usually ignored by the more powerful dimensional entities. A novice using a Dimensional Entreaty spell uses his magic as normal, but no roll is necessary to determine if the entity entreated will be affronted by the entreaty and take action. The dimensional entity feels that it is an investment in the future, but the character is currently beneath his total consideration. A novice can, however, provoke a hostile reaction from extra-dimensional entities by abusing their power—using it in ways the entity would not normally approve of.

Disciple - The character possesses at least 6 spells. He assists the master in some of his

rituals, but is spending more time adventuring than a novice. He may learn new spells from his master's written works. Disciples, like novices, are usually ignored by the more powerful dimensional entities. A disciple using a Dimensional Entreaty spell uses his magic as normal, but no roll is necessary to determine if the entity entreated will be affronted by the entreaty and take action. The dimensional entity feels that it is an investment in the future, but the character is currently beneath his total consideration. A disciple can, however, provoke a hostile reaction from extra-dimensional entities by abusing their power-using it.

The disciple can learn one spell from a written tome or scroll every nine months of game time, provided the disciple is taking sufficient time to study it (usually about half his time, assuming that he studies daily). If the disciple goes more than a week without study, the spell cannot be learned. The normal amount of points needed to gain this spell is waived by the GM, as an extensive amount of time is being committed to the studies that could otherwise be spent in gaining experience.

Adept - The character possesses at least 8 spells. He spends more time adventuring than he spends with his master, though he is still at his master's beck and call. His studying of the writings of the ancient arts gleans him more information than if he were a novice or disciple. This is the lowest rank at which a sorcerer could normally gain special attention from dimensional beings.

The adept can learn one spell from a written tome or scroll every six months of game time, provided the adept is taking sufficient time to study it (usually about half his time, assuming that he studies daily). If the adept goes more than a week without study, the spell cannot be learned. The normal amount of points needed to gain this spell is waived by the GM, as an extensive amount of time is being committed to the studies that could otherwise be spent in gaining experience.

Master - The character possesses at least 12 spells. He spends very little time with his master, but much of it in contemplation, study, and adventuring. If he qualifies, he may find a student of his own to teach. His studying of the writings of the ancient arts gleans him more information than any other source. The strongest master in the world or dimension of his natural existence is called the Master or Magistra (Mistress) of the Mystic Arts.

A Master of the Mystic Arts has the greatest amount of mystical knowledge in his dimension. He spends all of his time guarding his dimension, teaching any students he may have, and studying mystical lore. He is more recognizable for his worthiness than for the power he wields. He earns his rank through vigilance against foes and by overcoming the constant burden of responsibility this rank involves.

A master of the mystic arts can learn one written spell in a tome or scroll every two months of game time, provided the character is taking sufficient time to study it (usually about half his time, assuming that he studies daily). If the master goes more than two weeks without study, the spell cannot be learned. It must be remembered, though, that the

time spent adventuring is much greater and the time for study will exclude other duties or appearances. This completely halts any experience increase by any means other than that directly related to an adventure. The normal amount of points needed to gain this spell is waived by the GM, as an extensive amount of time is being committed to the studies that could otherwise be spent in gaining XPs.

Masters and Students - A master can find and teach one student, if he desires. The time it takes to train a student is great, so a master may not learn new spells from tomes or scrolls while teaching his student. The student starts out at novice level with only one spell. (Roll the student and his spell up randomly). For every two hundred hours the master spends with the novice, the student can learn one more spell (the student is limited to learning one spell at a time). The player may play the student as he does his normal character, even taking him on adventures, but two considerations must be kept in mind: the novice is not considered to be studying for his spells when he is adventuring, whether he is accompanying the master or not.

7. ANCIENT MYSTICIS DISCIPLINIS CLASSES

ALCHEMIST

The magical elements have fascinated intelligent creatures since before recorded history. Wizards and sorcerers strive to harness the mental command over nature, to control reality with a word and a gesture. Alchemists take a more practical approach; by working with and refining base materials, they can concentrate the magical elements within base substances. By mixing and applying these elements, they can work magic.

They do this without actually channelling the power through themselves, through a process akin to science. Alchemists are spellcasters, but do not actually use spells in the ordinary sense. Rather, they prepare concoctions (just as a regular spellcaster prepares spells) and uses these alchemical substances to create magical effects. Alchemists work their magic through powders, explosions and sleight-of-hand. But these effects are still magical; they can be detected, dispelled and manipulated just like other magical effects.

Alchemists use natural substances and refine magical elements out of them. Mostly, this is normal materials like spring water, ash, a spring breeze or fermented dung. Through processes like dissolving, distillation, fermentation and heating, these substances are refined into magical materials. This is a part of the everyday spell preparation of the alchemist. But all alchemists dream of one day working with gold and precious metals, and alchemical spell research involved exotic experiments with expensive materials.

The dream of many alchemists is the permanent transmutation of base metals into gold. An alchemist masters all forms of elemental magic, and the magic of change and substance. They can create, transform and manipulate the elements and their manifestations in physical objects and creatures. They can boost or stymie the abilities of other creatures. They are masters of potions, and very talented in the creation of all sorts

of magical items. They can create life, and heal almost as well as clerics. They are masters at locating and analyzing magic and objects, but otherwise poor at divination.

Alchemy is a learned science, and most alchemists are trained at guilds and universities. A few grow up under the tutelage of a mentor. Some were placed into such institutions by ambitious guardians, but many alchemists are unable to get such privileged students, and pick up some intelligent stray they encounter to be their handyman and later their apprentice. Almost all alchemists are members of guilds, that tightly regulate the craft, teach spells, set the price of magic items and services and regulate the number of practicing alchemists in each area. A common reason for young alchemists to adventure is that there is no opening for them to set up shop in their home town.

They can be of any race but are more commonly from the Araby countries.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 and DEX 14 is necessary. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Brew

Knowledge Herbalism

Knowledge Magic

Science Chemistry

Toxicology

Use Magic Device

Step 3: Abilities

Alchemists start with the following ability free;

Alchemical Concoctions - A potion is a magic liquid that produces its effect when imbibed. The Alchemist needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew and of course ingredients. All ingredients and materials used to brew a potion must be fresh and unused. The creator must have prepared the spell to be placed in the potion. The act of brewing triggers the prepared spell, making it unavailable for use until finished. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.

Alchemists learn how to brew potions much like other mages learn new spells.

Alchemists have Recipe Books that behave in all ways like a wizard's spellbook with the following exception, only Alchemists can prepare spells from Recipe Books. Alchemists can learn spells from other Alchemist's Recipe Books as well as from scrolls (after 2nd level) and wizards spellbooks. To learn a potion from a Recipe book the Alchemist needs to make an alchemy check and then write that draught in their recipe book. To learn a spell from a scroll or from a wizard's spellbook the Alchemist first needs to roll a successful spellcraft check as if they were a wizard learning that spell then, they need to

roll a successful alchemy check to be able to properly turn that spell into a potion. Note, that wizards can also learn spells from an alchemist's recipe book but first with an alchemy check and then a successful spellcraft check to convert it into a spell.

First the character must research the potion's formula just like conducting spell research. It takes two weeks per potion mana to research the formula, at a cost of 500 denarii per potion mana point. The alchemist must roll learn spells to find out if he learned the spell before he can be considered successful in his research. Once a character has successfully researched a potion's formula, he can produce one dose by investing 3D6 x 100 denarii in materials and spending one uninterrupted week in his laboratory. Again he must pass the learn spells check to see if he followed the directions correctly with a +1 bonus per character level. While the alchemist doesn't have to adventure to acquire rare or unusual materials for potions, he may still have to take time to make arrangements for special requirements such as the delivery of unusual chemicals or glassware.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Alchemists start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Create Scroll	5	The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. To create a scroll the Alchemist must use writing implements and materials which are fresh and unused. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Enhanced Taste	5	Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Familiar Link	10	The Alchemist may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
Spellcast	5	The cost is for each sphere of magic the Alchemist wants to learn from. The first sphere is free and must be Transmutanic, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. However; spells can only ever be embedded into potions or objects, never cast externally like other mages. Alchemists can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: The Alchemist's Lab

As scientific characters alchemists will always maintain a large and well-equipped laboratory to pursue their experiments. The laboratory must be well-stocked with all kinds of materials, including samples of every metal or alloy imaginable, equipment such as burners, beakers and bottles, and natural curiosities like magnets, incendiaries, and other such things. An alchemist is assumed to begin play with an appropriate laboratory in his home town or base of operations, but building and outfitting a new laboratory costs at least 1000 denarii per character level, and existing laboratories require at least 50 denarii of materials a level per month to be functional.

An alchemist without access to his laboratory loses the bonus alchemy spell he could normally memorize at each spell level, and can't conduct research, make potions, or add new spells to his spellbook. The alchemist's whole work is based on the four classical elements of air, earth, fire, and water. In other words, the alchemist considers gold (for example) to be a combination of earth and fire. Alchemists are the most scientifically-minded wizards, and they experiment constantly in search of knowledge. In order to be

an alchemist, a wizard must have an excellent education in the sciences and a steady hand for experimentation.

Laboratory step 1: A step one laboratory consists of basic alchemic tools as few chemicals, pipettes, flasks and a stove. Cost of a step one laboratory is 1000 denarii. There is also a variant which is called the wandering laboratory: Cost is the same and it is small enough to be transported easily (weight is 10 lbs). Keep in mind that there are fragile pieces included.

Laboratory step 2: A step two laboratory consists of all kind of alchemic tools and material including a hot fire place. Cost of a step two laboratory is 5000 denarii and it takes a 3rd level Alchemist one month to build it.

Laboratory step 3: A step three laboratory consists of a step two laboratory plus a forgery plus enchanted tools to make it easier to feel and work with patterns. A step three laboratory is an enchanted place. Cost of a step three laboratory is 10,000 denarii and time required is at least six months under the supervision of an Alchemist of at least level 6.

Forge: A forge is no laboratory but required for some item creation. It contains a forge plus working tools plus raw materials such as iron in small quantities. Cost of a forge is 1000 denarii and it takes at least one month to build it. Material cost is determined by the item produced, GM decision.

Fine Forge: A fine forge is almost the same as an ordinary forgery except is contains magical tools and special equipment. Cost is 5000 denarii and it takes three months to complete it. A fine forge lowers the difficulty number of all items by one.

Examples of normal potions

Acid

Through careful distillation, alchemists can brew potent acid. A flask-full of acid can command anywhere from 50-100 denarii, while a vial might sell for 10-40 denarii. Incendiaries These dangerous concoctions range from flammable oils and pitches to nasty stuff like naphtha or Greek fire. A flask of an incendiary substance usually costs 10-30 denarii.

Pyrotechnics

Unlike the previous two substances, pyrotechnic mixtures are often powders. They can be used to create clouds of smoke of a variety of colours, or bright flashes of light when added to an existing fire. A vial of pyrotechnic mixture costs 5-20 denarii, while a flask costs anywhere from 10-30 denarii.

APPRENTICE WIZARD

Wizards must serve a long and dangerous apprenticeship. By becoming apprentices, aspiring Wizards find themselves working many long hours at menial tasks in return for

lodgings and occasional magical instruction. Many apprentices tire of scrubbing floors, fetching and carrying, and being treated as menial servants and do not complete their apprenticeship. Apprenticeships are possible for most of the Mysticis Disciplinis classes with the exception of the priest which has its own initiate class.

Step 1: Attributes

Roll attributes as normal but an INT of at least 13 is necessary. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Fey

Knowledge Geomancy

Knowledge Magic

Knowledge Mythology

Knowledge Philosophy

Research

Step 3: Abilities

Apprentices gain all the following free;

Patron - In return for working for the wizard the apprentice not only gets magic training (if he lasts that long) he also gets free lodging and food. A generous patron may even provide a little extra (like clothing).

Additionally Apprentices start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per 2 WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Mana Bonus	10	+5 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Meditate	10	Once per day per 10 INT per level the Apprentice can meditate for one hour and recover all his mana.
Save Bonus	10	+1 Spell save at levels 3, 7, 11, 15 and 19.
Social Chameleon	5	The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all CHA rolls and +1 skill bonus with all CHA skills. When confronted with a completely alien concept or custom he

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		gets an INT roll to understand what's going on and respond correctly.
Spellcast	5	The cost is for each sphere of magic the Apprentice wants to learn from. Each sphere costs 5 points. He can learn one sphere at first level, + one more sphere at levels 4, 7, 10, 13, 16 and 19. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination. Apprentices can tap into the world's natural mana at a rate of INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Wealthy	5	Most apprentices come from a wealthy family (the best way to convince a wizard to take you on). Whenever the apprentice runs out of money he can visit anywhere his family has invested money (including an outlet of their business) and withdraw up to D6 x1000 sestertii up to once per day per level.
Will Bonus	5	+1 Willpower save at levels 2, 4, 8, 12, 14, 16 and 20.

Step 4: Careers

Just an apprentice to some wizard. Although if from a wealthy family he could join the business later.

BARD

The word Bard is used in English and other Indo-European languages chiefly to denote a Celtic poet (and musician). Musicians and poets comparable to the Celtic Bard have also been found in other cultures. Bards have greatly influenced the musical and general histories of their peoples, among the Celts they were mainly responsible for the development of secular music. The Bard was a repository of histories, stories, legends, songs and poetry of his people.

Wherever the bard travelled, he was honoured and given certain diplomatic impunity. Before the invention of the printing press, books and scribes were very costly, and recently news travelled very slowly and inaccurately. The bard, due to his education in oral tradition, could be relied upon to know the latest news from his court, whether crops had failed to the south, or which roads were safe to travel. For some villages and towns, the bard was the only reliable source of information.

Throughout the British Isles local kings, princes and chieftains maintained bards, bestowing gifts upon them for their services. The bards played the harp, and sang elegies and eulogies on famous men, composed proverbs, and recited sagas. Monasteries also occasionally maintained bards as historians and genealogists. The high esteem in which the bard was held is evident in the early legal codes of both Ireland and Wales. The Laws of Hywel Dda (Howel the Good), distinguish two classes of bard: the bardd teulu, who was a permanent official of the king's household, and the pencerdd ('chief of song'), or head of the bardic fraternity in the district.

The term bard has sometimes been extended to refer to epic singers of non-Celtic peoples, such as the aoidoi of the Homeric epics and the bards of Eastern and Western Central Asia. Singing long narrative poems of the great heroes of the past, these epic singers were also poets, composers, instrumentalists, and story-tellers. The many sided nature of their role goes back to a past when their function were in some ways comparable to those of the old Celtic bards.

Bards are skilled in the arts of songs, story-telling, dramatics and music. They are powerful public speakers and have the ability to move an audience to action with the power of their word. With their instruments they are able to weave songs of great potency and enchantments of lasting moment. Bards make their living by providing live shows in cities, villages and palaces. They enjoy guaranteed bed, board and spending money, though in return they are expected to produce words and music as the patron demands.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 and CHA 14 is necessary. Hit points = CON +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Charm

Knowledge Geomancy

Knowledge Magic

Sing

Choose 2 of the following; Music Percussion, String or Wind

Step 3: Abilities

Bards gain all the following free;

Spellcast - Half the Bard's spells should always be from Aria magic. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from Aria, Illusion, Tantric, Common and Urbain. Bards can tap into the world's natural mana at a rate of INT + WIS x3. Mana is recovered at a rate of 7 per hour if remain active (but not using magic) and 15 per hour if asleep. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13, 17 and 20. +1 Spell Bonus at levels 8, 11, 16 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Bards start with 50 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Damage Bonus	10	+1 or +25% damage to Aria spells each time bought (whichever is highest).
Determined	5	Gain +1 save per level against any Aria magic and any forms of vocal charm or persuasion.
Enhanced Hearing	5	Hearing increases by x1 normal range per 4 WIS with an additional x1 per level (eg. WIS 15 = x4 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC.
Extend Duration	10	Spell duration increases by +1 round.
Fortitude	10	+1 Sanity save at levels 1, 4, 7, 10, 14 and 19. +1 Willpower save at levels 1, 3, 6, 9, 12, 15 and 18.
HP Bonus	10	CON +8 HP instead of 6, +6 per level.
Pleasant Voice	5	When speaking the character gains +1 CHA, especially when trying to manipulate others into seeing things his way. Victims must roll to save versus mind control or wind up completely agreeing with him.
Project Voice	5	The character's normal voice range is doubled. Once per round the character can convey a speech of up to 10 words per level to a targeted person or creature in a single melodic shout lasting a second or two (counts as an attack).
Range Boost	10	+25% range for spells.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Bards can perform alone or in groups, wandering the countryside or on retainer for royalty.

DABBLER ANCIENT

A master of investigation and deduction with just a little magical ability. This character was once an apprentice mage who for whatever reason never completed his training. Reasons could include being kicked out, leaving of his own accord or the master wizard being killed. At some later point the character developed an interest in detective work and decided to pursue this career using his magical talents. They can be of any race.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 is necessary.

Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness

Interrogate

Investigate

Knowledge Law Criminal

Knowledge Magic

Knowledge Street

Step 3: Abilities

Dabblers gain all the following free;

Spellcast - He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The Dabbler can never learn from any other sphere than Common, he just doesn't have the aptitude for it. Dabblers can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Additionally Dabblers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Absolute Sense Of Direction	10	The character knows exactly where he is within an WIS x10 metre radius. The character perceives a mental map in front of him which perfectly details his current location as a map and his position on it. The map of course only covers the radius limit.
Absolute Sense of Time	10	The character always knows exactly what time it is in relation to his current time zone. He can adjust to new time zones with minimal effort.
Contact	5	The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Intuitive	10	The character is really good at finding relevant clues. Even if others have thoroughly searched the area he is still able to find something they missed. He can also attempt to find any concealed person or object (such as a secret door).
Meditate	10	Once per day per 5 INT per level the Dabbler can meditate for one hour and recover all his mana.
Observant	10	This ability can be used to detect if someone speaking is being truthful or not, and what the specific lie is. He can also detect weaknesses in any opponent or structure.
San Bonus	10	+1 to Sanity rolls.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Sheriff, Deputy, Constable, Baliff.

LOREMANCER

The Loremancer is a gatherer and keeper of secrets. He is often obsessed by the written word, with cryptic and arcane lore serving as his devoted mistress. Holding to the adage that knowledge is power, the Loremancer often forsakes material wealth and personal glory for rare or unusual information. Often rejecting what he views as the pointless affectations and transitory pleasures of his short-sighted neighbours, the Loremancer believes that the only worthwhile goal in life is the acquisition of intellectual might.

After all, wealth is spent, passions fade, and the power of the body is limited by age, while the mind's capacity to grow greater with time is infinite. Loremancers will sometimes join adventurers who, through a mutually beneficial arrangement, might provide a degree of protection to the scholar while he seeks whatever knowledge he is after.

For his part, the Loremancer provides a wealth of information and arcane firepower to a party. Some Loremancers actively deride those of their kind who fear to leave the safety of the temple or library, pointing out that only old lore can be discovered in books—new lore must be sought out in the world. These more active Loremancers might join up with an adventuring party for the benefit of the journey, content with whatever knowledge might be picked up along the way.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 and DEX 14 is necessary. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Ancient History

Knowledge Current Events

Knowledge Heraldry

Knowledge Magic

Knowledge Mythology

Knowledge Religion

Step 3: Abilities

Loremancers start with the following ability free;

Spellcast - The cost is for each sphere of magic the Loremancer wants to learn from. The first sphere is free and must be Geometric, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. Loremancers can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Loremancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Copy Spell	5	The Loremancer may learn any spell he sees cast and in action, regardless of school. Although he still cant exceed the maximum amount of spells he can learn.
Decipher Language	5	The character has the ability to rapidly learn any language if sufficient material is available for him to work with. Once the language is mastered the character is fluent in that language, provided he is physically capable of communicating in it. The number of languages a character is currently fluent in is limited to his level + INT. The languages he learns does not use up his normal skill slots, he still has all of those. The speed with which a character can learn a new language is determined by its strangeness and what source materials are available. He can read, write, speak and understand any language at his base INT score after 1 week (-1 day per every second level).
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Intuit Truth	5	He can detect if anyone is lying to him or attempting to otherwise deceive him. Likewise when researching books he can 'read between the lines' and make an educated guess at what really happened.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
See Weakness	5	He can detect any weakness in any opponent or structure within his sight which he spends at least one turn concentrating on.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Superb Memory	5	This character has trained his mind to retain more information. His memories are permanent and can be recalled with crystal clarity at any time.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Lozemancers can gain work as storytellers, librarians, researchers and in some cases even as spies.

MECHANICIAN

For many years, magic users have tried to mix magic with mechanical technology, but the experiments always fell short of their goal: the magical essence would not enchant complex machinery. Clockwork constructs are the technological cousins of golems, constructed with a combination of magic and precise technologies dependent upon the internal churning and turning of thousands of intricate springs, screws, and gears.

Clockwork refers to a device powered by the energy of a wound spring released through a series of gears. Often power for the device is stored within it, via a winding device that applies mechanical stress to an energy-storage mechanism such as a mainspring, thus involving some form of escapement; in other cases, hand power may be utilized. The use of wheels, whether linked by friction or gear teeth, to redirect motion or gain speed or torque, is typical; many clockworks have been constructed primarily to serve as visible or implicit tours de force of mechanical ingenuity in this area.

Clockworks are often powered by a clockwork motor consisting of a mainspring, a spiral torsion spring of metal ribbon. Energy is stored in the mainspring manually by winding it up, turning a key attached to a ratchet which twists the mainspring tighter. Then the force of the mainspring turns the clockwork's gears, until the stored energy is used up. The adjectives wind-up and spring-powered refer to mainspring-powered clockwork devices, which include clocks and watches, kitchen timers, music boxes, and wind-up toys.

Clockwork creatures function by combining magical energies and clockwork mechanisms. The myriad metal parts that go into the construction of a clockwork creation require absolute precision in order to function properly, so they must be built by only the steadiest of hands. Amateurish attempts at clockwork construction typically result in nonfunctional units or misfires, and many an engineering lab has been burned to the ground by novices seeking to learn the basics of clockworks and the elements that power them.

Clockwork creations, as their names suggests, must be wound up before they animate. The creator of a clockwork crafts a unique key for each creation. This key is typically inserted into the clockwork's back and turned clockwise to wind it. Turning the key counterclockwise has the effect of winding the machine down, though only a willing (or completely helpless) machine will allow itself to be unwound in this way, meaning either its creator or someone its creator has specifically designated can normally do so. Larger clockworks tend to have larger keys, and particularly huge keys require more than one set of hands to turn.

Rather than seek assistance from other engineers, eccentric or hermetic inventors often rely upon other clockwork creations to help them turn keys or aid in the creation of more monumental constructs. Other times, engineers give copies of keys to their most trusted clockworks, which can be programmed to wind allies and even themselves as the situation requires. Much like golems and animated objects, clockwork creatures can be given any number of commands; a perpetually turning script in their core records those orders and programs the rest of the machine.

Only one who possesses a key to the clockwork can program it, but any commands given to the construct last until the clockwork is reprogrammed or destroyed. An individual clockwork's potential is only limited by its creator's innovation and aptitude. Unlike many golems, which are trapped in bodies resembling lumbering and fallible cages, clockwork constructs can be repeatedly reworked and reengineered—gears can be oiled, springs can be replaced, and pistons can be fine-tuned.

The ever-adjustable framework of these mechanical beasts allows for extreme variation from creation to creation. Since clockwork creations are mostly mechanical and are at the mercy of their creator's adeptness with the technology, they are prone to the follies of human error. Loose bolts, improper programming, or lack of maintenance are all cause for malfunctions, errors that can range from minute energy leaks to deadly explosions. The most common cause of malfunction, however, is not imparted by the creator, but by the clockwork's destroyer. Creatures attacking the machine gradually unhinge screws and twist cogs with each landed blow, giving the clockwork a greater chance of backfire. Many combat clockworks are thus accompanied by clockwork servants—servitor clockworks that quickly and readily fix their mechanical allies in the heat of battle.

A Mechanician's abilities revolve around building and tinkering rather than crafting powerful spells. Mechanicians (as the clockwork mages are commonly known) cannot cast spells. Instead, they create devices with spell-like abilities. There is no historical equivalent of the mechanician, but there are many stories centring around individuals capable of creating strange and exotic machinery, particularly birds. Mechanicians have studied the power of machines, the interaction of carefully crafted gears, and the power of magic. Through long hours of study, the members of this kit have learned to create machines that can store spells and perform a wide variety of amazing functions.

These devices vary greatly in their power, but all are maddeningly complex. Even nonmagical items that are constructed by the mechanician can perform feats that would

seem impossible. The mechanician regards other wizards as flighty and not studious. Why go to all the trouble to craft a spell if you aren't going to put it down in a permanent, concrete form?

Other wizards regard the mechanician with a mixture of amusement and concern: amusement because the clockwork mage spends a large portion of his time working on the most absurd devices; concern because many of these devices are dangerous to build and dangerous enough to cause damage to a large surrounding area if something should go wrong. Mechanicians are regarded as wonderful toy makers by the majority of the enlightened peoples. Some mechanicians find positions with the government, but most spend their time with others of their kind, working singly or together on large projects. While mechanicians aren't exactly secretive, most of their work is best done alone. They relish the chance to work with other mechanicians, to exchange ideas and theories, and to see good machines being put together.

Mechanicians specialize in producing intricate mechanical devices made up of tiny gears and clockwork mechanisms and typically powered by mana. Indeed, some may literally have to be wound with a key.

Step 1: Attributes

Roll attributes as normal but INT is raised to 18 +D6 and WIS is +4. A DEX of at least 14 is desirable. Hit points = CON +4, +4 per level.

Step 2: Skills

This character is a natural scholar and a genius. Any course can be done within half the normal time and always gain +1 in any skill that he takes. Skills are chosen in the normal manner but also gain the following free ones;

Armourer

Blacksmith

Metallurgy

Salvage

Technical Clockwork

Weaponsmith

Step 3: Abilities

Mechanicians gain the following ability free;

Clockwork Specialty - The character's knowledge of springs and brass allows him to use mechanical devices for such things as replacing body parts, creating automatons or other wondrous devices. He can build, repair, custom modify and design various clockwork items. It also allows him to look at clockwork parts, either those already implanted inside someone or spare parts in a lab, and gauge the quality of the part. This includes the ability to gauge the workmanship, quality of the raw materials used to create the clockwork part, and the quality/effectiveness of the implantation. He can build sophisticated mechanical devices capable of accomplishing tasks that are beyond the means of normal machines, owing to the combination of magic and technology. The main types of clockwork

mechanisms include (but are not limited to); Animal Automatons, Bionniks, Humanoid Automatons, Mechanised Vehicles, Toys and Weapons.

Additionally Mechanics start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
AC Bonus	5	The Mechanician can increase the AC of any armour by an additional 1. The bonus can be added at any time.
Damage Bonus	5	The Mechanician can increase the damage of any weapon or ammunition by an additional +1. The bonus can be added at any time.
Grant AI	10	The character can magically instill artificial intelligence into any of his creations. The maximum INT and WIS it can have is half of the Mechanician's.
Keen Eye	5	The character can figure out exactly how much strain/load or damage any given object can take with impressive precision. He can also detect any potential weak points in an object.
Magic Heal	10	The Mechanician can heal damage to machines, living or mundane, using spells with the healing descriptor. When this ability is taken he can use any healing spell to repair a machine or bionnik.
Range Boost	5	The Mechanician can increase the range of any weapon by an additional +50%. The bonus can be added at any time.
Spellcast	5	The cost is for each sphere of magic the Mechanician wants to learn from. The first sphere is free and must be Geometric, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. Even Technomantic may be taken in the Ancient era but many spells will not be available. However; spells can only ever be embedded into machines or bionniks, never cast externally like other mages. Mechanics can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Surgical Specialty	5	The character has the experience and technique to surgically install a bionnik device to any lifeform. He gains a +1 bonus to do this if he is attaching something he created. This skill is a more specialized form of the Medical Doctor skill in that the character is skilled and knowledgeable about all things to do with bionniks and bionnik replacement of tissues, organs, and limbs in the human body. The character is skilled in performing the surgical techniques that allow one to implant a bionnik part

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		into the human body and have it function as if it had been there since birth. As with the Medical Doctor skill, the character is able to diagnose injuries and diseases, but only to the extent that he can determine how to solve the problem with bionniks and/or bionnik replacement.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Unbelievable	10	The character can temporarily repair an item with just whatever he finds lying around using magic to reshape it into what he needs. After 1 minute per WIS (+1 minute per level) the magic wears off and the item will no longer function until it can be repaired properly.

Step 4: Career

Possible related careers include; Architect, Weapon Maker and Inventor.

MYSTIC THEURGE

Mystic Theurges place no boundaries on their magical abilities and find no irreconcilable paradox in devotion to the arcane as well as the divine. They seek magic in all of its forms, finding no reason or logic in denying themselves instruction by limiting their knowledge to one stifling paradigm, though many are simply hungry for limitless power. No matter what their motivations, Mystic Theurges believe that perception is reality, and through the divine forces and astral energies of the multiverse, that perception can be used to manipulate and control not only the nature of this reality, but destiny itself. They serve a deity who doesn't mind them learning other magic so long as they continue the mission.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 and WIS 14 is necessary. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Religion

Knowledge Undead

Step 3: Abilities

If the Theurge is cast out by his deity for some offence he will lose all any of his divine abilities. Theurges gain all the following free;

Spellcast - The cost is for each sphere of magic the Theurge wants to learn from. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination. This is the only mage who can learn any spell. If a Theurges buys the Divine sphere he is automatically bestowed all the spells within.

If however he is dismissed from his religion for some heinous act he will lose all this ability. Theurges can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Thaco and AC vs. undead at levels 3, 5, 9, 11, 15, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Theurges start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10 ⁸ metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Familiar Link	10	The Theurge may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Healing Hands	5	This can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost. It can only be used once every 24 hours per 3 WIS. This is a divine ability.
Holy Confession	10	Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		This can be used once per day per 5 WIS. This is a divine ability.
Holy Fortitude	5	Immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs. Diabolic magic. This is a divine ability.
Holy Inspiration	5	Allies are immune to panic or being routed by undead forces so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech. This is a divine ability.
Holy Judgment	10	This power comes from within and releases a burst of holy light within a INT x1 metre radius affecting all within it in the following way; 1) Others are revealed as they truly are regardless of any form of concealment, disguise or illusion. 2) Spirits are banished unless spell save. 3) Undead are destroyed unless they spell save. If they do save they lose half their HPs in damage. See the table below. This is a divine ability.
HP Bonus	5	CON +10 HP instead of 8, +10 per level.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

There is only one career, you work directly for your religion.

Step 5: Disadvantages

As a Theurge you answer to your deity and must obey all of its rules or face exceedingly harsh penalties. Unlike other mages you are not your own man. You are a part of a organization and must answer to it. Gain the disadvantage of Watched at +20 points.

Turning Undead Table

This table shows what types of Undead the character can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich

- 10 Lesser Supernatural Intelligence
- 15 Greater Supernatural Intelligence

NOVICE PRIEST

Religion has taken second place to money in the affections of many but there are still many young men and women who strive to attain the position of Priest. The clerical profession requires great dedication and training from its members and all Priests start as Initiates. Initiates have to undergo harsh training to become full Priests and until they complete this training they have no authority to preach or to conduct services. Time is spent learning the scriptures of the religion in question and acting as a servant and assistant to more senior priests. The period spent as an Initiate is often regarded as a test of the individual's spiritual resolve and fitness for progression into the priesthood.

Step 1: Attributes

Roll attributes as normal but an INT of at least 13 and WIS 12 is necessary. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

- Knowledge Demons
- Knowledge Geomancy
- Knowledge Magic
- Knowledge Philosophy
- Knowledge Religion
- Research

Step 3: Abilities

Novices gain all the following free;

Patron - In return for interring with the religion the novice not only gets religious and magical training (eventually) he also gets free lodging, food and clothing.

Additionally Novices start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Holy Fortitude	5	+1 vs any form of Undead special attacks (including fear), all types of Undead Possession and vs any Diabolic magic.
HP Bonus	10	CON +10 HP instead of 8, +10 per level.
Mana Bonus	10	+5 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Sanity Bonus	5	+1 Willpower save at levels 4, 8, 12, 16, and 20.
Save Bonus	10	+1 Spell save at levels 3, 7, 11, 15 and 19.
Social Chameleon	5	The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all CHA rolls and +1 skill bonus with all CHA skills. When

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		confronted with a completely alien concept or custom he gets an INT roll to understand what's going on and respond correctly.
Spellcast	10	Not all novices gain this ability straight away. When they do they are automatically bestowed all the spells within the Divine sphere. However they cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose all their abilities. Novices can tap into the world's natural mana at a rate of INT + WIS x3. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Wealthy	5	Most apprentices come from a wealthy family (the best way to convince the priesthood to take you on). Whenever the apprentice runs out of money he can visit anywhere his family has invested money (including an outlet of their business) and withdraw up to D6 x1000 sestertii up to once per day per level.
Will Bonus	5	+1 Willpower save at levels 3, 6, 9, 12, 15, and 18.

Step 4: Careers

There is only one career, you work directly for your religion.

Step 5: Disadvantages

As a Novice you answer to your deity and must obey all of its rules or face exceedingly harsh penalties. Unlike other mages you are not your own man. You are a part of a organization and must answer to it. Gain the disadvantage of Watched at +20 points.

PHARAOH MAGE

The mysterious priests and priestesses of Egypt learn the skill of Hekau or Egyptian magic, as well as the rites of prayer. They are able to produce magical effects, craft scarabs and engrave tablets with mystic powers, as well as calling down the wrath or blessing of their Gods. As with their Greek equivalents, they are affiliated with a particular temple of their deity. Egyptian priests are also charged with the onerous responsibility of embalming the dead and making sure that their remains are interred with proper ceremony. The dead must be carefully tended to or the soul (ka) of the deceased will suffer. This is not merely a superstitious belief, it is a fact of life.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 and WIS 14 is necessary. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Religion

Knowledge Undead

Step 3: Abilities

If the Mage is cast out by his deity for some offence he will lose all any of his divine abilities. Mages gain all the following free;

Patron - In return for serving the pharaoh the mage not only gets religious and magical training (eventually) he also gets free lodging, food and clothing.

Mass Prayer - Prayer can include thousands, as when a Mage directs huge crowds of the faithful to petition a deity to grant their request. Vast crowds improve the chance of an ability or spell to succeed when petitioning for a miracle. The effective damage of any spell is increased by +1, range by +25% and duration by +1 round for every 100 additional worshippers praying for the same result, to a maximum effective level increase of +10 and +250%. Collective prayers made to a deity while in that deity's temple gain an additional +1 and +25% respectively (but still with the maximum limit), and another +1/+25% if made on a deity's festival day.

Additionally Mages start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Familiar Link	10	The Mage may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Healing Hands	5	This can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost. It can only be used once every 24 hours per 3 WIS.
Holy Fortitude	5	Immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs. Diabolic magic and +1 on Thac0 attacks against the undead.
Holy Judgment	10	This power comes from within and releases a burst of holy light within a INT x1 metre radius affecting all within it in the following way; 1) Others are revealed as they truly are regardless of any form of concealment, disguise or illusion. 2) Spirits are banished unless spell save. 3) Undead are destroyed unless they spell save. If they do save they lose half their HPs in damage. See the table below.
HP Bonus	5	CON +10 HP instead of 8, +10 per level.
Master Insects	5	Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 5 metres per WIS, +5 per level. The Mage can summon 100 insects per 4 WIS of choice, +100 per level. He can summon any insect within a 50 metres per WIS radius, +50 metres per level.
Spellcast	5	The cost is for each sphere of magic the Mage wants to learn from. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells must come from elemental air and elemental earth but in any combination. Mages can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

There is only one career, you work directly for the pharaoh and your deity.

Step 5: Disadvantages

As a Pharaoh Mage you answer to your deity and pharaoh and must obey all of their rules or face exceedingly harsh penalties. Unlike other mages you are not your own man. You

are a part of a organization and must answer to it. Gain the disadvantage of Watched at +20 points.

Turning Undead Table

This table shows what types of Undead the character can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

PRIEST

Priests are authorized by their churches to conduct services and to minister to the spiritual needs of the faithful. In order to carry out their duties, Priests are granted access to the deity by the medium of prayer, as well as a number of magical powers. These powers come from devotion to a god rather than knowledge and force of will. Priests may be of any race and may choose from among the gods listed in the Pantheon section.

More than just a follower a Priest intercedes acts on behalf of others, seeking to use his powers to advance the beliefs of his mythos. Priests are generally good but can have any alignment acceptable to their order. Spells are the main tools of the Priest helping him to serve, fortify, protect, and revitalize those under his care. He has a wide variety of Divine spells to choose from, suitable to many different purposes and needs. The Priest receives his spells as insight directly from his deity (the deity does not need to make a personal appearance to grant the spells he prays for) as a sign of and reward for his faith, so he must take care not to abuse his power lest it be taken away as punishment.

The Priest is also granted power over undead-evil creatures that exist in a form of non-life, neither dead nor alive. The cleric is charged with defeating these mockeries of life. His ability to turn undead enables him to drive away these creatures or destroy them utterly (though a cleric of evil alignment can bind the matures to his will).

Upon reaching 7th level the Priest automatically attracts a fanatically loyal group of believers, provided the character has established a place of worship of significant size. He attracts D20 of these followers which arrive over a period of several weeks. The GM decides the exact number and types of followers attracted. The character can hire other troops as needed, but these are not as loyal as his followers.

At 9th level he may receive official approval to establish a religious stronghold be it a fortified abbey or a secluded convent. Obviously the stronghold must contain all the trappings of a place of worship and must be dedicated to the service of the Priest's cause. However the construction cost of the stronghold is half the normal price since the work has official sanction and much of the labour is donated. The Priest can hold property and build a stronghold anytime before reaching 9th level but this is done without church sanction and does not receive the benefits described above.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 and WIS 14 is necessary. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

- Knowledge Artifacts
- Knowledge Demons
- Knowledge Geomancy
- Knowledge Magic
- Knowledge Religion
- Knowledge Undead

Step 3: Abilities

Priests gain all the following free;

Spellcast - Priests don't pay for the Spellcast ability as they automatically are bestowed all the spells within the Divine sphere. However they cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose all their abilities. Priests can tap into the world's natural mana at a rate of INT + WIS x4.

Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Thaco and AC vs undead at levels 3, 5, 9, 11, 15, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Priests start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Healing Hands	5	This can either be used to totally cleanse the body of any

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost. It can only be used once every 24 hours per 3 WIS.
Holy Confession	5	Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 WIS.
Holy Fortitude	5	Immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs Diabolic magic.
Holy Inspiration	5	Allies are immune to panic or being routed by undead forces so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech.
Holy Judgment	5	This power comes from within and releases a burst of holy light within a INT x1 metre radius affecting all within it in the following way; 1) Others are revealed as they truly are regardless of any form of concealment, disguise or illusion. 2) Spirits are banished unless spell save. 3) Undead are destroyed unless they spell save. If they do save they lose half their HPs in damage. See the table below.
HP Bonus	10	CON +10 HP instead of 8, +10 per level.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

There is only one career, you work directly for your religion. The very detailed duties of a Priest can be found in BH21 The Book of Pantheons.

Step 5: Disadvantages

As a Priest you answer to your deity and must obey all of its rules or face exceedingly harsh penalties. Unlike other mages you are not your own man. You are a part of a organization and must answer to it. Gain the disadvantage of Watched at +20 points.

Turning Undead Table

This table shows what types of Undead the Priest can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

RUNEMANCER

Just as writing is the physical representation of the spoken word, runes are physical and aethyrial images of the language of magic. Magic is an unimaginably complex and demanding language. Accurate transcription of the Great Language into runes requires that the tiniest distinctions of pronunciation be precisely recorded in the rune. Further, a rune must be inscribed not only in the physical domain, but also in the aethyrial domain; that is, they must be magically inscribed into the aethyrial field associated with the rune.

Properly inscribed runes are essential to all arcane undertakings, and all wizards must read and understand them. More ambitious students of magic may be qualified for research and development of revised or new applications of the arcane practices.

Runes are not cast in battle, but used to create powerful magical weapons and equipment. It takes time and skill to create rune weapons. The character must have access to a forge or workshop of some kind. Then, a special type of acid must be purchased or made to etch the rune into the object. Prayers must be said before, during, and after the etching. The key to the Runemancer career is the ability to cast runes which act as temporary buffs that provide additional benefits to the character using them. Runes can be used to attack the enemy directly, they can increase the damage caused by a player, and they can make them tougher and stronger.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 and DEX 14 is necessary. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Engrave

Knowledge Artifacts

Knowledge Geomancy

Knowledge Magic
Language Runic
Use Magic Device

Step 3: Abilities

Runemancers start with the following ability free;

Inscribe Runes - Runemancers may carve special runes onto any equipment, allowing the wearer to use the spell stored within. Only one rune may be placed on each piece of equipment, unless it is an artifact. Any requirements to cast the spell must be present when the rune is carved, and the carving takes 5 minutes or the spell's casting time, whichever is longer. Activating the spell stored in the rune is an immediate action, and does not require any kind of component to cast. It is exactly as powerful as if the runemancer had cast the spell himself, but the specifics of the spell (such as it's target) is chosen by the wearer. After the rune is activated, it loses one charge, until depleted at which time the rune fades away. After third level the runemancer gains the ability to carve permanent runes into any hard surface, causing the spell associated with that rune to be treated as if he had cast the Permanency spell with it.

Additionally Runemancers start with 40 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Create Stylus	5	This is the special ability to create a magical pen to write magic words, wards, circles, symbols, numbers, music and drawings. It can write underwater and is unaffected by gravity, pressure or other conditions in atmospheres. It will mark any object. It is used as a focus to directly transfer the Runemancer's mana onto the object he is scribing on.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Impression	5	With this ability the character can touch any rune (even those not created by him) and read images and the history about those who first inscribed it and any who have since touched it or where it has been placed. The character can also deliberately imprint images and other sensations into any objects he touches. The implanted images and sensations only last for one day per WIS + the level of the character. It will be impossible for any mage or psychic reading these impressions to know what is a true impression or an implanted impression. This can be used to implant a message onto a rune that can be only picked up by reading the object or to provide a false trail.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Mana Bonus	10	+10 Mana at levels 4, 6, 9, 12, 16, and 20. Pick one extra spell at levels 7, 13 and 19.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
Spellcast	5 each	The cost is for each sphere of magic the Runemancer wants to learn from. The first sphere is free and must be Runic, each subsequent sphere costs 5 points. He may choose from Caligramancy, Geomantic, Geometric and Tattoo. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. However; spells can only ever be inscribed onto objects, never cast externally like other mages. Runemancers can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Librarian, Translator (of runes) and scholar.

§. MODERN MYSTICIS DISCIPLINIS CLASSES

ÆTHERMANCER

According to ancient and medieval science aether (Greek aithēr), also spelled æther or ether, is the material that fills the region of the universe above the terrestrial sphere.

Aethermancers are able to see and tap into that higher plane.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic
 Knowledge Planar

Step 3: Abilities

Aethermancers gain all the following free;

Spellcast - The first sphere the Aethermancer learns from is free, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

Arcanists can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 14, 17 and 20. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19. Additionally mancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Aetherwalk	5	The ability to shift the character's body into the aether plane. He can affect himself or another and WIS x10kgs, +10kgs per level.
Aether Familiar Link	5	The mancer may summon and permanently psionically link with a companion from the aether. At any point he may see through its eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Aether Shift	5	The mancer can shift part way into the aether, just enough to become unsolid but still visible. This enables him to pass harmlessly through any object. He can render himself + an additional 3kgs per INT, +3kgs per level unsolid. The character is only vulnerable to mind attacks. Once he lets go of an object it is lost in between dimensions. Further while in this state he can draw mana from the aether for spells he can then cast in our world. He can draw on an additional (INT + WIS) x (20 +D20) mana though the GM is free to increase this for a particularly rich area.
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be related to magic or mythology somehow.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
See Mana	5	The character can see Mana or Ley Line power anywhere within his normal sight range.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

ALCHEMICAL GUNSLINGER

An Alchemical Gunslinger is able to find, extract and refine minerals and essences which he can then transmute and combine to create new and powerful guns and bullets.

Step 1: Attributes

Roll attributes as normal. Then +2 DEX. Hit points = CON +8, +8 per level.

Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Engineer Weapon

Knowledge Magic

Metallurgy

Science Chemistry

Weapon Group Pistol

Weapon Group Rifle

Step 3: Abilities

Alchemical Gunslinger start with the following ability free;

Alchemical Concoctions - A potion is a magic liquid that produces its effect when imbibed or applied. The Gunslinger needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew and of course ingredients. All ingredients and materials used to brew a potion must be fresh and unused. The creator must have prepared the spell to be placed in the potion. The act of brewing triggers the prepared spell, making it unavailable for use until finished. Time required is one day multiplied by (the amount of enchantments + the amount of mana).

The potion may then be applied to any gun or bullet the Gunslinger desires, enchanting it with the brewed spell. Mana cost is 10 + the cost of each spell or enchantment. Gunslingers have Recipe Books that behave in all ways like a wizard's spellbook with the following exception, only Gunslingers can prepare spells from Recipe Books.

Gunslingers can learn spells from other Gunslinger's Recipe Books as well as from scrolls (after 2nd level) and wizards spellbooks. To learn a potion from a Recipe book the Gunslinger needs to make an alchemy check and then write that draught in their recipe book. To learn a spell from a scroll or from a wizard's spellbook the Gunslinger first needs to roll a successful spellcraft check as if they were a wizard learning that spell then, they need to roll a successful alchemy check to be able to properly turn that spell into a potion.

First the character must research the potion's formula just like conducting spell research. It takes two weeks per potion mana to research the formula, at a cost of 500 denarii per potion mana point. The alchemist must roll learn spells to find out if he learned the spell before he can be considered successful in his research. Once a character has successfully researched a potion's formula, he can produce one dose by investing 3D6 x 100 denarii in materials and spending one uninterrupted week in his laboratory.

Again he must pass the learn spells check to see if he followed the directions correctly with a +1 bonus per character level. While the alchemist doesn't have to adventure to acquire rare or unusual materials for potions, he may still have to take time to make arrangements for special requirements such as the delivery of unusual chemicals or glassware.

Gunslingers start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Damage Bonus	5	The Gunslinger can increase the damage of any weapon or ammunition by an additional +1. The bonus can be added at any time.
Dead Eye	5	This confers several abilities. First there is no penalty for shooting at or from moving mounts or vehicles. Second the normal penalty for a small target doesn't apply, tiny targets are only -2, large are +5 and giant are +8. Finally he can roll on the ground or somersault and come up shooting with no penalty.
Enchant Item	5	Using this ability an Gunslinger may enchant an existing item with magical powers via the use of Runes. These items are not affected by anti magic, detectable via sorcery or able to be dispelled. However they are not afforded the same damage resistance vs. spells as a normal magic item, and if damaged lose all special abilities until they are repaired. Time required is one hour multiplied by (the amount of enchantments + the amount of mana). Mana cost

Ability	Cost	Notes
		is 10 + the cost of each spell or enchantment. In addition to embedding spells the following enchantments may also be added (each counts as a single); +1 Thac0 +1 damage +5 HPs +1 AC He can also add to existing enchantments.
Expert	5	The character has a chance of understanding any alien weaponry. The chance is equal to his WIS x2%, +5% each time retaken.
Mana Bonus	10	+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.
Range Boost	5	The Gunslinger can increase the range of any weapon by an additional +50%. The bonus can be added at any time.
Spellcast	5 each	The cost is for each sphere of magic the Gunslinger wants to learn from. The first sphere is free and must be Geometric, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere except Divine. However; spells can only ever be embedded into potions or objects, never cast externally like other mages. Gunslingers can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Trick Shot	5	This confers several abilities. First the Gunslinger can fire any two-handed weapon one handed. Second he can shoot over his shoulder by looking at any reflective surface. Third he can shoot accurately while standing on his head or hanging upside down with no penalties. Finally he can fire ricochet shots using any projectile ammunition off of one surface and angle the shot in such a way that it ricochets off and hits a second target (inflicts only one quarter damage to the first surface and full damage to the second). This can also be done with laser weapons but the ricocheting surface must be mirrored or highly polished.
Unbelievable	5	The Gunslinger can temporarily repair a gun with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.
Unique Artifact	10	Start with 30 points to use on the Artifact Creation table below.

Step 4: Career

Possible related careers include; bodyguard, bounty hunter, police officer, and soldier.

Unique Artifact Creation Table

Roll or choose in each of the sections.

Step 1: Type

Choose or roll for the Artifact type. With the GM's permission the Artifact may be composed of multiple parts; such as 2 pistols, a hat and a knife.

- 01-05 Amulet
- 06-10 Belt
- 11-15 Boots
- 16-20 Earring
- 21-25 Hat
- 26-30 Holsters
- 31-40 Knife
- 41-45 Necklace
- 46-50 Poncho or other garment
- 51-55 Ring
- 56-60 Saddle
- 61-70 Pistol, Automatic
- 71-84 Revolver
- 85-94 Rifle
- 95-96 Other Weapon
- 97-98 Other Jewellery
- 99-00 Other Object (eg. clock, skull, etc)

Step 2: History

Create a history for the Artifact. Why was it created? What was it for (has it fulfilled its purpose)? How has it been used in the meantime? Why is it here now? Or will its history remain a mystery forever?

Note that the Artifact may lie to its current user about its past and purpose. Only the GM will know for certain.

- 01-15 Artifact created by accident
- 16-30 Artifact belonged to a now departed or dead entity
- 31-44 Artifact created to perform specific task or defeat specific foe
- 45-58 Artifact part of a set which has been separated or destroyed
- 59-72 Artifact is a lost religious artifact
- 73-86 Artifact created for character
- 87-00 Unknown

Step 3: Abilities

All Artifacts - Are indestructible by conventional means. Give its owner +1 Thac0 and AC when using it. Affects all Infinite and supernatural beings. If separated from the Artifact the most recent owner can teleport it back to himself so long as it is within his line of sight. Each Artifact will have a certain amount of powers which can be bought using those 30 points the character has. As the character increases in levels he also becomes more in tune with his Artifact and it's abilities. Thus the powers it bestows also increase with each level as it would for a meta human. The character can instead choose to use those 30 points to increase the Artifact's normal damage by +D6 per 5 points spent.

ARCANIST

Arcanists are not like ordinary mortals, their minds exist in two worlds at once; the three dimensional world of our reality and the ethereal world of magic. Arcanists see magic far more vividly than ordinary non mana welders. Other spellcasters stand out like fiery beacons to them, as does the power gathered to them when they draw on magic. Arcanists tap into the world's natural mana and redirect it for casting magic.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

Arcanists gain all the following free;

Spellcast - The first sphere the Arcanist learns from is free, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. Arcanists can tap into the world's natural mana at a rate of INT + WIS x4.

Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Arcanists start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		While in this form he can still use all his abilities and cast any of his spells.
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be related to magic or mythology somehow.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Familiar Link	5	The Arcanist may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Meditate	5	Once per day per 5 INT per level the Arcanist can meditate for one hour and recover all his mana.
Range Boost	5	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

ARIAMANCER

Ariamancers are skilled in the arts of songs, story-telling, dramatics and music. They are powerful public speakers and have the ability to move an audience to action with the power of their word. With their instruments they are able to weave songs of great potency and enchantments of lasting moment. Gamewise the Ariamancer is just a modern version of a Bard.

Step 1: Attributes

Roll attributes as normal but raise INT to 15 and CHA to 14, or if already over add +1 to each one which is over. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Charm

Knowledge Geomancy

Knowledge Magic

Sing

Choose 2 of the following; Music Keyboards, Percussion, String or Wind

Step 3: Abilities

Ariamancers gain all the following free;

Spellcast - The first sphere the Ariamancer learns from is free and must be from Aria, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Aria, Illusion, Tantric, Common and Urbain. Arias can tap into the world's natural mana at a rate of INT + WIS x4.

Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13, 17 and 20. +1 Sanity save at levels 1, 4, 7, 10, 14 and 19. +1 Willpower save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Spell Bonus at levels 8, 11, 16 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Ariamancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Determined	5	Gain +1 save per level against any Aria magic and any forms of vocal charm or persuasion.
Enhanced Hearing	5	Hearing increases by x1 normal range per 4 WIS with an additional x1 per level (eg. WIS 15 = x4 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +6 HP instead of 4, +4 per level.
Pleasant Voice	5	When speaking the character gains +1 CHA, especially

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		when trying to manipulate others into seeing things his way. Victims must roll to save versus mind control or wind up completely agreeing with him.
Project Voice	5	The character's normal voice range is doubled. Once per round the character can convey a speech of up to 10 words per level to a targeted person or creature in a single melodic shout lasting a second or two (counts as an attack).
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
True Hearing	5	Can hear whether someone is lying or attempting to conceal something.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Poet, Rock Star, Choral, Opera Singer, Country and Western Star, Music Teacher, Concert Pla

ARTIFICER

The artificer's magic acts primarily on items and constructs. They see a pattern in energy and matter, and they develop an understanding of how to manipulate the flow of arcane energy in and around material objects and creatures. His spells are implanted in a specific object, giving it a magic effect. Artificers learn to channel magic into items by using complex chains of sigils and diagrams or by using magical materials. With their skills they can assemble the perfect magical object for any situation. Rather than casting "fast feet" directly on a character an artificer might infuse a similar speed enhancing effect into shoes the intended recipient is wearing.

Most of the ritual magic of this school may only be practiced within an Artificer's workshop. Tools used in metallurgy, alchemy, blacksmithing, weaving, carpentry, the fashioning of gems, and dozens of other trades will all be found in the shop of a powerful Artificer. An Artificer will have some knowledge of each of these trades, but will often hire others to perform menial tasks, or those beyond his expertise.

Step 1: Attributes

Roll attributes as normal but raise INT to 15 and DEX to 14, or if already over add +1 to each one which is over. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;
One Engineer type

Knowledge Artifacts
 Knowledge Gemology
 Knowledge Geomancy
 Knowledge Magic
 One Technical type

Step 3: Abilities

Artificers gain all the following free;

Spellcast - The first sphere the Artificer learns from is free and must be Geometric, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

However; spells can only ever be embedded into objects, never cast externally like other mages. Artificers can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Artificers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Create Artifact	5	The ability to create Magic Armour, Rings, Wands, Weapons, and other equipment. To create any of these the Artificer needs a heat source, some blacksmith tools and of course a supply of materials to build the item from. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 20 + the cost of each spell or enchantment.
Create Automaton	5	The ability to create various different Golem types for animation. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 20 + the cost of each spell or enchantment.
Create Poppet	5	The ability to create Puppets, Dolls, Toys and other forms of figures. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 20 + the cost of each spell or enchantment.
Create Potion	5	A potion is a magic liquid that produces its effect when imbibed. The Artificer needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew and of course ingredients. All ingredients and materials used to brew a potion must be fresh and unused. The creator must have prepared the spell

Ability	Cost	Notes
		to be placed in the potion. The act of brewing triggers the prepared spell, making it unavailable for use until finished. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.
Create Scroll	5	The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. To create a scroll the Artificer must use writing implements and materials which are fresh and unused. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Enchant Gem	5	This ability allows the Artificer to enchant jewellery. The jewels can then be attached to equipment or weapons and imbue them with a special ability. Each jewel must be created as any other magical item is made. When jewels have been made for the weapon they are placed in the hole one at a time. To take out a jewel another one must push the original one out of the hole and thus slip into the hole. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.
Enchant Item	5	Using this ability an Artificer may enchant an existing item with magical powers via the use of Runes. These items are not affected by anti magic, detectable via sorcery or able to be dispelled. However they are not afforded the same damage resistance vs. spells as a normal magic item, and if damaged lose all special abilities until they are repaired. Time required is one hour multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment. In addition to embedding spells the following enchantments may also be added (each counts as a single); +1 Thac0 +1 damage

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		+5 HPs +1 AC He can also add to existing enchantments.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Mechanic, Toy Maker, Architect, Engineer, Jeweller, Ancient Weapon Maker and Researcher.

ASTROMANCER

Astromancy draws its power from various astrological signs. It assumes a deterministic world-view in which the planets indicate patterns into which individuals are locked and events are destined to occur. During the initial training each character selects one or more zodiac signs each of which grants advantages in different areas. However this does not mean the zodiac signs are all different. He is in tune with each astrological sign and significantly influenced by it. It is left up to the GM whether it is caused by cosmic radiation or if the symbols themselves are distant entities.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Astrology

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

Astromancers gain all the following free;

Spellcast - The first sphere the Astromancer learns from is free, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal

amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

Mancers can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Astromancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities. The first sign presented is from the Hellenic Zodiac while the second is from the Vedik. It is up to the player which zodiac he follows.

Ability	Cost	Notes
Aries or Mesha	5	During March 21st - April 20th the mancer gains +1 damage on all his spells each time this is bought, +1 per level.
Taurus or Vrisha	5	During April 21st - May 21st all spell durations increase by +1 round each time this is bought, +1 per level.
Gemini or Mithuna	5	During May 22nd - June 21st the mancer is able to cast all his spells at half the normal cost.
Cancer or Karka	5	During June 22nd - July 22nd the mancer receives an additional +1 to his spell save each time this is bought, +1 per level.
Leo or Simha	5	During July 23rd - August 21st the mancer may summon an Astrological being as an ally. At time during the month he may send it back and summon a new one. The two are always in constant telepathic contact.
Virgo or Kanya	5	During August 22nd - September 23rd the mancer see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic. He can also see a person's aura and tell their power level, state of health, current emotional state, etc.
Libra or Tula	5	During September 24th - October 23rd the mancer can shift his soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Scorpio or Vrikchika	5	During October 24th - November 21st any enemy who

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		casts a spell against the mancer takes damage from it. The enemy takes double the damage his attack wouldve done to the mancer, +2 per level. If the spell wouldve inflicted no damage then the enemy still takes 1 damage per WIS of the character, +1 per level. The mancer still takes normal damage from any attack.
Sagittarius or Dhanu	5	During November 22nd - December 21st the range for all spells increases by +50% each time this is bought, +50% per level.
Capricorn or Makara	5	During December 22nd - January 19th enemies casting spells at the mancer need to spend twice as much mana to do so. +50% mana each time this is bought, +50% per level.
Aquarius or Kumbha	5	During January 20th - February 18th any spells the mancer casts costs half the normal mana.
Pisces or Meena	5	During February 19th - March 20th the mancer cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Step 4: Careers

Possible related careers include; Fortune Teller, Medim, Librarian, Antique seller, Archaeologist, Museum representative, Historian, and Stage Magician.

BIOMANCER

Biomancers channel magical energies to cause direct and specific change in an existing object or creature. Alterations can affect a subject's form, weight, abilities, or even his physical well-being. Biomancers are typically curious, sharp-minded, and deeply analytical. They are fascinated by putting things together and taking them apart again, but aren't prone to profound philosophic insights, as their minds are more attuned to how things work than how a society functions. The only constant in the universe is change; concepts of good and evil are relative, dependent on existing conditions and seldom permanent.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over add +1 instead. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Fauna

Knowledge Geomancy

Knowledge Magic
Science Biology

Step 3: Abilities

Biomancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from Biomancic, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Biomancic, Transmutanic, Common, Chaotic and Necromantic.

Mancers can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 4, 7, 11, 15 and 19. +1 Willpower save at levels 1, 3, 5, 9, 13, and 17. +1 Spell Bonus at levels 4, 7, 10, 16 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Biomancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Alter Attributes	5	The Biomancer can at any time rearrange points between any of his physical attributes. This includes STR, DEX, CON, MR and in an emergency HPs. No attribute can ever be reduced to below one, and there will be consequences for any low attributes.
Alter Body	5	The Biomancer can alter his appearance or any part of his body to resemble anything from his imagination or anyone that he has seen but may it be no less than half or more than double of his original size.
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be involved in medicine or pharmacy.
Damage Bonus	5	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Familiar Link	5	The Biomancer may summon and permanently psionically link with a small animal of the character's choice. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Graft	5	The Biomancer learns how to take the flesh of one creature and graft it onto another, in order to impart the abilities of

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		one creature with another. He may perform this operation on any living corporeal creature. The operation requires a portion of the remains from another living corporeal creature that has the ability that will be added to the base creature. He can only attach grafts that have been removed from their creature of origin for no longer than 1 day per level of the Biomancer. After completing the graft the base creature can heal any damage it sustained and gains the use of the grafted ability, usable in the same manner as the original creature from which the graft was harvested.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; CSI, Pathologist, Mortician, Surgeon, Microbiologist, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

CHIROGRAPHER

Similar to Artificers rather than casting spells directly on a character Chirographers instead infuse magic into scrolls, walls, floors or objects via the use of written letters, runes, wards, symbols and circles. These can be done by an enchanted stylus using brush strokes, engraving or chiselling.

Step 1: Attributes

Roll attributes as normal but raise INT to 15 and DEX to 14, or if already over add +1 to each one which is over. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Cryptography

Engrave

Forgery

Knowledge Artifacts

Knowledge Geomancy

Knowledge Magic

Step 3: Abilities

Chirographers gain all the following free;

Spellcast - The first sphere the Chirographer learns from is free and must be Caligramancy, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. However; spells can only ever be embedded into objects, never cast externally like other mages.

Artificers can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 9, 11, 13 and 17. +1 Sanity save at levels 7, 11, 15 and 19. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 1, 3, 6, 9, 12, 15 and 18. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Chirographers start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Bibliomancy	5	This is a special ability which allows the Chirographer to instantly find the information he needs from a book. All he need do is pick up the book, concentrate for a minute on what it is he is looking for, then drop the book. It will then fall open on the exact page which has the information he is looking for.
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be involved in writing or print somehow.
Create Scroll	5	The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is (one day minus one hour per INT over 12) multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.
Create Stylus	5	This is the special ability to create a magical pen to write magic words, wards, circles, symbols, numbers, music and drawings. It can write underwater and is unaffected by

Ability	Cost	Notes
		gravity, pressure or other conditions in atmospheres. It will mark any object. It is used as a focus to directly transfer the Chirographer's mana onto the object he is scribing on.
Create Tarot	5	The tarot is typically a set of seventy eight cards, comprising twenty one trump cards, one fool, and four suits of fourteen cards each. Each card has a different symbolic meaning and together they are used for fortune telling. The Chirographer has the ability to magically inscribe cards for use by others for divination. While there is a standard suit of cards used he may of course use different images on the cards, tailoring them to suit each client.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Psychography	5	Psychography is a technique for channelling written messages from a spirit. There are 4 different levels for this and the character must pick which level he is when he first takes this ability. There is no real difference ability wise, but it may make the character more vulnerable to possession. Level 1 - A spirit may take control of the character's arm and writes independently from his awareness. Level 2 - The character keeps relative control of his limb, but still feels a foreign influence on its movement. Unlike level one he knows all that is being written and can stop to rest or to turn the page whenever he sees fit. Level 3 - A spirit may communicate with the character's subconscious resulting in him writing what is on his mind, though it is something different from what he would normally think. Sentences come formed, but he can amend them with richer vocabulary or a better syntax before writing them down. This is the most common type, but is less reliable and is usually marred by the interference of the Chirographer's conscience. Level 4 - The least intrusive level allows the character to receive vague notions in his mind which writes in his own words. This type of psychography is very difficult to tell apart from the regular thinking process especially in people with a literary talent.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
True Sight	10	Can see the true image of any person or object regardless of

Ability	Cost	Notes
		any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Poet, Novel Writer, Journalist, Painter, Editor, Public Relations, Script Writer, Columnist, Teacher and Researcher.

CHRONOMANCER

Chronomancers are the masters of time. They are often shadowy figures by choice, believing the world would be at risk should chronomancy become widespread knowledge, such that all of their time and effort would be wasted fixing temporal problems created by others. Many Chronomancers take the role of historians being deeply infatuated with the past and its accurate recollection; if found out to be wizards they will generally pass themselves off as 'diviners' of past events.

Others may use their abilities to make a way for themselves as seers or prophets, "predicting" future events (often by simply relating their own experiences in the future) and sometimes manipulating events in the present to cause certain events to come to pass. Still others simply enjoy skipping about through the time stream to observe events and persons of importance. As a rule Chronomancers are careful when time travelling though whether they are careful not to disturb events in another time or careful to manipulate them according to their desires can vary a great deal.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Chronal

Knowledge Geomancy

Knowledge Magic

Science Chronal

Step 3: Abilities

Chronomancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be Chronomantic, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Chronomantic, Psionic and Common. Mancers can tap into the world's

natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Chronomancers start with 40 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Anchor	5	The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10 ⁸ metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Chronal Navigation	5	The ability to instantly know what year the character is in and how to get home. He can also perceive any chronal wormholes, gates, planar portals, etc and where they go.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Psychometry	5	The power to touch an object and read images and the history about any who have previously held it. The character can also deliberately imprint images and other sensations into any objects he touches. The implanted images and sensations only last for one day per WIS + the level of the character. It will be impossible for any mage or psychic reading these impressions to know what is a true impression or an implanted impression. This can be used to implant a message onto a object that can be only picked up by reading the object or to provide a false trail. The final ability of this power allows the character to psychically wipe or clean any object of any impressions.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Stitch in Time	5	The character can hyper accelerate his healing by a factor

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
True Sight	10	of x10 per melee or minute spend concentrating on his injuries. This includes regenerating lost organs and limbs. Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

DABBLER

In the modern world a Dabbler is anyone who has awakened to the flow of mana but only learnt minor magic through reading various books or scrolls. He has never been taught by a true mage and most likely never will.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Concentration

Knowledge Ancient History

Knowledge Artifacts

Knowledge Geomancy

Knowledge Magic

Knowledge Mythology

Step 3: Abilities

Dabblers gain all the following free;

Spellcast - The only sphere the Dabbler can learn from is Common, he just doesn't have the aptitude for it. . He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. Dabblers can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

Additionally Dabblers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Absolute Sense Of Direction	5	The character knows exactly where he is within an WIS x10 metre radius. The character perceives a mental map in front of him which perfectly details his current location as a map and his position on it. The map of course only covers the radius limit.
Absolute Sense of Time	5	The character always knows exactly what time it is in relation to his current time zone. He can adjust to new time zones with minimal effort.
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Familiar Link	10	Somehow by some fluke of luck the Dabblers got a familiar. He is permanently psionically linked with a companion of the GMs choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact. He may only gain a familiar once.
HP Bonus	5	CON +6 HP instead of 4, +6 per level.
Meditate	10	Once per day per 5 INT per level the Dabblers can meditate for one hour and recover all his mana.
San Bonus	5	+1 Sanity save each time bought.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Will Bonus	5	+1 Willpower each time bought.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in artifacts, etc).

D'ARQUEMANCER

Information of this magic class may be found in BH31 the Book of D'arqueness.

DEACON

Deacons are the elite paranormal investigators and monster hunters of the Catholic Church. They proudly serve side by side with Templars in their quest to rid the world of the very real demonic forces. See the Allies section for information on the code of conduct of Inquisitors and Templars and how their organisation operates.

Step 1: Attributes

Roll attributes as normal but raise INT to 15 and WIS to 14, or if already over add +1 instead. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Religion

Knowledge Undead

Step 3: Abilities

Deacons gain all the following free;

Spellcast - Priests don't pay for the Spellcast ability as they automatically are bestowed all the spells within the Divine sphere. However they cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose all their abilities.

Priests can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Thac0 and AC vs undead at levels 3, 5, 9, 11, 15, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Deacons start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Healing Hands	5	This can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		were lost. It can only be used once every 24 hours per 3 WIS.
Holy Confession	5	Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 WIS.
Holy Fortitude	5	Immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs Diabolic magic.
Holy Inspiration	5	Allies are immune to panic or being routed by undead forces so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech.
Holy Judgment	5	This power comes from within and releases a burst of holy light within a INT x1 metre radius affecting all within it in the following way; 1) Others are revealed as they truly are regardless of any form of concealment, disguise or illusion. 2) Spirits are banished unless spell save. 3) Undead are destroyed unless they spell save. If they do save they lose half their HPs in damage. See the table below.
HP Bonus	10	CON +10 HP instead of 8, +10 per level.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

There is only one career, you work directly for the Vatican Church.

Step 5: Disadvantages

As a Deacon you answer to the Catholic Church and must obey all of the rules of the Pope or face exceedingly harsh penalties. Unlike other mages you are not your own man. You are a part of a organization and must answer to it. Gain the disadvantage of Watched at +20 points.

Turning Undead Table

This table shows what types of Undead the Priest can begin affecting with his Holy Judgment ability at each level.

Level	Type
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

DEFILER

In your quest for revenge against an evil who has harmed you or a loved one you have turned to the dark arts. You thought you could use it without it changing you but in your heart you know the truth..

Unlike other spellcasters Defilers draw their mana from living things. All lifeforms contain a portion of magical energy or mana, sharing a mystical life force that a wizard can use to power his spells. In order to cast a spell, the Defiler gathers this power of life until he has accumulated enough energy to create the enchantment he desires. He can draw mana from plant, animal and even humanoid life. To gather energy, the wizard concentrates on drawing the life force that surrounds him into his body, draining it away from the nearby vegetation first, then animals and then people. If the spellcaster chooses to defile his surroundings, the vegetation is destroyed by this process and any animals and people also caught up in it take D6 damage per 10 mana drained.

The act of defiling destroys an area of 1 metre in radius per 10 mana acquired in this fashion. Defilers accumulate mana at a rate of INT + WIS x4 per round of gathering energy. The wanton destruction of life for personal power is not a good act; defilers can't be good in alignment. In fact, most defilers tend to have evil tendencies, if not an evil alignment. Secondly, the land destroyed by a defiler remains useless for years; the ground may as well have been salted or poisoned by the character. All living things caught in the defiler's radius of destruction (except the defiler himself) suffer D6 points of damage per spell level.

Step 1: Attributes

Roll attributes as normal but raise INT to 15 and WIS to 14, or if already over add +1 instead. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic
 Knowledge Planar
 Knowledge Undead

Step 3: Abilities

Defilers gain all the following free;

Spellcast - The first sphere the Defiler learns from is free and must be Diabolic, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic except Divine and in any combination. Defilers can tap into the world's natural mana at a rate of INT + WIS x4.

Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 thaco and AC vs undead at levels 3, 5, 9, 11, 15, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Defilers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10 ⁸ metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Destroy Undead	5	Defilers can turn undead much like a Deacon but using unholy darkness instead; 1) Others are revealed as they truly are regardless of any form of concealment, disguise or illusion. 2) Spirits are banished unless spell save. 3) Undead are destroyed unless they spell save. If they do save they lose half their HPs in damage. See the table below.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Familiar Link	10	The Defiler may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Range Boost	5	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Relive Trauma	5	Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 WIS.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Unholy Aura	5	Enemies within line of sight suffer -1 per 5 CHA of the character on all their rolls.
Unholy Fortitude	5	Immune to any form of supernatural special attacks (including fear) and all types of Possession. Further he gains +1 save per level vs Diabolic magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

Step 5: Disadvantages

Templars, Apostulates and other holy people will recognise you for what you are. Don't expect to be welcome in a LOT of places. +20 points. Gain 1 Psychological Limitation Insanity per year of using Diabolical Magic. Why? Because despite all your best intentions you are damned to burn in hell and you know it..

Turning Undead Table

This table shows what types of Undead the Priest can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence

DRACOMANCER

The Dracomancer is part of a cult are not only respected but also accepted by dragons and live together with them in their hidden community. Only a chosen few are granted the honour of being instructed by the dragons for training in the ancient dragon magic. Only the most powerful who complete this training are capable of using the concentrated power of dragon magic.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

Dracomancers must choose one species of dragon to devote themselves to. As a result of this they gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from Dragon, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell.

Mancers can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 6, 9, 12, 15 and 18.

Additionally Dracomancers start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Assistance	5	The character may ask a dragon to help him accomplish a specific task (politely, mind you) and if they feel like helping or feel that your goal is worthy, they might. The best route is to try to earn their favour and stay on their

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		good side. And remember just because they don't help you one time, it doesn't mean they won't the next. They have a very strong sense of justice, propriety, and right and wrong. Explain your goals very clearly and honestly. You can't deceive them, and it would be dangerous to try. Can try to summon 1 dragon at a time. It will then remain for as long as it feels like (GM's decision).
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10 ⁸ metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Communicate	5	The character can telepathically speak with any dragon he can see.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Familiar Link	5	The character may summon and permanently psionically link with a Dragonet. At any point he may see through its eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact. It can also telepathically link with the dragon elders at any time and pass messages on.
Meditate	5	Once per day per 5 INT per level the Arcanist can meditate for one hour and recover all his mana.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Resistance to Breath Weapon	5	Half damage and effects from any breath attacks from one dragon type, and +1 per 5 WIS to save vs that attack.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

DRUID

Druids sacrificed; they sacrificed everything they got their hands on, and they sacrificed a lot. Bulls, dogs, stags, slaves, criminals, gold, silver, etc. You name it. They burned it, drowned it, strangled it or examined its entrails (except for the gold). Druids would stab people in the back and divine the future based on how they twitched when they died. They believed in regicide, utilizing the fabled triple death of strangling, drowning and stabbing with a spear. They crammed gigantic wicker colossi full of people and torched it.

Druids did believe in the sanctity of trees. In fact the name Druid probably comes from a root meaning oak. Druids use druideachta, which means magic. One did not trifle with druids if he knew what was good for him. The Oghams, their runic language revolved around the various trees and their properties. Druids did not worship the four elements. This only makes sense as Druids considered spirits to be in everything, and the Druids also held the number three to be sacred.

Despite their seemingly barbaric practices Druids were the Druids of knowledge, advisors to rulers and the judges of their time. They utilized the Brehon Law, a Law which is admittedly biased towards the more powerful individuals of society, but a law nonetheless which they had absolute jurisdiction over. Druids were highly respected. Respected so much in fact, that the Romans did their best to wipe their power base out. Druids as a group were a threat to Roman rule. They were only partially successful and it wasn't until the Church came about that a clash of ethos really happened.

Realising they were outnumbered and about to be exterminated, the Druids simply disappeared...or at least they appeared to. In reality they went underground, continuing their sadistic and bloodthirsty practices in secret. Every so often though, a member of the Druids will hear Gaea's voice, and in that moment recognise the evil of their ways and choose to follow Gaea's path instead. At this point they become a renegade and must flee to avoid death at the hands of their fellow Druids. Renegade Druids will often fight alongside Gaea's other allies including Geomancers, Elementals, Urban Legends, Apostulates and Eternals.

Step 1: Attributes

Roll attributes as normal but raise INT to 15 and WIS to 14, or if already over add +1 instead. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Demons

Knowledge Fey

Knowledge Flora

Knowledge Geomancy

Knowledge Herbalism

Knowledge Magic

Step 3: Abilities

Druids gain all the following free;

Spellcast - The first sphere the Druid learns from is free and must be from Faerie or Runic, the second sphere costs 5 points and can only be from Runic or Faerie. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 10, 12, 15 and 18. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 1, 5, 9, 13 and 17. +1 CON Bonuses at levels 2, 8, 11, 14 and 19. Pick 1 extra spell at levels 4, 7, 10, 13, 16 and 20.

Additionally Druids start with 50 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Animal Empathy	5	Druids can establish telepathic communication with any normal or giant animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	5	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +10 HP instead of 8, +10 per level.
Natural Chameleon	10	Using this ability the Druid can blend into and render himself nearly invisible in any surroundings. This ability to hide works equally well in fields of tall grass, clumps of bushes, rocky hills, or any other wilderness area with dark or shaded terrain. When hiding the Druid can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passersby, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies. He may also move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no

Ability	Cost	Notes
		more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the stealth skill raising it to a supernatural level and preventing any non magical detection. Lasts for WIS x1 round.
Nature Survival	5	A druid may select a particular type of terrain as his specialty area of survival. Due to his extensive experience and training in this terrain, the druid gains +1 to any physical, combat and survival rolls made while within that environment. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought the Druid may either take an additional +1 with their terrain OR choose a new terrain.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Save Bonus	10	This is the cost for each additional +1 added to all the character's CON saves.
Tongues	5	The character can reply in any language spoken to him, even supernatural beings and ghosts. Note the other person/being must speak to him first.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Botanist, Naturopath Doctor, Anthropologist, Vet, ZooDruid, GamesDruid, Animal Breeder, Bee Druid, Plant Breeder and Academic Researcher (specialising for instance in plants, etc).

Step 5: Disadvantages

In my campaign world the Druid has the Disadvantage of Hunted at +20 points by the Druid organisation. If caught the Renegade will be examined, in other words cut open and sacrificed.

A Druid's Serene Grove

Druid's can create their own miniature versions of the true Grove of Serenity (see the Parliament of Nature for more information on this). To support a Druid and his companions a grove site must have several features. First there must be a place for the GroveDruid to sleep. This can be a natural shelter such as a cave or one built from natural materials such as a sod hut or tree house. Next there must be a good supply of food and clean, fresh water. The food supply can include nuts and berries, tree fruit, and a diverse population of animals. In addition most GroveDruids maintain at least one herb garden

and many also cultivate a patch of vegetables. The next vital feature is a system of protection for the Druid and his charges both plant and animal. This often takes the form of natural barriers such as briar hedges or dense forest.

Magical protections often come into play as well but Druids rarely set traps in their home areas unless they can be sure animals will not blunder into them and come to harm. Warmth is another vital issue. If the climate where the Druid lives is temperate or cooler he requires a good source of firewood, coal, or other fuel. As with his other activities he always harvests firewood in a manner that ensures that the forest can renew itself. He clears brush and fallen limbs from the forest floor and thins the trees to help ensure the forest's viability.

Many Druids also possess the magic to make warmth without fire and they use this ability to avoid overharvesting wood. In addition Druids use natural materials to make warm clothing and blankets. Each generally has a cache of tools stashed away for sewing hides and weaving cloth from plant fibres or animal hair. Druids like to be prepared for emergencies so most keep a supply of important magical and nonmagical items secreted about their groves in hollow trees, under stones and in unused animal lairs. Stashed magical items usually include goodberries and infusions of useful spells.

Other useful items include small amounts of money (in case they need to visit a town), tools for starting a fire, a knife, torches, extra weapons, and skins of fresh water and food. A typical Druid's grove features some means for scrying most often a pool of still, mirror like water. A large highly polished rock also might make a good scrying device. In a pinch a Druid can use the create water spell to produce still water for scrying in a large container or natural crevice. A Druid usually maintains one or more animal companions at all times. These creatures live with him in his grove and travel with him as he wishes, though they must also roam through the area at large to forage for food.

Thus a reasonably convenient means of egress from the Druid's grove must also be made available for them. Higher level Druids occasionally grant human like intelligence to plant or animal creatures through the awaken spell as well. Though awakened animals are not required to stay in their native areas many choose to do so either out of love for the land or friendship for the Druid. A Druid's grove also supports populations of the types of animals, feys, and natural creatures that normally would live in such an area. Druids make an effort not to disturb the natural environment too much, so they rarely interfere with these local populations unless the creatures are nonnative and somehow harmful to the environment.

HOUNGAN

Information of this magic class may be found in BH31 the Book of D'arqueness.

ILLUSIONIST

An illusionist is a mage who is concerned with the creation of stimuli and the manipulation of matter designed to fool the senses of an observer so that he will accept the existence of what is in fact nonexistent. Few villains and even fewer heroes have this most underrated power. Although illusions can't break down walls, or heave Cadillacs, they should not be dismissed. A skilled illusionist can change the apparent nature of reality. Properly handled, this seemingly weak power can leave characters doubting their sanity.

Illusion is a power of subtlety and indirection. Use it to mislead, deceive and confuse rather than destroy your opponent. If you accept that illusion is not a power for direct violence, you can give your friends an enormous tactical advantage, and drive your foes out of their minds. Sound illusions can be used for distractions or to deafen an opponent. They can also be used to disguise your sounds as something else. You have complete control over what they hear.

Step 1: Attributes

Roll attributes as normal but raise INT to 15 and WIS to 13, or if already over add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Listen

Step 3: Abilities

Illusionists gain all the following free;

Spellcast - The first sphere the Illusionist learns from is free and must be from Illusion, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Illusion, Mirror, Common and Psionic. Illusionist can tap into the world's natural mana at a rate of INT + WIS x4.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 5, 9, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 13, 17 and 20. +1 Spell Bonus at levels 4, 7, 11, 15, 17 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Illusionists start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Distortion	5	This power allows the Illusionist to dodge attacks by being elsewhere than he appears to be. In game terms he becomes invisible and projects the image a few inches away.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Hypnosis	5	This mental ability allows characters to perform a limited form of mind control. He can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat. He can also cause a victim to speak what he is actually thinking. And finally he can implant a post-hypnotic suggestion which the victim may save against once per command. If the command is something abhorrent to victim then gain +2 to save. All of these require eye contact and speech for it to work.
Inspiration	5	The mage can present the illusion of invincibility. Allies are immune to panic or being routed so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech. Lasts for WIS x1 round requiring the expenditure of 1 mana per round.
Meditate	10	Once per day per 5 INT per level the Arcanist can meditate for one hour and recover all his mana.
Range Boost	5	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Studio Producer, Director, Special Effects Consultant, Optician, Stage Magician and Academic Researcher.

MAGUS

The Magus is an introspective Arcanist who uses his self-awareness to understand the mysteries of the world around him. Psionics is the study of patterns of thought, of the invisible flow of ideas. The temptation of mind control, playing with emotions and perceptions causes many mages to study this sphere.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Astral

Knowledge Dreamscape

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Knowledge Sociology

Step 3: Abilities

Magii gain all the following free;

Spellcast - The first sphere the Magus learns from is free and must be from Psionic, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Psionic, Illusion, Common, Dreamscape and Combatic. Magii can tap into the world's natural mana at a rate of INT + WIS x4.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 5, 8, 9, 11, 14, 17 and 20. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 4, 7, 10, 13, 16 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Magii start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is

Ability	Cost	Notes
		highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Dreamwalk	5	This is the ability to actually enter into the short lived pocket dimensions created by a person's dreams and nightmares. These Dreamworlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. The Dreamtraveller must be within line of sight of the dreamer in order for the power to function. The Dreamtraveller has no direct control over the conditions within the Dreamworld. He can interact with things within that world by performing "physical" actions much as he would in the real world. If the hero has other powers these exist in equivalent forms. The Dreamtraveller can suffer real damage as a result of events that affect him within the Dreamworld. He might even die. The equivalent of the damage appears in the hero's real body. Normally the hero's real body retains its solidity during Dreamwalking. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds are not the same as the Dream Dimension, although it is possible they exist within the greater Dream Dimension. It is possible that Dreamworlds touch each other and may even overlap in the case of telepathic dreamers. If so, it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.
Empathic	5	The ability to detect the emotional state of any one person within his line of sight or 15 metre radius (+5 metres per level) and further refine that knowledge to discover the target's physical state, surroundings, and location, insofar as these have an influence on the emotions. It can be used to detect lies or sense a nearby presence.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Meditate	5	Once per day per 5 INT per level the Magus can meditate for one hour and recover all his mana.
Mind Shield	5	He can shield himself against any psionic attack or intrusion gaining +1 save per level.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Sixth Sense	5	The character is always aware of imminent danger with a warning time of 1 minute per 5 WIS, +1 minute per level. Will know direction and threat level.
True Sight	5	Can see the true image of any person or object regardless of

Ability	Cost	Notes
		any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Psychiatrist, Sociologist, Counsellor, Tarot Reader, Social Worker, Police Negotiator and Academic Researcher (specialising for instance in Dreams, etc).

MIRROR MASTER

Mirror Masters believe that by reflecting, bending, breaking, and otherwise manipulating light they can tease forth a variety of extraordinary effects resulting in a combination of illusion, reflective, transport and deception magic.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Listen

Step 3: Abilities

Mirror Masters gain all the following free;

Spellcast - The first sphere the master learns from is free and must be from Mirror, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Mirror, Runic, Illusion, Common and Translocative. Masters can tap into the world's natural mana at a rate of INT + WIS x4.

+10 Mana at levels 1, 4, 7, 10, 13, 16 and 19. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 6, 10, 11, 14 and 17. +1 Willpower save at levels 3, 6, 9, 12, 15 and 18. +1 Spell Bonus at levels 2, 5, 8, 11, 14, 17 and 20. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Mirror Masters start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Mirror Cure	5	The character can stand in front of any mirror and transfer his injuries into the mirror and entirely onto his reflection, leaving himself full healed. Each mirror may absorb up to 1 HP per WIS of injury before breaking and becoming unusable.
Mirror Grimoire	5	The character can store any spells that he desires for later use by casting them into a mirror (only the storer can use it). He knows what spells are stored within by touching it. The mana required for casting the spell is expended at the time of storage. Thus when later released from the mirror there is no mana cost, its free.
Mirror Sight	5	The character can concentrate on any mirror he can see willing it to show the scene of any location where there is another mirror present that have previously visited or been told about (same as Clairvoyance).
No Reflection	5	The mage can choose to prevent any surface from reflecting his image making him invisible to scrying.
Range Boost	5	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
True Mirror	5	The character can cause any mirror to show the true image of any person or object in front of it regardless of any form of concealment, disguise, illusion or invisibility.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Museum representative, Historian, Stage Magician and Academic researcher (specialising for instance in Demonology, etc).

MUTAMANCER

Mutamancers are powerful sorcerers who have chosen to master the unpredictable art of casting chaos magic, a form of arcane magic noted for its erratic behaviour and random effects. Devastatingly powerful, Mutamancers believe the attempts of others to codify and define magic is a useless pursuit that can end only in failure. Instead they seek out what they consider magic in its purest form, accepting the risks that come along with chaos magic in exchange for the chance to realize even more power in the random chance

of a single spell. In many cases, this gives Mutamancers a degree of power uncommon to other mages. At other times, however, the forces with which they dabble backfire, a risk that all accept as a natural consequence of playing with fire.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Spell Specialty

Step 3: Abilities

Mutamancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from Chaos, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination. This is one of the few mages who can learn any spell.

Mancers can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 20. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19.

Additionally Mutamancers start with 25 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Drain Mana	5	This character can steal mana from anyone within 1 metre radius per WIS which he must then immediately use, whether to cast spell or some other use. He can transfer 1 mana per WIS +1 per level, per turn.
Drain Spell	5	This character can steal mana from any spell being cast or already cast within 1 metre radius per WIS which he must then immediately use, whether to cast his own spell or some other use. He can transfer 1 mana per WIS +1 per level, per turn.
Improve Spell	5	This character can transfer his own mana to any spell being cast or already cast within 1 metre radius per WIS. He can transfer 1 mana per WIS +1 per level, per turn.
Mutate Damage	5	+1 damage each time bought to any spell he casts.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Mutate Duration	5	Spell duration increases by +1 round each time bought for any spell he casts.
Mutate Luck	5	Once per day per 2 WIS the character can force a reroll, and can continue to reroll for as many chances as he has left. The reroll can be literally for anything; combat, skills, etc.
Mutate Range	5	+25% range for spells each time bought for any spell he casts.
Recast	5	This character can recast any spell used within the last 1 round per 3 WIS, even if he wasn't the one who cast it.
Supply Mana	5	This character can transfer his own mana to anyone within 1 metre radius per WIS which they must then immediately use, whether to cast spell or some other use. He can transfer 1 mana per WIS +1 per level, per turn.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

MYSTIC

From the moment we awake until the moment we fall asleep, the vast majority of us spend our time silently talking to ourselves. A few individuals whom we call mystics have mastered the difficult art of shutting off this habitual interior dialogue. This inner silence that mystics cultivate cannot develop unless the individual first learns how to tightly focus his or her attention so that the mind and imagination no longer wander aimlessly from one subject, thought, or feeling state to another.

When this mental background noise ceases as a consequence of the mystic's successful endeavours to focus his or her attention, a dramatic change in the mystic's mode of consciousness takes place, a metamorphosis that is just as radical (sometimes even more so) as that transformation that occurs during the shift from the waking state of awareness to the dream state. This dramatic metamorphosis of the waking consciousness caused by simultaneously focusing the attention and quieting the mind, together with the responses in both thought and deed that it generates, is called mysticism.

The Mystic can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares. These dreamworlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. Each dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming.

Dreamworlds are not the same as the Dream Dimension, although it is possible they exist within the greater Dream Dimension. It is possible that dreamworlds touch each other and may even overlap in the case of telepathic dreamers.

If so, it is possible that the Dreamtraveller can enter one dreamworld and exit one of someone else's. They have the unique ability to look into and manipulate people's dreams whether for good or ill. They can physically hamper a person by playing on their fears in their nightmares. After the fall of the Roman empire Mystics became feared and misunderstood, and were hunted with unbridled hatred throughout the middle ages. It is only in the last century that their magic has resurfaced, coming to them in their dreams.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Dreamscape

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Knowledge Sociology

Science Psychiatry

Step 3: Abilities

Mystics gain all the following free;

Spellcast - The first sphere the Mystic learns from is free and must be from Dreamscape, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Dreamscape, Illusion, Common and Psionic.

Mystics can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 9, 10, 13, 16 and 19. +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Mystics start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level.

Ability	Cost	Notes
		While in this form he can still use all his abilities and cast any of his spells.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Dreamwalk	5	This is the ability to actually enter into the short lived pocket dimensions created by a person's dreams and nightmares. These Dreamworlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. The Dreamtraveller must be within line of sight of the dreamer in order for the power to function. The Dreamtraveller has no direct control over the conditions within the Dreamworld. He can interact with things within that world by performing "physical" actions much as he would in the real world. If the hero has other powers these exist in equivalent forms. The Dreamtraveller can suffer real damage as a result of events that affect him within the Dreamworld. He might even die. The equivalent of the damage appears in the hero's real body. Normally the hero's real body retains its solidity during Dreamwalking. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds are not the same as the Dream Dimension, although it is possible they exist within the greater Dream Dimension. It is possible that Dreamworlds touch each other and may even overlap in the case of telepathic dreamers. If so, it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.
Empathic	5	The ability to detect the emotional state of any one person within his line of sight or 15 metre radius (+5 metres per level) and further refine that knowledge to discover the target's physical state, surroundings, and location, insofar as these have an influence on the emotions. It can be used to detect lies or sense a nearby presence.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Meditate	5	Once per day per 5 INT per level the Mystic can meditate for one hour and recover all his mana.
Medium	5	This character can see and talk to spirits and ghosts. Specifically he can; <ol style="list-style-type: none"> 1) Listen to and relate conversations with the departed. 2) Go into a trance and allow a spirit to enter his body in order to speak through it.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		3) Sense the emotional state of the departed and whether they are being truthful.
Nightmare	5	Equal to the Minor power but additionally can induce a nightmare so severe that victim must save vs. psi or go into a coma.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Psychiatrist, Sociologist, Counsellor, Tarot Reader, Social Worker, Police Negotiator and Academi

NECROMANCER

Long before magicians learned how to practice the Art, priests were worshipping Death in its varied forms. In Eastern societies death was personified as an active agent in the world, symbolized by the rise and fall of a river, in the fury of a raging tempest, or in the jaws of the crocodile. In Hindu, death was revered as Kali, the Black Mother, goddess of Murder and Destruction. In Nordic society death and pestilence were personified by Hel, another feminine deity.

In other cultures death was merely an impersonal event, not an active force, and the important necromantic gods were those that presided over the spirits of the dead in the Afterlife. Nergal (from Mesopotamia), Yeh-Wang-Yeh (from China), Arawn (from Celtic Europe), Mictlantecuhtli (from Mesoamerica), Osiris and Anubis (from Egypt), Hades (from Greece), and Pluto (from Rome) were all gods of the Dead, charged with ruling the netherworld.

In particular, the Egyptians whose society was fairly obsessed with death had an entire pantheon of deities who were associated with the dead. Masters of the Dark Art must possess utmost self control and mental stability in order to successfully control the powerful energies at their disposal. Frequent trafficking with the spirits of the dead and more powerful creatures from the Lower Planes can exact a terrible price on the sanity of these mages. Weak willed individuals have little chance of emerging from such encounters with their mental faculties unimpaired...

Necromancers embrace the knowledge that involves tapping the powers of life as well as those of death and unlife. These enlightened few study the mysterious connection between life and death. They do not walk the same evil path as Liches, instead they honour the dead and seek to aid the living. They have a deep and profound understanding of life's eternal cycle—the necromantic triad—which makes them potent healers as well

as powerful spellcasters. Modern day Necromancers use their abilities to ruthlessly crush them.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Undead

Science Biology

Step 3: Abilities

Necromancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from Necromancy, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Necromancy, Combatic, Transmutanic, Chaotic, Common and Biomancic. Mancers can tap into the world's natural mana at a rate of INT + WIS x4.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 2, 5, 7, 9, 11, 13, 17 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20. +1 Pain save at levels 3, 5, 7, 11, 13, 15, 17 and 19. +1 Thaco when fighting Undead (including spirits) at levels 3, 6, 9, 12, 15 and 18. All spell ranges, damage, etc are doubled when used against the Undead. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Necromancers start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Control Undead	5	The character can dominate the wills and actions of any undead whether corporeal or spirit. The victim must save on their willpower to resist. He can control up to 1 undead per 2 WIS, +2 per level.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Damage Bonus	5	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Heightened Healing	5	The Necromancer can at will double his healing rate for WIS x1 round, +1 round per level.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Speak to dead	5	The character can briefly speak to any spirit or corpse allowing it to speak aloud about what happened to it.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Turn Undead	5	The character can banish spirits and destroy physical undead unless they spell save. See below.
Undead Familiar	5	The mancer may summon and permanently psionically link with an undead companion of the character's choice. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.

Step 4: Careers

Possible related careers include; CSI, Pathologist, Mortician, Surgeon, Microbiologist, Gravedigger and Academic Researcher (specialising for instance in Undead, etc).

Turning Undead Table

This table shows what types of Undead the Priest can begin affecting with his Holy Judgment ability at each level.

Level	Type
1	Skeleton, Zombie
2	Ghoul
3	Shadow, Ghost
4	Wight, Ghast
5	Wraith, Mummy
6	Spectre
7	Vampire
8	Lich
10	Lesser Supernatural Intelligence
15	Greater Supernatural Intelligence

RESONMANCER

Resonmancers manipulate the remnants of arcane spells, producing effects similar to an Arcanist. By diligently studying the interactions of spell remnants, they can recreate spells from the latent magic in the air. Resonmancers can wield devastating power by profoundly studying spell remnants and the techniques to manipulate them. They are often mistaken for amateur casters that cannot master any spells more powerful than cantrips, and are thus given as little respect as students of wizardry. As Resonmancers grow old, this neglect can turn to mockery or disdain as they are viewed as failures who have spent years unable to learn anything.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Concentration

Knowledge Artifacts

Knowledge Geomancy

Knowledge Magic

Observation

Research

Step 3: Abilities

Resonmancers gain all the following free;

Resonmancy - The character can analyze spells by the magical traces they leave behind. He is constantly aware of any spells that had been cast in, from, or with an area of effect containing, the space he currently occupies up to a 1 metre radius per WIS (+1 metre per level), up to 1 day ago per WIS (+1 day per level). By spending a full-round action in concentration, he can work backward, remaking a spell from the pieces it left behind and learn how to cast it. The Resonmancer though must first buy each sphere he wants available to him. He can likewise sense any magical object within the same area although not duplicate its abilities.

The Resonmancer can cast from any sphere of magic, but must buy each sphere at a cost of 5 points each. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. Resonmancers can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Additionally Resonmancers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Mana Bonus	5	+10 mana at levels 3, 7, 10, 13, 17 and 19.
Meditate	5	Once per day per 5 INT per level the Resonmancer can meditate for one hour and recover all his mana.
Resonmetry Object	5	The character can analyze spells that have been cast on a magical artifact by touching it. By spending a full-round action in concentration, he can learn what spell was cast and how to recreate it. The Resonmancer though must first buy each sphere he wants available to him.
Resonmetry Person	5	The character can analyze any spells that have been cast by a wizard by touching him. By spending a full-round action in concentration, he can learn what spells he has cast and how to recreate them. The Resonmancer though must first buy each sphere he wants available to him. He is also limited by his own learning ability.
Resonmetry Scroll	5	The character can analyze spells that have been written on a scroll by touching it. By spending a full-round action in concentration, he can learn what spell was cast and how to recreate it. The Resonmancer though must first buy each sphere he wants available to him.
Sanity Save	10	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Spell Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Willpower Save	10	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in ancient areas of power, etc).

SHA'IR

Based on Arabian folklore, the Sha'ir is a mysterious and powerful wizard that gains their power from Genies, and often acts as an ambassador on behalf of mortals to Geniekind. Sha'irs are both feared and respected for this role. Sha'irs are unable to cast any spells themselves, instead relying entirely on their Genie companion for this. This means they must work together in order to survive battles.

The most important thing in a Sha'irs life is his gen. Without this creature, there is no way for the Sha'ir to gain spells, and the connection with geniekind becomes very strained. Sha'irs are, therefore, highly protective of their gens and liable to aid them before helping

out a friend or relative. Gens are as different as the Sha'irs who call them, and their attitudes do not always coincide with those of the Sha'ir with whom they work. Gens often have an agenda of their own, though it may seem inconsequential to their masters. Still, the gens regard their private goals as nearly sacred, and Sha'irs must pay attention to the requests of their gens.

While a genie cannot leave a Sha'ir, it may certainly become difficult to deal with if it is not allowed to see to its own affairs. If a genie deems it necessary that his master go and retrieve a magical item the genie has heard of, the master most often will go simply to avoid a conflict with the gen. Even gens know their bounds, however, and are not likely to force an issue with which their master has voiced his extreme displeasure.

In addition to their own plans and the occasional genie quest, there are other things that must be taken care of in order for a genie to prosper. First, the genie must be allowed to rest on the elemental plane appropriate to its type. Gens usually rest when their masters do and do not appreciate being woken from their rest. If a character, for whatever reason, wakes in the middle of the night (or during the normal resting period) and demands the presence of the genie, there is a very good chance that he will be ignored. This chance of being ignored by the genie is equal to 50 percent minus 5 percent per level of the Sha'ir (to a minimum of 10 percent).

Sha'irs of the same alignment as their genie receive an additional 10 percent bonus to this roll. If the genie chooses to ignore the Sha'ir to whom it is loyal, it will not appear until its normal rest period is over and will be very grumpy about having its sleep disturbed. For the following day it will take the genie an additional 10 minutes to find any spell it is sent to retrieve. If the genie does wake and respond to its master, it will be very sleepy and not at all in a mood to go searching for spells.

If sent to find a spell, it will spend five minutes griping and groaning before it departs and will take an extra half an hour to return with the spell. If it knows its master is in dire need of the spell, it will take only the normal time to find the spell but will gripe and complain even louder until it is free to return to its elemental plane. Gens who wake and come to their master in the night will require an additional 20 minutes to locate spells during the next day.

The second requirement that must be dealt with is the payment of the gen. While they are loyal to their masters, they like to feel as if they are valued allies rather than slaves. For every level of the caster, the genie will require 10 gp per month in payment. Sha'irs may substitute other forms of treasure appropriate to the gens element for gold and are encouraged to do so. No genie is happier than when carting back a nice bit of art or a new tool to its home on the elemental plane.

Such items might include a nice brazier for a fire genie, an ornately crafted wind chime for an air genie, a beautifully carved model boat for a water genie, or a painstakingly sculpted piece of semi-precious stone for an earth genie. All of these are appropriate, as are many others. The genie appreciates those items made by its master over those crafted

by the hands of strangers but will accept any items it is given. Precisely what gens do with their payments is unknown, but it is believed they simply hoard the stuff. Rumours that they send a portion of their tribute to others of geniekind are unfounded but still popular.

The third necessity required by all gens is praise. Gens believe that they perform a necessary function for their Sha'ir and should be complimented for taking such action whenever possible. (The fact that it is also being paid for its services doesn't concern the average gen.) A Sha'ir who doesn't introduce his genie to new acquaintances should expect the genie to handle this chore itself. This can be particularly disconcerting if the Sha'ir is trying to conceal the fact that he is such a mage. Fortunately, most gens have enough sense not to endanger their Sha'ir over much. Though they feel it is fine to make the Sha'ir feel some discomfort (after all, humility is a sign of greatness), they will never do anything that may result in overt harm to their master.

The last thing that gens require is contact with those of geniekind. Gens are very much dependent on their more powerful cousins for their magical powers and, some believe, for their very existence. Gens must be allowed to spend at least five hours a week talking to their kindred. While this requires no special actions on the part of the Sha'ir, it will place the genie beyond contact range for a time. Most gens like to tack this social time onto the beginning or end of their resting time. This allows them to enter the elemental plane and talk to some genies and then rest.

If a genie is deprived of any of these requirements for a week, the genie becomes very irritable and prone to irrational fits of anger. During this time, the genie will not actively hurt the Sha'ir or cause the Sha'ir harm in any direct way, but it will not go out of its way to help the Sha'ir, either. If a Sha'ir wants a spell and is not in immediate danger of being killed without it, the genie may take up to twice as long as normal to find the spell. This continues until the genie has received the treatment it requires in addition to some small, special treat that its master has long denied it.

All gens have tendency to ask for things they cannot have; this is a good chance to make a Sha'ir pamper the genie a bit. If a Sha'ir is so callous as to pay no heed to his gens surly attitude, the genie becomes even harder to handle and takes even longer to retrieve spells. All spells will take double the normal time to find, and the genie will deliver the spell with a snide comment of some sort or another. In addition, the genie will refuse to wake during its rest period regardless of the situation its Sha'ir is in.

After a week of this, the genie will come right out and tell the Sha'ir what the problem is and how to fix it. This will require no less than a weeks vacation for the genie, as well as some sort of special prize that the genie has had its eye on. This gift must be worth at least 100 gp per level of the caster and must be delivered to the genie as quickly as possible. Should all of this fail to apprise the Sha'ir of his gens exceedingly poor attitude, the genie will make the ultimate show of disgust the poor creature will simply disappear for a week.

What the Sha'ir doesn't know is that the genie has sought refuge with geniekind and is busy pouring its heart out to anyone who will listen. At the end of the week, a genie will appear before the Sha'ir and explain the problem to him in terms that cannot be misunderstood. The genie who appears will be a step above the most powerful genie that the Sha'ir can bind and will not be amused should the Sha'ir try anything so foolish. This member of geniekind will act as an arbitrator in the dispute and will protect the genie until something satisfactory has been worked out. If things get to this stage, the Sha'ir is going to pay dearly and only some very persuasive arguments will prevent the forfeiture of the gens services for no less than a month and tribute worth at least 1,000 gp per level. Geniekind will enforce the agreed upon settlement.

Should the Sha'ir decide to break his agreement, his genie will leave forever and he will be forced to begin his career over as a sorcerer or elemental mage. While all of this may make gens seem to be vain, troublesome creatures, in truth what they ask is quite reasonable. After all, the genie provides its Sha'ir with magicks that other wizards of similar levels can only dream about. And the genie is also a competent servant. While they require a little more care and pampering than a standard familiar, they are far more versatile and considerably more powerful. A Sha'ir who abuses such a creature deserves whatever he gets.

Gens are very similar to familiars, though there are a number of differences between a genie and a standard familiar (as stated in the Arabian Adventures rule book). The connection between a genie and its Sha'ir is also a bit different from that enjoyed by a standard sorcerer and its familiar. One of the major differences is the intensity of the connection. While an ordinary wizard shares an empathic link with her familiar, a Sha'ir and a genie become very closely linked. A Sha'ir can see and hear through a gens eyes and ears and may indulge in two-way, mental conversation with the gen. The range of this communication is equal to 10 feet per level of the caster.

This ability allows a genie to become a consummate spy, instantly reporting to its Sha'ir and gaining further orders without the need to return and confer with its master. Gens are also more intelligent than standard familiars, which gives them the ability to handle more complex tasks. Gens are as intelligent as bright children and only a little more mature. Thus, while they are able to perform complex tasks, the wording of such tasks is extremely important.

A Sha'ir who commands his genie to go and take a precious gem from the coffers of the caliph must remember to also ask the genie to be sneaky. Otherwise the genie is likely to walk up to whoever is guarding the gem and demand the item, usually in the name of its Sha'ir. This is a situation that could become very embarrassing very quickly. Like all of geniekind, the gens are somewhat capricious; ask what you will of them, but always be very specific.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

Sha'ir gain the following free;

Genie Companion - The Sha'ir may summon and permanently psionically link with a Genie companion. At any point he may see through the Genie's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact. However all the magical abilities reside with the Genie, only he can cast spells, not the character. If the Genie is subdued then the character must rely on his own resources to survive. If on the other hand the character is subdued while the Genie is still conscious then the Genie may grab his master and escape.

The Genie is either male or female and 5 +D4 ft high. Their attributes will be; INT: 4D6, WIS: 4D6, STR: 4D6, DEX: 4D6, CON: 5D6, CHA: 4D6, MR: 5D6, HPs: 10D8, AC: 2, Thac0: 11. Genies can spellcast any spell from the Faerie and any Elemental spheres. They can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep, and receive +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. Also +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18 which is also imparted on the character.

Additionally Sha'irs start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Create Artifact	10	The ability for the character's Genie to create Magic Armour, Rings, Wands, Weapons, and other equipment. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 20 + the cost of each spell or enchantment.
Create Potion	10	The ability for the character's Genie to create a magic liquid that produces its effect when imbibed. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.
Damage Bonus	5	+1 damage to spells cast each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere. This only applies to the Genie though.
Extend Duration	5	Spell duration increases by +1 round and only applies to

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		one sphere of magic. Must be rebought for each additional sphere. This only applies to the Genie though.
HP Bonus	5	CON +6 HP instead of 4, +6 per level.
Range Boost	5	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere. This only applies to the Genie though.
Sanity Bonus	5	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Save Bonus	5	This is the cost for each additional +1 added to the character's spell save.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Willpower Bonus	5	+1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

SHAMAN

Many believe the greatest teacher, besides our Elders and Spirit is a shaman. The shaman is a healer, knower of medicine and ceremony for the healing of the mind, body, and soul through the gained learning and the shaman's connection with Spirit and the Spirit Worlds. A shaman is said to be able to enter the upper and lower spirit realms, to walk on the wind and between the worlds. He knows herbs and the uses of them as medicine and in ceremony, dance, vision quests, and healings.

Shamans are said to treat ailments/illness by mending the soul. Alleviating traumas affecting the soul/spirit restores the physical body of the individual to balance and wholeness. The shaman also enters supernatural realms or dimensions to obtain solutions to problems afflicting the community. Shamans may visit other worlds/dimensions to bring guidance to misguided souls and to ameliorate illnesses of the human soul caused by foreign elements. The shaman operates primarily within the spiritual world, which in turn affects the human world.

The restoration of balance results in the elimination of the ailment. Shamans gain knowledge and the power to heal by entering into the spiritual world or dimension. The shaman may have or acquire many spirit guides in the spirit world, who often guide and direct the shaman in his/her travels. These spirit guides are always present within the shaman though others only encounter them when the shaman is in a trance. The spirit guide energizes the shaman, enabling him/her to enter the spiritual dimension. The shaman heals within the spiritual dimension by returning 'lost' parts of the human soul

from wherever they have gone. The shaman also cleanses excess negative energies which confuse or pollute the soul.

During initiation, the individual frequently undergoes prolonged fasts, seclusion, and other ordeals leading to dreams and visions. The shaman becomes a medium, a mouthpiece of the spirits who became the shaman's familiars at initiation. A shaman's main religious tasks are healing and divination. Both are achieved either by spirit possession or by the departure of the shaman's soul to heaven or to the underworld. Today, in a search for a closer walk with the earth, many are relearning the old ways of these ancient people, using the animal energy as the Native Americans did. To choose which animal energies are right for you, simply take a deep breath, still yourself and ask your inner being. You will have a knowing, as the ancient people did long ago.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Demons
Knowledge Geomancy
Knowledge Magic
Knowledge Planar
Knowledge Religion
Knowledge Undead

Step 3: Abilities

Shaman gain all the following free;

Spellcast - The first sphere the shaman learns from is free and must be from Faerie, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Faerie, Dreampeak, Geomantic, Common and any Elemental. Shaman can tap into the world's natural mana at a rate of INT + WIS x4.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 5, 8, 10, 12, 14, 16 and 18. +1 Sanity save at levels 3, 5, 7, 10, 13, 15 and 17. +1 Willpower save at levels 2, 4, 6, 8, 11, 13, 17 and 20. +1 Spell Bonus at levels 1, 4, 7, 9, 12, 14, 16 and 19. Pick 1 extra spell at levels 3, 6, 9, 13, 15 and 18. Choose 1 animal Totem as your spirit guide and mentor.

Additionally Shaman start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Animal Empathy	5	Shaman can establish telepathic communication with any normal or giant animal within line of sight if he does nothing else in the round. The animal must have a minimum INT of 1. This has the following benefits: He can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. Further he can then recruit this animal as an ally. Once he does so he permanently psionically links with the animal turning it into a familiar. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	5	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +10 HP instead of 8, +10 per level.
Medium	5	This character can see and talk to spirits and ghosts. Specifically he can; <ol style="list-style-type: none"> 1) Listen to and relate conversations with the departed. 2) Go into a trance and allow a spirit to enter his body in order to speak through it. 3) Sense the emotional state of the departed and whether they are being truthful.
Nature Heal	5	A Shaman may select a particular type of terrain as his specialty area for healing. Whenever in this terrain the Shaman can heal another life form at phenomenal rates. He must touch the organism for 1 minute uninterrupted to perform the following healing; restore 1 HP per INT, +1 per level per 10 minutes; reduce the damage and duration of drugs, toxins and poisons by 4% per INT, +1% per level and gives +1 to save per 4 INT; negate all pain for 1 minute

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		per INT, +1 minute per level; or immediately bring a comatose patient up to 1 HP per INT and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought the Shaman may choose a new terrain.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Save Bonus	10	This is the cost for each additional +1 added to all the character's CON saves.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Botanist, Naturopath Doctor, Anthropologist, Vet, Zookeeper, Gameskeeper, Animal Breeder, Bee Keeper, Plant Breeder and Academic Researcher (specialising for instance in plants, etc).

The Totem Sourcebook

In earlier days we understood that we were simply a part of the earth, and only one small part. Now many think humans are the greatest and most important part. We used to know respect of nature and killed only what we ate and used only the skins of what we killed and ate. We did not waste lives nor disrespect spirits but honoured and thanked them for providing us with life, nourishment, and comfort. In earlier days we gave recognition to the power of the animal spirits by wearing skins, masks, mimicking, singing praise, and prayer to specific animals.

We painted the animals on our homes, caves, death chambers, and asked the Spirit to guide us to the animal that we consumed and bless the spirit of the animal we kill for we are a predator in the part of nature and we honoured the spirit of our prey. These acts allowed us to remain linked to the animal guides and to accept the power they offer us in lessons, in life, and in death. It reminded us that all animals were our sisters, brothers, and cousins and most importantly our teachers and friends. It reminded us that we too are animals with spirit.

The natural power of animal totems has not been lost. They still hold the power and the knowledge we can use. Only we must remember how to be one with nature and all that is, has been, and will be. Using Animal Totems will allow you to see and love the earth better, to know life better, to know yourself better, and to commune better with Mother and Spirit.

Each animal has it's own special power and message, for each animal has a powerful spirit and an inherent skill. Animal Spirits choose a person to be a companion to, a friend

to, not the other way around. You can not think, 'gee a bear is cute or powerful and I like what it represents so the Bear will be my Animal Totem'. No, the animal will choose you and make itself known to you. You will only need to pay attention to discover what your totems are. Mistakenly people often think of animals as non-spiritual, uncultured, and less intelligent than humans.

Amphibious

This totem favours endurance and patience, as well as determination and creativity. Summoned Abilities include; WIS +4, CON +4. Further he has gills which allow him to breathe underwater as naturally as above water. He can resist the effects of high water pressure, up to 100 metres per CON underwater, without worry of such ailments as burst eardrums, damage to blood vessels, and the bends. Gains +5 HPs per CON, and +1 STR per 10 HPs (the bonuses still apply above water). His swim rate is MR x4. Totems include; Dolphins, Porpoises, Fish, Seals, Sharks, Turtles, Tortoises and Whales.

Avian

This totem favours speed and cunning, and values freedom and agility. Summoned Abilities include; INT +4, MR +8. Glide at 20kph +2kph per level with sufficient wind. Vision x2 normal range and can see small objects clearer. Totems include; Chickens, Condors, Crows, Ducks, Eagles, Falcons, Geese, Hawks, Hummingbirds, Ostriches, Emus, Owls, Parrots, Peacocks, Pelicans, Penguins, Ravens, Roadrunners, Swans, Turkeys and Woodpeckers.

Canine

This totem favours speed and endurance and loyalty. Summoned Abilities include; CON +4, MR +8. Smell increases to x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 range). Can identify the specific odour or scent of anyone that have previously met, and track by smell so long as know the scent. Totems include; Coyotes, Dingoes, Domestic Dogs, Foxes, Hyenas and Wolves.

Feline

This totem favours stealth and cunning. Summoned Abilities include; INT +4, DEX +4. Nightvision equal to normal vision. +1 on dexterity skills and agility rolls. Totems include; Domestic Cats, Cheetahs, Cougars, Pumas, Jaguars, Leopards, Lions, Lynxes and Tigers.

Hoofed

This totem favours strength and speed. Summoned Abilities include; STR +4, MR +8. +50% per level to normal leap range, +1 AC, +2 Thaco. Totems include; Buffalos, Camels, Cows, Bulls, Deer, Donkeys, Elephants, Giraffes, Goats, Hippopotami, Horses, Moose, Pigs, Boars, Rhinos, Sheep and Zebras.

Mustelid

This totem favours strength and cunning.

Summoned Abilities include; INT +4, STR +4. Further he has nightvision equal to normal vision. He can travel swiftly through the earth by burrowing a tunnel at his normal walking rate. Normally the tunnel the hero makes collapses within 10 minutes of the hero's passage at a specific spot. The exception is the tunnel within 3 metres of the hero's current location. This allows the hero to occasionally stop.

A tunnel never collapses on the hero, unless a higher intensity force is applied. The hero may burrow through materials with lower material strength than his damage ability. Materials with equal or greater material strength are obstacles to be detoured around. Totems include; Armadillos, Badgers, Bats, Beavers, Hedgehogs, Meerkats, Moles, Mongooses, Mice, Otters, Porcupines, Possums, Rabbits, Raccoons, Rats, Skunks, Squirrels, Weasels and Wolverines.

Reptile

This totem favours cunning and patience and is well versed in survival and stealth. Summoned Abilities include; INT +4, WIS +4. Further he can hold his breath at x4 normal duration. He can resist the effects of high water pressure, up to 50 metres per CON underwater, without worry of such ailments as burst eardrums, damage to blood vessels, and the bends. Gains +5 HPs per CON, and +1 STR per 10 HPs (the bonuses still apply above water). His swim rate is MR x4. Vision x2 normal range. Totems include; Alligators, Crocodiles, Frogs, Lizards and Snakes.

Ursine

This totem favours strength and endurance but is also known for its introspectiveness and self knowledge.

Summoned Abilities include; STR +4, CON +4. Lifting, Carrying and Throwing capacities are doubled.

Totems include; Grizzly, Kodiak and Polar Bears.

SOJOURNER

The Sojourner uses his gifts to allow him to move himself and others great distances and to clear the path from enemy obstructions. He has learned to travel both upon the land and between dimensions with grace and ease. A true Macronaut.

Step 1: Attributes

Roll attributes as normal but raise INT to 15 and WIS to 14, or if already over add +1 instead. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Science Planar

Step 3: Abilities

Sojourners gain all the following free;

Spellcast - The first sphere the shaman learns from is free and must be from Translocative, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Translocative, Psionic and Common.

Sojourners can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Sojourners start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Anchor	5	The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Familiar Link	5	The Sojourner may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Language	5	The character has the ability to rapidly learn any language if sufficient material is available for him to work with. Once the language is mastered the hero is fluent in that

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		language, provided he is physically capable of communicating in it. The number of languages he is currently fluent in is limited to his level + INT. When he exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue he has had little use for. The speed with which a he can learn a new language is determined by its strangeness and what source materials are available. He can read, write, speak and understand any language at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it).
Planar Navigation	5	The ability to instantly know what dimension the character is in and how to get home (Note: it may be possible for Cosmic beings in another dimension to block his senses). He can also perceive wormholes, gates, planar portals, etc and where they go.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility and recognise what dimension or universe they originate from. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian and Academic Researcher (specialising for instance in Dimensions, etc).

SORCERER

Sorcerers are trained to use their powerful magics to hinder or destroy the enemy. It is during combat that a mage has to come to terms with his deepest fears, and measure the depths of his courage. Combat spells and rituals are narrowly defined, but relatively quick in casting and reliable. Important considerations for battlefield use, whether it is to sap the enemy's defences, healing allies wounded in combat, or unleashing other powerful spells directly against the enemy armies.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness
 Fast Cast
 Knowledge Artifacts
 Knowledge Demons
 Knowledge Geomancy
 Knowledge Magic

Step 3: Abilities

Sorcerers gain all the following free;

Spellcast - The first sphere the shaman learns from is free and must be from Combatic, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Combatic, Transmutanic, Common and Chaotic. Sorcerers can tap into the world's natural mana at a rate of INT + WIS x4.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 1, 5, 9, 13, 16 and 19. +1 Willpower save at levels 2, 4, 7, 11, 14, 17 and 19. +1 Spell Bonus at levels 3, 7, 11, 14, 17 and 20. +1 Pain save at levels 5, 8, 10, 13 and 15. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Sorcerers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Attribute Bonus	5	Can focus mana into either STR, DEX, CON or MR at a rate of 2 mana for every attribute point raised. This lasts for 1 round per WIS.
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. The contacts should be in the military.
Damage Bonus	5	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Heightened Senses	5	The Sorcerer can at will double the normal range of his sight or hearing.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
HP Bonus	5	CON +10 HP instead of 8, +10 per level.
Range Boost	5	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Soldier, Mercenary, Police Officer, Marine, Weapons Dealer and SWAT.

SOULMANCER

The soul of any mortal creature is brimming with magical energy, and none use that energy more horrifyingly than those who follow the path of the Soulmancer. The energy that comes from the soul of a deceased creature can also be used for manacasting. Not to be confused with Necromancers, Soulmancers collect the souls of the dead and recycle their energy and repurpose it.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Geomancy

Knowledge Magic

Knowledge Undead

Science Biology

Step 3: Abilities

Soulmancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from any sphere of magic and in any combination (except Divine). This is one of the few mages who can learn nearly any spell. Mancers can tap into the world's natural mana at a rate of INT + WIS x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell

save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Willpower save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Soulmancers start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Bind Soul	5	The mancer can bind the soul of a newly-dead creature, entrapping it in an object. He can only place one soul in each item. If he wants to entrap a new soul in the same object, he must first release the soul, if any, that is already imprisoned within as a standard action, and then imprison the new one. If the item is destroyed, any soul within is freed. He can do this once per week per WIS. The victim must have been dead for no more than one minute per WIS.
Disturb Soul	5	The mancer can split a victim's soul into immeasurable pieces, filling their mind with a multitude of fragmented voices and sounds that reduce them to near-insanity. The victim will develop up to one multiple personality per 5 WIS of the mancer unless they spell save.
Enhance Mana	5	Whenever the character kills someone he can drain all their mana and add it to his own until such time as he uses it. He must be touching the victim as they die to do this.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Purify or Taint Soul	5	If the character chooses the purify ability he can immediately remove any evil stains on a soul and change their alignment to lawful, neutral or chaotic good. It also removes any curses placed on the character. If he instead chooses the taint ability then bring out a person's darker side making their alignment lawful, neutral or chaotic evil.
Sanity Bonus	5	+1 Sanity save at levels 2, 5, 9, 11, 13 and 17.
Save Bonus	5	This is the cost for each additional +1 added to the character's spell save.
Soul Sense	5	Soulmancers can see the souls of all living things. They can tell the power level, state of health, current emotional state, amount of mana, etc of whatever they look at. They can also see all spirits and communicate with them.
True Sight	5	Can see the true image of any person or object regardless of

Ability	Cost	Notes
		any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

SUMMONER

The Summoner has the unique ability to call magical beings to do his will. He can call on powerful entities to attack enemies, protect him, or render other forms of aid.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Step 3: Abilities

Summoners gain all the following free;

Spellcast - The first sphere the Summoner learns from is free and must be from Summoning, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Summoning, Faerie, Psionic and Common. Summoners can tap into the world's natural mana at a rate of INT + WIS x4. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 4, 7, 10, 13, 16 and 19. +1 Sanity save at levels 2, 5, 8, 11, 14, 17 and 20. +1 Willpower save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Summoners start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Anchor	5	The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.
Banish	5	This power only affects summoned beings, the character can remove the magical anchor holding it here. This can be done by touch or if the being enters a INT x1 metre radius. Any summoned are instantly dispelled back to their origin point.
Bind	5	This power only affects summoned beings, the character can attempt to bind them to his will. This requires a Will save and can even be used against summoned beings controlled by another Summoner.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Familiar Link	5	The Summoner may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Transfer Damage	5	The Summoner can transfer any damage done to him to any being he has summoned that remains within 10 metres per WIS of him.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic. Further the Summoner can learn the true name of whoever he looks at.
True Speak	5	The Summoner instantly learns the language of any summoned being he comes into contact with and he can then converse with it. This only lasts until they are separated, at which point he forgets the language.

Step 4: Careers

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher (specialising for instance in Demonology, etc).

TECHNOMANCER

Technomancers are more than just skilled technicians. They are in tune with machines, connecting with them not only on an intellectual but a spiritual level and having mastered the art of Nanotechnology. Through this, they have learned to infuse their bodies with microscopic robots. The nanobots replenish themselves in the Technomancers body. They seek fulfilment by putting their efforts into analysing and creating items. Other spellcasters often look upon them with amusement or exasperation, as he shows little interest in perfecting his spellcasting abilities.

But when a Technomancer shows up he'll likely be packing serious mystical firepower. Unlike the abilities of other spellcasters, the he is a master of magical creation superior to all magic-wielding characters. Useful tools, weapons, and especially magical constructs and clockwork machines whose operation lies in the manipulation and containment of powerful magic.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Engineer Computer
Knowledge Artifacts
Knowledge Geomancy
Knowledge Magic
Science Mathematics
Science Nanotech

Step 3: Abilities

Technomancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from Technomancy, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Technomancy, Common and Urbain. Mancers can tap into the world's natural mana at a rate of INT + WIS x4.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 5, 9, 13 and 17. +1 Sanity save at levels 3, 7, 11, and 18. +1 Willpower save at levels 1, 4, 8, 12, 15 and 18. +1 Spell Bonus at levels 6, 12 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Technomancers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Chat	5	This allows the mancer to talk to any machine he touches.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Mana Power Source	5	Existing equipment, weapons or vehicles that require some form of energy or fuel source can be modified to operate on mana instead. It requires one mana to replace each charge or litre of fuel.
Range Boost	5	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Salvage Parts	5	The Technomancer can through careful examination of an existing magic item gain valuable insights and even salvage precious ingredients and materials, to use towards the manufacture of his own items. A Technomancer can also identify machines (their place and date of manufacture and special traits) with perfect accuracy. He can tell whether something has been sabotaged or not, or if a computer has any sort of virus or Trojan.
Techno Heal	10	The nanites can be directed to limit damage to the body, by directing the blood away from wounds, releasing medicaments and building alternative blood vessels and nerves to circumvent injuries. If everything else fails they douse the brain in neuroprotectants and lower the body temperature, to allow a cryogenic suspension. The recipient heals twice as fast as normal. The nanites also map the body and all the cells and then try to maintain the body by killing tumourous cells, executing gene therapies, repairing slightly damaged organs and destroying all possibly toxic waste products (e.g. free radicals). They grant a bonus to all checks against illnesses and poisons. However it cannot return the Technomancer from the dead, nor can it re-grow or reattach severed limbs.
Techno Navigation	5	The Nanites detect the planets magnetic field and thus, when such a field is detectable, let the user get a "feeling" for where he is relative to the magnetic poles (also works in proximity to planets with a magnetic field, bonus to navigation +20%).
Techno Touch	5	The user can release nanites through the skin that can damage computer systems. The nanites can either affect the CPU, degrading its quality as given, or they can affect data stores and thus damage either active or passive programs.
True Sight	10	Can see the true image of any person or object regardless of

Ability	Cost	Notes
		any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; IT, Computer Programmer, Vehicle Designer, Aerospace Engineer, Lab Researcher and Computer game designer.

URBAINMANCER

All mages have a natural link to the forces of Magicana. However not all mages are taught in ivory towers or from nature, some instead learn from the street. Urbain Mages range from social workers, to punk rockers, to hard core gang members. While other manacasters fight supernatural entities, Urban mages wage much smaller battles. Some wish to help the poor, others simply are obsessed with a need for self gratuity while yet others wish to exploit those trapped in the hood. The Urban mage is a two fisted rogue who uses cunning street smarts and brawling too survive. They use magic in extraordinary ways that most mages would not think of.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness

Knowledge Current Events

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Street

Step 3: Abilities

Urbainmancers gain all the following free;

Spellcast - The first sphere the mancer learns from is free and must be from Urban, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Urban, Aria, Common and Combatic. Mancers can tap into the world's natural mana at a rate of INT + WIS x4.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Sanity save at levels 2, 7, 11, 13, 18 and 20. +1 Willpower save at levels 1, 5, 9, 13, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Urbainmancers start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location but it will only function within a city or village but not necessarily the one the mage is in. That is he can travel astrally between cities. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities, cast any of his spells and see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical and the nature of the magic and can sense the emotions of any one lifeform that concentrate on.
Clairaudience	5	Identical to the Minor power but will only function within a city or village.
Clairvoyance	5	Identical to the Minor power but will only function within a city or village.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
Familiar Link	10	The Urbainmancer may summon and permanently psionically link with an animal which is comfortable living in a city. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
HP Bonus	5	CON +8 HP instead of 6, +8 per level.
Range Boost	5	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Sixth Sense	5	The mage may also use this when concentrating in a card game or a conversation to sense if he's about to make an error.
Urban Connection	5	The mancer is psychically attuned to the city and hears its whispers in his head. Any object that he touches which is a part of the city will come alive and obey simple commands involving speech (will answer questions).

Step 4: Careers

Possible related careers include; Architect, Librarian, Museum Curator, Historian, Stage Magician and Academic Researcher (specialising for instance in local city history).

WARLOCK

Warlock comes from an Old Norse word vardlokkur. There are several mythological tales about the Vardlokkur being the wise men of divine knowledge who protected that wisdom and guarded it with their life. The magic of the Warlock was to ward off evil spirits and to lock or bind them up, keeping the sacred wisdom safe. As a term of honour, it is used to describe an exorcist or a magician who traps and disposes of unwanted entities through command of the elements.

One very distinct class of entity or nature spirit is the one we call the Elementals. For starters, elementals don't really have a definite form or appearance. If they choose to show themselves to you, they may choose a form that you will associate readily with the element they represent. A fire elemental may appear as a spark, a face in a candle flame or bonfire, or simply a warm spot that you suddenly walk through. A water elemental may be a cold spot. An air elemental could be a sudden breeze or tiny whirlwind in the dust. A smell, taste, or an unexplained pebble in your shoe could be evidence of the earth elementals at play.

They are raw forces of nature. A large part of the weather itself. Mother Nature's little helpers if you will. They are part of earthquakes, forest fires, hurricanes, tornadoes...not all of their activity is destructive certainly, although it may seem that way to humans at times. The elementals have their own agenda - they are not subject to our whims and desires. They have a definite purpose, which we may not understand, and which may not necessarily be to our benefit, but may be for the good of the planet as a whole.

As far as our interaction with them goes, there are several VERY important things to remember. First of all, normal people CANNOT control the elementals! Just as they cannot control the weather. The elementals have extraordinary power and cannot be tamed or controlled unless you happen to be an Warlock.

Elementals have a definite purpose and a definite will, but their personalities are not clearly defined. You can't sit down and have a conversation with them. Other nature spirits yes - but the elementals work on feelings, sensations, and symbolism. They are more like a form of living energy than anything else. An energy with a will, that can display emotions without being emotional, and that is constantly changing. They can be of tremendous aid to your magical workings, but only if you approach them properly.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +8, +8 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Fey

Knowledge Geomancy

Knowledge Magic

Knowledge Undead

Step 3: Abilities

Warlocks gain all the following free;

Spellcast - The first sphere the Warlock learns from is free and must be from one of the elemental spheres, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The spells can come from Common and any elemental sphere of magic and in any combination. Warlocks can tap into the world's natural mana at a rate of INT + WIS x4. Warlocks have permanent immunity to magic from their own elemental starting sign.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Elemental spell save at levels 2, 5, 9, 14 and 20 (this is in addition to the normal spell save, you can add them). +1 Sanity save at levels 4, 7, 10, 13, 16 and 20. +1 Willpower save at levels 1, 5, 9, 14 and 18. +1 Spell Bonus at levels 7, 11, 15 and 19. +1 Toxin save at levels 2, 8, 11, 14, 16 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 20.

Additionally Warlocks start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Elemental Assistance	5	A Warlock may ask an elemental to help them accomplish a specific task (politely, mind you) and if they feel like helping or feel that your goal is worthy, they might. The best route is to try to earn their favour and stay on their good side. And remember just because they don't help you one time, it doesn't mean they won't the next. They have a very strong sense of justice, propriety, and right and wrong. Explain your goals very clearly and honestly. You can't deceive them, and it would be dangerous to try. Can try to

Ability	Cost	Notes
		summon 1 elemental at a time. It will then remain for as long as it feels like (GM's decision). A side effect of this ability is that Elementals regardless of their type will never attack a Warlock unless first attacked by him.
Elemental Sign	5	A Warlock can sense his sign within a WIS x10 metre radius, +10 metres per level. Air can sense weather conditions, Earth can detect mineral types, Water can detect liquid types and Fire can sense well, fire. He can also detect any elemental magic cast within his radius and what sign type it is.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is highest) and only applies to one sphere of magic. Must be rebought for each additional sphere.
Extend Duration	10	Spell duration increases by +1 round and only applies to one sphere of magic. Must be rebought for each additional sphere.
HP Bonus	10	CON +10 HP instead of 8, +10 per level.
Infuse Weapon	5	This allows the character to temporarily infuse any weapon he is wielding with his sign. Once the character lets go of the weapon it will revert to normal; Air ; The character can cause any weapon that he welds to fire a blast of rapidly spinning air molecules that hit like a ton of bricks to anything it touches. Any hit from this weapon will do an additional +D6 per 5 WIS, +D6 per level, pushing the victim back 1 metre per WIS. Earth ; The character can cause any weapon that he welds to expel shards of rock. Any hit from this weapon will do an additional +D6 per 5 WIS +D6 per level, over 1 metre per WIS + an equal increase in range per level. Fire ; The character can empower any weapon that he touches with fire. Anything hit takes +D8 per 5 WIS +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight. Water ; The character can cause any weapon that he welds to draw condensation from the air and direct it as a jet stream of water upon contact with an item. Any hit from this weapon will do an additional +D6 per 5 WIS, +D6 per level, pushing the victim back 1 metre per WIS.
Range Boost	5	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
True Sight	10	Can see the true image of any person or object regardless of

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Librarian, Chemist, Meteorologist, Physicist, Historian, and Academic Researcher (specialising for instance in cults, etc).

WICCA

The word witch comes from the Old English *wicce* pronounced *wiche* or *wikke* and *wicca*, which are in turn derived from the root *wikk*, which applies to magic and sorcery. Many witches say *witch* means *wise* or *wisdom*, so a *witch* is a *wise* person, and *witchcraft* is the *Craft of the Wise*. *Wicca* however, comes from the Germanic root *wic*, which means to *bend* or to *turn*, which does apply to *witchcraft* in the sense that witches *bend* or *control* forces to effect changes.

In ancient times pagans worshipped different Gods, conducted rites, many of them related to fertility and lunar and solar cycles. When Christianity became the predominant religion in many parts of the world, the Gods and Goddesses of the pagans were demonised. Witchcraft is not demonic. It is a pantheistic religion that identifies spirituality and divinity with the forces of nature. They understand nature to mean among other things the earth, the elements, the seasons, plants, landscape and animals (including human beings). They honour the old goddesses and gods, including the Triple Goddess of the waxing, full, and waning moon, and the Horned God of the sun and animal life, as visualizations of immanent nature.

Witches believe in the Wiccan Rede, which states "An it harm none, do what you will." Most witches also believe in the threefold rule: that anything you do, any energy you send out will come back to you in magnified form. Simply stated, this means, do good and good will return to you. Do evil and evil will return to you.

Witches are generally female but can also be male and can be of any alignment. Witches must belong to a coven, those who do not will not have access to the coven's High Secret Order spells. The deities of witches jealously guard their followers. The Goddess is ready to aid her witches in times of need, grant her spells and powers, but this comes at a price. If a witch abandons her deity she will lose all her magic regardless of her former level or station.

At entry to the coven every witch will receive a special mark on her body that identifies her as a witch. This mark, which can be almost anything is usually small, well hidden, and insensitive to pain. Any witch can recognize another witch due to this mark, unfortunately so could witch hunters. This mark can never be removed except by the witch's deity. Common rites performed by a witch are birth rites, marriage rites, changes of the season, and death or funeral rites. A witch may also provide spells for a service or

payment. Any witch can provide her potions for sale or use. Most common are healing, potions for telling fortunes and the casting of love or curse spells for others.

Unlike other classes, one does not wake up one day and decide to become a witch. Generally the prospective witch, the Initiate will hear the Call of the Goddess at a young age. She must then seek out a coven and a witch tradition. Upon entering the coven the highest ranking witch called the High Priestess, will invite the young initiate to learn all she can from the covens' Books of Law.

Some covens require a year and a day before the initiate can fully join. Only then will the new witch be taught the magic and ritual of being a witch. If a coven is not found, then the initiate might become a solitary. Often the solitary may be learning from an old book of a forgotten coven or she may be receiving direct instruction from her Goddess.

The modern day Wicca seek an understanding with the elements. They believe that there are five elements; fire, air, earth, water and spirit. However the Wicca may only access one of the four primary elements; water, air, fire or earth as her own. Wicca will generally choose an element that is close to their deity. Air Witches usually worship a Goddess of flying, fire witches may belong to diabolical cults, and so on. Water and Fire are the most popular elements for many witches which could explain why burning and drowning are the preferred methods of eradicating a witch in most lands. A coven can have all four kinds as members.

Step 1: Attributes

Roll attributes as normal but raise INT to 15, or if already over 15 add +1. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Fey

Knowledge Geomancy

Knowledge Magic

Knowledge Mythology

Step 3: Abilities

Wicca gain all the following free;

Spellcast - The first sphere the Wicca learns from is free and must be from one elemental sphere, each subsequent sphere costs 5 points. He starts with one spell per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. The Wicca can only ever choose one elemental sphere. Other spheres may include Runic, Psionic, Common and Tantric. Mancers can tap into the world's natural mana at a rate of INT + WIS x4.

+10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 1, 3, 6, 9, 12, 15 and 18. +1 Elemental spell save at levels 5, 8, 14 and 20 (this is in addition to the normal spell save, you can add them). +1 Sanity save at levels 2, 5, 9, 11, 13 and 17. +1 Willpower save at levels 1, 3, 4, 7, 9, 11, 13, 15, 17 and 19. +1 Spell Bonus at levels 7, 11, 15 and 19. Pick 1 extra spell at levels 3, 7, 10, 13, 17 and 19.

Additionally Wicca start with 50 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Beguile	5	This affects one person per level for one hour per WIS. The victim must save vs. Psionics or be completely entranced by the wicca and be unable to do anything except follow her around mindlessly.
Create Artifact	5	The ability to create Magic Armour, Rings, Wands, Weapons, and other equipment. To create any of these the Artificer needs a heat source, some blacksmith tools and of course a supply of materials to build the item from. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 20 + the cost of each spell or enchantment.
Create Poppet	5	The ability to create Puppets, Dolls, Toys and other forms of figures. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 20 + the cost of each spell or enchantment.
Create Potion	5	A potion is a magic liquid that produces its effect when imbibed. The Artificer needs a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew and of course ingredients. All ingredients and materials used to brew a potion must be fresh and unused. The creator must have prepared the spell to be placed in the potion. The act of brewing triggers the prepared spell, making it unavailable for use until finished. Time required is one day multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.
Create Scroll	5	The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. To create a scroll the Artificer must use writing implements and materials which are fresh and unused. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is one day

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.
Familiar Link	5	The Wicca may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Meditate	10	Once per day per 5 INT per level the Arcanist can meditate for one hour and recover all his mana.
Range Boost	5	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

Step 4: Careers

Possible related careers include; Groundskeeper, Zookeeper, Historian, Archaeologist, Anthropologist, Botanist and Naturopath Doctor.

9. CLASS EXPERIENCE TABLE

<u>Level</u>	<u>Experience Points</u>	<u>Level</u>	<u>Experience Points</u>
2	1500	18	2,100,000
3	3000	19	2,300,000
4	6000	20	2,500,000
5	12,000	21	2,700,000
6	24,000	22	2,900,000
7	48,000	23	3,100,000
8	96,000	24	3,300,000
9	190,000	25	3,500,000
10	375,000	26	3,700,000
11	675,000	27	3,900,000
12	900,000	28	4,100,000
13	1,100,000	29	4,300,000
14	1,300,000	30	4,500,000
15	1,500,000		
16	1,700,000		
17	1,900,000		