

Beyond Heroes

Core Supplement BH9



The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book IX: The Book of the Supernatural

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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.

The concept of the supernatural encompasses anything that is inexplicable by scientific understanding of the laws of nature but nevertheless argued by believers to exist. Historically, supernatural entities have been invoked to explain phenomena as diverse as lightning, seasons and the human senses. Naturalists maintain that nothing beyond the physical world exists and hence maintain skeptical attitudes towards supernatural concepts. The supernatural is featured in paranormal, occult and religious contexts, but can also feature as an explanation in more secular contexts.

The term "supernatural" is often used interchangeably with paranormal or preternatural — the latter typically limited to an adjective for describing abilities which appear to exceed what is possible within the boundaries of the laws of physics. Epistemologically, the relationship between the supernatural and the natural is indistinct in terms of natural phenomena that, *ex hypothesi*, violate the laws of nature, in so far as such laws are realistically accountable.

The world of the supernatural is one filled with danger and the thrill of the unknown. It involves forces and powers beyond ordinary comprehension, often with their own rules and culture. This is a kind of shadow world, coexisting alongside mundane reality, but different and distinct. It can be a lonely world, outside the understanding of others, where the only people you can rely on are other supernaturals, assuming you can trust their motives. It's a reality where everything comes with a price, every word and promise is laden with meaning, and where you have to watch your step to make sure you don't suddenly fall into an abyss from which there is no return.

1. HISTORY OF THE SUPERNATURAL

During the era in which the first single-celled organism formed on Earth, Demiurge achieved consciousness after being formed and coalesced from the Earth's biosphere. As conditions on Earth began to support life, it became aware, and wanting to know itself, the Demiurge split itself into countless aspects, each of which wanted consciousness and to manifest into new entities. These entities Chthon, Gaea, Oshtur and Kali later become known as the "Elder Gods".

Most of the Elder Gods later degenerated into demons. However, certain demons, such as Lucifer, Kazann and Asmodeus, have other origins, such as originally being angels having fallen from Heaven after a massive failed insurrection against the Judeo-

Christian God long before the dawn of humanity, or hailing from other mystical dimensions adjacent to Earth.

Gaea came into being and was the "Protector of the Emerging Life" that began in the Seas.

Kali, began devoting herself to the study and manipulation of mystical energies, becoming Earth's first master of black magic.

Oshtur was the goddess of the stars and left Earth early on before the fall of the Elder Gods.

Realizing she could increase her own power by consuming the essence of her fellow Elder Gods, Kali became the first being on Earth to murder another. By consuming the life energies of a fellow Elder God, Kali started down the path of degeneracy. Other Elder Gods quickly began following her example, killing each other to gain more power. The more they consumed, the more they hungered for power, becoming insatiable.

Many became corrupt and began warring to satisfy the thirst for power, the victor feeding off the others. After millions of years, all the Elders except for Gaea had degenerated to less than their Godhood, becoming demonic in nature.

Gaea, fearing the Elders' war with each other would destroy the evolving life on the planet, mated with a reincarnation of the Demiurge and gave birth to Atum, who became dedicated to eradicating his forefathers.

Foreseeing the threat Atum was to his existence, Kali inscribed all the mystical knowledge she had learned through millennia of evil onto a parchment to be his touchstone within the Earth dimension, the Necronomicon. Atum indeed became a threat to the Elder Gods, as he began destroying them for their evil and degradation, absorbing their energies into himself. The energies he absorbed caused him to undergo a metamorphosis into the form of Demogorge the God-Eater.

Many of the Elders fell to Atum and those who were not destroyed fled to other dimensions. Kali, sensing the end was near, cast a spell that allowed her an escape into another dimension before the Demogorge could slay her. Before she left, Kali left the parchment containing his mystical knowledge in this dimension.

Gaea was the only original Elder God permitted to exist on the planet, and she infused her godly essence into the Earth and into all living things - ultimately becoming "Mother Earth". The Demogorge released the energies he had absorbed, reverting to the form of Atum. He then took residence within Earth's sun.

To fuel her own power, the Elder God Kali, from her pocket dimension, began drawing psychic energy from the dinosaurs, the dominant life forms of Earth. Eventually Kali's

continued feeding on the dinosaurs helped bring about significant drops in their population.

Gaea knew the dinosaurs were at an evolutionary dead end and allowed Kali to continue his feeding knowing that he was quickly depleting his main supply of energy. Kali, aware that Gaea was allowing the extinction of the dinosaurs, became infuriated and commanded the dinosaurs to seek out and kill all mammals (which Gaea had selected as Earth's dominant species over the dinosaurs).

Gaea sensed Kali's command over the dinosaurs and summoned the Elder God. Kali appeared on Earth in physical form for the first time and attacked Gaea. She summoned her son Atum to protect her. Atum (in his form of Demogorge) engaged Kali in battle and destroyed her head. However, Kali was not killed and two heads grew back. Kali and Atum battled for decades. Many disasters befell the Earth during this time, some caused by the titanic struggle (which brought about the extinction of the dinosaurs).

The mammals were sheltered from the devastation by Gaea. Eventually Kali, drained of power, was forced to withdraw from the Earth dimension. With her power all but exhausted, Kali could no longer journey to the Earth dimension without aid. Demogorge reverted to Atum and returned to his dwelling place in the sun.

Only the Elder God named Gaea managed to escape the degeneration process and was permitted by the new gods to exist. Gaea infused her godly essence into all living things and became the goddess known as Mother Earth.

Soon after supernatural Beings, or Totemic Ancestors appeared, resembling creatures or plants, and were half human. They moved across the barren surface of the world. They travelled hunted and fought, and changed the form of the land. In their journeys, they created the landscape, the mountains, the rivers, the trees, waterholes, plains and sandhills. Sometimes their spirits turned into rocks or trees or a part of the landscape. These became sacred places, to be seen only by initiated men. These sites have special qualities.

2. WHAT IS THE SUPERNATURAL

Supernatural comes from the Latin word *supernaturalis*, meaning beyond nature. The adjective form of supernatural describes anything that pertains to or is caused by something that can't be explained by the laws of nature.

Supernatural is a term often used as a noun to describe supernatural beings such as vampires, elves, dwarves, wraiths, changelings, demon, and spirits. The term does include those who have been altered by the supernatural. The equivalent term used in reference to Asian supernaturals is Cho Shizen to distinguish them from their Western counterparts.

All supernatural creatures have at least one characteristic that defies the laws of Physics in one way or another. Some supernatural beings can damage otherwise invulnerable beings because their unarmed attacks have the same effect as magical weapons against such opponents. Some rare beings are actually unharmed by such attacks for the same reason.

Supernatural creatures have powers and abilities that cannot be duplicated or emulated by the laws of Physics, and innate to the creature in question. A creature that can cast a spell is not superhuman like a creature that has the innate ability.

3. ALTERED SUPERNATURAL, ANCIENT CLASSES

ARCANE ARCHER

These are peerless archers able to interweave their magic and ranged attacks into a deadly barrage of arrows to strike down their enemies. Many who seek to perfect the use of the bow sometimes pursue the path of the arcane archer. Arcane archers are masters of ranged combat, as they possess the ability to strike at targets with unerring accuracy and can imbue their arrows with powerful spells. Arrows fired by arcane archers fly at weird and uncanny angles to strike at foes around corners, and can pass through solid objects to hit enemies that cower behind such cover.

At the height of their power, arcane archers can fell even the most powerful foes with a single, deadly shot. Arcane archers deal death from afar, winnowing down opponents while their allies rush into hand-to-hand combat. With their capacity to unleash hails of arrows on the enemy, they represent the pinnacle of ranged combat.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 STR, DEX and CON. To qualify he must have a minimum DEX of at least 14. Hit points = CON +8, +8 per level.

Step 2: Skills

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

Ambidextrous

Bowyer

Clayshot

Crackshot

Horse Archery

Weapon Group Specialty Short Bows

Step 3: Abilities

Archers gain following ability free;

Mana Bow - The Mana Bow is a magical longbow made out of pure mana which can be willed into existence as needed. It requires 5 mana to create, +1 mana per round to maintain. It gives +1 Thac0 per 4 WIS to anything fired from it (doesn't matter whether the arrows are magical or not).

Archers 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>
Arrow, Elemental	5	Every non-magical arrow fired by an Archer gains one of the following elemental themed weapon qualities: flaming (can ignite material), frost (cold burn damage), or shock (electrical damage).
Arrow, Enhanced	5	Every nonmagical arrow an Archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus just for that shot. However, an archer's magic arrows only function for him. Every time this is rebought he gains another +1.
Arrow, Imbued	10	The Archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centred where the arrow lands, even if the spell could normally be centred only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. A spell cast in this way uses its standard casting time and the Archer can fire the arrow as part of the casting. The arrow must be fired during the round that the casting is completed or the spell is wasted. If the arrow misses, the spell is wasted.
Arrow, Phase	10	The Archer can launch an arrow once per day at a target known to him within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way (any magical barrier stops the arrow.) This ability negates cover, concealment, armour, and shield modifiers, so AC is ignored but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).
Arrow, Seeker	5	The Archer can launch an arrow at a target known to him within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		is a standard action (and shooting the arrow is part of the action).
Enhanced Sight	5	This character's vision is double the normal range.
Focused Shot	5	When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Thac0). When using this no other actions are possible during that melee.
Spellcast	10	The cost is for each sphere of magic the Archer wants to learn from. Each sphere costs 10 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. Archers can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Strafe	10	The character can rapidly shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round).
Thac0 Bonus	5	+1 Thac0 with bows (this bonus does not apply to the mana bow).

Step 4: Careers

Sniper, bodyguard, mercenary, guard and assassin.

ARCANE TRICKSTER

Arcane Tricksters combine their knowledge of spells with a taste for intrigue, larceny or just plain mischief. They are among the most adaptable of adventurers. Arcane tricksters tend to use a seat-of-the-pants approach to adventuring, loading up on spells that improve their stealth and mobility. NPC Arcane Tricksters are the sort of people who might bump into you in a crowded cavern (check your pockets).

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 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;

Climb

Knowledge Magic

Knowledge Street
Pick Locks
Pick Pockets
Stealth

Step 3: Abilities

Tricksters gain all the following free;

Stealthy - The character learns to become one with his surroundings, remaining motionless, and moving silently when necessary. This even applies to moving silently into, through and out of water.

Additionally Tricksters 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>
Animal Assistant	10	Note; a character with this ability automatically gains Animal Training. He can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal learns one of the specific tasks below its chance of performing the task are determined by rolling under the Thief's Animal Training skill. Players should record the tasks each animal has been trained for, recording this proficiency number beside the notation. At the GMs approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or rarely a +2 modifier to specific tasks. Animals can be trained to retrieve specific types of items from a general area such as a room or yard. Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth. The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend D8 turns on the search. However additional training sessions can add another D8 turns to this duration. If an animal is discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so. Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or other animal. The dog requires some scent information about the object being

Ability	Cost	Notes
		tracked and a general location of the trail. A proficiency check is made to find the trail. Another check must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including many hounds) gain a + 1 or +2 to this particular ability. Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects. Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.
Backstab	5	Once per CON per day (+ once per level) the character can tap into his adrenalin and boost his DEX by an additional +1, AC +1 and MR +4.
Detect Noise	5	+1 Initiative and +2 vs. Surprise when in a city or village.
Exceptional Balance	5	The Thief gains +1 on all DEX based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.
Hide	5	Using this ability he can blend into and render himself nearly invisible in any urban surroundings. This ability only works within a city or village.
HP Bonus	10	CON +8 HP instead of 6, +8 per level.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
Spellcast	10	The cost is for each sphere of magic the Trickster wants to learn from. The first sphere must be Urbana, each subsequent sphere costs 10 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, but at least half his total spells must always be from Urbana. Tricksters 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.
Thac0 Bonus	5	+1 Thac0 with melee or thrown weapons.
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

Acrobat, Assassin, Bandit, Bounty Hunter, Burglar, Cutpurse, Fence, Footpad, Investigator, Outlaw, Scout, Smuggler, Spy, Thug.

ARCANE WARRIOR

Long ago, after the fall of Atlantis an ancient empire, so ancient that not even a trace of it now remains, developed a means by which a mage could channel his power inward, thereby granting them power beyond that of an ordinary man in terms of physical combat. For centuries, they were employed as the defenders, teachers, and sages of that realm. However, they were eventually destroyed by a cataclysmic event, one so terrible that no one is quite sure if it was a war, a planetary shift, a natural disaster, or something akin to an act of fate.

Regardless, within a matter of days the empire, along with the majority of the mages that sought to protect it, had been all but completely annihilated. Seeking to preserve what little of their legacy remained, these few brave souls, known in the common tongue as the Arcane Warriors, left for distant lands, in the hopes that they might start anew. Over the millennia that have passed since those times, the skills and knowledge possessed by these individuals have been passed on to a few but they have never been able to restore their previous numbers.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 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;

Endurance

Knowledge Magic

Survival

Use Magic Device

Weapon Group Specialty - choose one

Weapon + Shield

Step 3: Abilities

Warriors gain all the following free;

Enchant Weapon - The character can bond with one specific weapon and starting from first level add one enchantment every second level. This may either be a spell that he already knows or a +1 to Thac0. The weapon draws on his mana when casting a spell. If the weapon is broken the Warrior requires one week (minus one day per 4 WIS) to recover enough to enchant a new weapon. He can also sense if his enchanted weapon is within a one metre per WIS radius, +1 metre per level.

Additionally Warriors 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
Astral Walk	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.
Blurred Attack	5	The character can pull out a weapon without it counting as an action. This means she can draw and initiate combat as a single attack. She may then shoot a number of times equal to her number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.
Familiar	10	The Warrior 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 +10 HP instead of 8, +10 per level.
Inured to pain	5	The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
Spellcast	10	The cost is for each sphere of magic the Warrior wants to learn from. The first sphere must be Combatic, each subsequent sphere costs 10 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, but at least half his total spells must always be from Combatic. Warriors 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.
Thac0 Bonus	5	+1 Thac0 with melee or thrown weapons.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
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.
Whirlwind	5	Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Careers

Assassin, Bounty Hunter, Trainer, Weapons Trainer, Mercenary, Bodyguard.

AUGMENTED BOTANICUM

These warriors are magically infused with an intelligent plant seed which spreads its roots through the entire body. The plant enhances its host without altering their genetic code or causing any biological harm. Once implanted it lives symbiotically inside the body of the recipient where it grants certain mystical abilities.

Step 1: Attributes

As a side effect of the implants the body becomes tougher. Gain +2 to STR, DEX and CON. +4 to MR and +50 HPs. Hit points = CON +12, +12 per level.

Step 2: Skills

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

Acute Hearing

Ambush

Camouflage

Foraging

Heat Protection

Knowledge Herbalism

Step 3: Abilities

The character gains the following free;

Botanicum Plant - The character's greatest power is to generate unique types of magical plants from his body. He can either grow them from his own body or fire them out as seeds to grow in the nearby ground. See the table below for the various plant types. Once infested with the Botanicum plant the character stops aging, can absorb an amazing amount of damage before being hurt, and he can regenerate that damage very quickly depending on what made the wound.

Only magical or supernatural damage can be truly fatal. Over time he learns to breathe through his entire body and is nearly impossible to smother. He heals x2 faster and can

regrow any lost limbs within 24 hours, -1 hour per level. The character can absorb sunlight and minerals from the ground, allowing him to survive indefinitely without food as long as enough water is available. He automatically alters salt water into fresh water in his body.

He also starts with 25 points to spend on any of the abilities below.

<u>Ability</u>	<u>Cost</u>	<u>Use</u>
Botanicum Antibodies	5	These are simply tailored antibodies designed to fight off the most powerful viruses. They grant a bonus to all checks against illnesses and poisons of +5.
Botanicum Hearing	5	The user has a much higher hearing range than normally and can hear sounds outside the human spectrum. This gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.
Botanicum Lungs	5	This implant modifies the lung tissue as well as the structure of the blood vessels in order to allow the user to spend more time underwater, including fully functioning gills. However it neither protects the user against the water pressure, nor does it allow the user to survive completely without air. It is also able to filter toxins out of the air in the lungs, providing the given bonuses to Constitution – checks due to toxins in the air.
Botanicum Muscle	5	This process toughens up existing muscle. The result is an increase in strength (+4 STR) and toughness (+20 HPs). The skin's AC is reduced by 1. -1 each time rebought.
Botanicum Save	5	The botanicum plant tries 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 it douses the brain in neuroprotectants and lower the body temperature, to allow a cryogenic suspension. The recipient heals twice as fast as normal.
Botanicum Sight	5	The botanicum can see heat images and traces the same way as thermo optic equipment, can see invisible lifeforms by their heat. Further he can also see Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet,

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		Infrared and X-rays. All equal to normal sight range.
Botanicum Speed	5	This process encourages the neural cells in the spinal cord and other main nerve trunks to replicate and lengthen. The result is a wider data path for impulse transmission and reduced time for the signal to traverse the distance. Thus more information can be sent in a shorter amount of time. +5 to initiative and an extra attack.
Botanicum Stamina	5	This character takes a long time to get tired, four times as long. Fighting, running, carrying and any other feats of endurance have their length of time quadrupled.
Botanicum Talk	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions).
Botanicum Witch 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: Creator

Determine what organisation is behind giving the character his abilities. This is who he works for;

01-40 Create a nature based secret society.

41-90 Government department working for a monarch. Choose a country and agency.

91-00 Create a mad druid.

Allies or enemies?

Is the character still with his sponsor and how do they feel about each other?

01-16 Still with the sponsor and very well treated. Receives favours and a high wage from them of D10 x10 sestertii per week.

17-24 Still with the sponsor and dissatisfied. Treated with disdain by them and receives a minor wage from them of D10 x2 sestertii per week.

25-32 Still with the sponsor and treated like a slave. No wage and is constantly watched. Escape will take some planning.

33-44 Organisation closed down or dead.

45-52 Sponsor still exists but has moved onto other experiments or projects. Not interested in the character.

- 53-68 Left the sponsor on very good terms. May receive favours and freelance work from them.
- 69-84 Left the sponsor after a major fight and some injuries. Hunted by them at Difficult level. They want him recaptured.
- 85-92 Left the sponsor after a major battle and one or more deaths. Hunted by them at Severe level. They want him recaptured.
- 93-00 Left sponsor after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the sponsor has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. They want him dead.

Botanicum Plants

Listed here are the various plants available to the character which he can grow.

Type	Function
Banana Split	This Banana can split its skin open and launch bananas up to 1 metre per WIS. Upon hitting the ground the banana explodes doing no damage but covering a radius of 1 metre per 5 WIS area with a slippery surface. Any moving through it are at half DEX and MR.
Bonk Choy	This plant expands to half the character's size and can rapidly punch nearby enemies that are within 1 metre of them, for D6 per level damage.
Cactus	Cacti can shoot spikes in any direction. Range is 1 metre per WIS for a total damage of D6 per level.
Cherry Bomb	Cherry Bombs can blow up everything within a 1 metre per WIS radius, +1 metre per level.
Four Leaf Blover	Blovers can blow away any clouds or fog within a 1 metre per WIS radius, even magical ones.
Hot Potato	Hot Potatoes maybe used to melt any areas covered in snow or ice. They radiate heat at 10 degrees celsius per WIS over a 1 metre per 5 WIS area.
Iceberg Lettuce	Iceberg Lettuces maybe used to freeze an area of up to 1 metre per 5 WIS. They radiate cold reducing the current temperature by -10 degrees celsius per WIS.
Lightning Reed	Lightning Reeds shoot lightning at any target within 1 metre per WIS. The bolt will then arc and hit any other target within 1 metre per WIS of that one. Damage is D6 electrical damage per level.
Peashooter	Peashooters shoot peas at attacking enemies doing D6 per level within a range of 2 metres per WIS.
Plantern	Planterns light up an area, letting you see through fog and even the darkest areas.
Pumpkin Armour	This expands to fully cover the character like real armour with an AC of 8, -1 per level, and 5 HPs per WIS.
Squash	Squashes enlarge to the same size as the character as they fly out

<u>Type</u>	<u>Function</u>
	and will smash the first target they hit, inflicting D6 per WIS and per level crushing damage.
Venus Flytrap	Another plant which grows to human size and with a bite that does D6 per level.
Wall-nut	Like the Squash, Wall-nuts expand as leave the character's body expanding to the same height as him and acting as a defensive

AVATAR OF DISCORD

An Avatar of Discord, also styled as a Champion of the Infernal, is an individual who has dedicated himself to further the cause of his particular patron Diabolical God, or the Infernal as a whole. The Infernal is attractive for the simple reason that it offers enormous power to those willing to turn away from the light and walk its dark path. Outside of fables and morality plays, crime and ruthlessness often pay quite well. Yet in a world where divine judgment is inevitable and magic lets the living glimpse places like Hell, and the Abyss for themselves, why make enemies in this world and damn yourself in the afterlife?

Because this Avatar believe that the end justifies the means, and that his noble objectives will eventually offset his monstrous deeds. His mission might not be inherently evil—it might even be noble—but it's too important to compromise. If atrocities will get the job done, he doesn't hesitate. But is he sinning to serve his purpose, or is he drawn to his purpose because it gives him license to sin?

The road to power begins by first offering body and soul to the Infernal. Not all who choose to so dedicate themselves are accepted by the diabolical powers, who truly only want the elite of mortals in their service as their Avatars. Often it takes a spectacular deed of courage to attract the attention of the diabolical powers. If the candidate is accepted he receives a mark or tattoo of some kind from his patron. Each mark confers some supernatural ability or physical characteristic.

Once an Avatar receives his mark he begins to attract followers from the lesser servants of the Infernal including mortals and even daemons if the Avatar proves powerful and successful enough. The Infernal use their Avatars to further their aims in the material universe. The Avatar's life becomes an endless series of battles, raids and quests to serve the diabolical powers. All Avatars are mortal and can be killed, although this is always a dangerous undertaking as they are exceedingly powerful foes. The truly successful Avatars of the Infernal are rewarded with immortality and are elevated to the rank of Daemon Lord.

Chaos expresses the principle of possibility unfettered by rules. The effects of Chaos can be beautiful, but left unchecked, they become too disruptive for life. The Diabolical Gods have the powers of gods but the behaviour, and often the appearance, of demons.

When they appear at their worst, they deliberately inflict pain and suffering on mortals for amusement; even at best, they are not concerned with the harmful effects of their creations.

Step 1: Attributes

Roll attributes as normal but then add +2 to WIS, STR, DEX, CON and +4 MR. Hit points = CON +12, +12 per level. +1 to save vs. Willpower per 5 WIS.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Avatars start with the following abilities free;

Bestowed - The character must choose one or more Infernal Deities (or he and the GM can create one together). The player should work out with his GM whether its ok to have multiple patrons. While it may allow access to more powers those patrons may also have different agendas. Regardless of which patron is picked all powers are mystical in nature so they cant be Drained, Mimicked or Negated by normal meta powers but are fully affected by magic similar to these.

Anyone touching him or that he touches takes up must save vs trauma or go into shock for D4 minutes per level. The character's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater what it had been in life as well as increased speed, reflexes, dexterity and agility. Avatar do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Avatars start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific power, it must be rebought for each additional power.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Blight Touch	5	This power makes clean food and water spoil, turn rotten, poisonous, or become otherwise contaminated. Up to 10 cubic centimetres of food and drink per INT per level can be thus made unsuitable for consumption.
Companion	10	This Avatar can summon the service of an unusually intelligent, strong, and loyal demon to serve him. This companion has an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. 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

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Control Undead	5	two are always in constant telepathic contact. Types of Demons can include Succubi, Warriors, Mages, etc. 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.
Infernal Touch	5	The touch of the avatar causes the victim to 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.
Inflict Disease	5	The character can carry and transmit any existing non lethal disease via skin contact. As a side effect he is also completely immune to all diseases.
Poison Blood	5	The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes, -1 minute per level. One minute is the minimum it can drop to. As a side effect he is immune to all poisons.
Spellcast	10	Diabolical magic only but he is bestowed with all the spells within that sphere. Avatars 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.
Tongues	5	Avatars can speak and understand the language of whoever they are currently talking to and subtly influence them by implanting an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat.
Truesight	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	Avatars can cause others to see their true aura having the following effects; 1) All enemies within line of sight suffer -1 per 2 CHA on all their rolls for WIS x1 round. 2) All enemies also become unnerved and prone to panic or being routed. Any saves against panic are at -1 per 5 CHA of the Avatar.

Step 5: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Step 6: Disadvantages

You are Watched at +20 points by your patron deity. At some point he or she might require you to perform some act on their behalf, and you'd better not disobey.

The road to hell is paved with the best of intentions, something that's starting to dawn on you. As is the realization that despite all your best intentions you are damned to burn in hell..

AVATAR OF HARMONY

An Avatar of Harmony, also styled as a Champion of Balance, is an individual who has dedicated himself to further the cause of his particular patron Neutral God. Good and Evil are in constant struggle, but they are kept in check by the Cosmic Balance, an even more powerful force for neutrality. Both these paths are treated as two equally useless philosophies. After all good cannot exist without evil, and vice versa. Balance is necessary.

The Cosmic Balance maintains the balance of power between Law and Chaos, Good and Evil by keeping both sides from overstepping the rules of war. It rarely manifests directly, but when it does it appears as a great pair of scales suspended in the sky.

Step 1: Attributes

Roll attributes as normal but then add +2 to WIS, STR, DEX, CON and +4 MR. Hit points = CON +12, +12 per level. +1 to save vs. Willpower per 5 WIS.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Avatars start with the following abilities free;

Bestowed - The character must choose one or more Neutral Deities (or he and the GM can create one together). The player should work out with his GM whether it's ok to have multiple patrons. While it may allow access to more powers those patrons may also have different agendas. Regardless of which patron is picked all powers are mystical in nature so they can't be Drained, Mimicked or Negated by normal meta powers but are fully affected by magic similar to these.

Anyone touching him or that he touches takes up must save vs trauma or go into shock for D4 minutes per level. The character's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater than what it had been in life as well as increased speed, reflexes, dexterity and agility. Avatars do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Avatars start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific power, it must be rebought for each additional power.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Bane	5	When fighting an enemy, any spells cast by the victim against the Avatar will fail.
Companion	10	This Avatar can summon the service of an unusually intelligent, strong, and loyal familiar to serve him. This companion has an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. 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.
Equal	5	In combat if the enemy's STR, Thac0, AC and HPs are greater than the Avatar's, then his will increase to match the enemy's exactly. If the Avatar's are greater then nothing happens.
Immutable	5	Any attempts to alter the Avatar in any way by either powers, magic or science will fail.
Match	5	When fighting an enemy, if the victim has a superior weapon to the Avatar then Avatar's own weapon (or whatever he's holding) will become a temporary identical copy of it. This includes any bonuses and powers.
Nullify	5	When fighting an enemy, the victim's powers and supernatural abilities will not function.
Spellcast	10	The cost is for each sphere of magic the Avatar 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 one of the few mages who can learn any spell. Avatars 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.
Sympathy	5	Identical to the Equal ability except this can be used with any ally of the Avatar which he concentrates on.
Tongues	5	Avatars can speak and understand the language of whoever they are currently talking to and subtly influence them by implanting an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat.
Truesight	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 5: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Step 6: Disadvantages

You are Watched at +20 points by your patron deity. At some point he or she might require you to perform some act on their behalf, and you'd better not disobey.

AVATAR OF SYMMETRY

An Avatar of Symmetry, also styled as a Champion of Order, is an individual who has dedicated himself to further the cause of his particular patron Lawful God, or the Order as a whole. Order is attractive for allowing the character to mete punishment on those most deserving. Avatars fight to protect the civil rights accorded under the law, tangling with politicians who seek to disregard or outright abuse them. Hunting down wanted individuals and groups, returning them to face their just punishment in a court of law. Though he may also see himself as the hand that metes out deserved punishments.

They also fight the insurgent forces of darkness, save a small town from being overrun by undead, build bastions of safety in the chaotic wilderness to serve as a front line against invading hordes. Avatars may also seek to release the downtrodden from dictatorial rulers and eradicate the slave trade-or at least disrupt and curb it where they can. They regard law as necessary for the welfare of society. They fight to abolish or change laws they deem unjust, and they always aid those in need. They oppose evil wherever it is found, and avoid putting the good of the individual ahead of what is good for the masses.

Law provides order, structure, and justice to the world. Without it, nothing material could exist. Law appears friendly to life, but a realm controlled by Law alone becomes just as stagnant as one overrun by Chaos. Without wrongs to right and injustice to correct, Law becomes meaningless.

Step 1: Attributes

Roll attributes as normal but then add +2 to WIS, STR, DEX, CON and +4 MR. Hit points = CON +12, +12 per level. +1 to save vs. Willpower per 5 WIS.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Avatars start with the following abilities free;

Bestowed - The character must choose one or more Order Deities (or he and the GM can create one together). The player should work out with his GM whether its ok to have multiple patrons. While it may allow access to more powers those patrons may also have different agendas. Regardless of which patron is picked all powers are mystical in nature

so they cant be Drained, Mimicked or Negated by normal meta powers but are fully affected by magic similar to these.

Anyone touching him or that he touches takes up must save vs trauma or go into shock for D4 minutes per level. The character's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater what it had been in life as well as increased speed, reflexes, dexterity and agility. Avatar do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Avatars start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific power, it must be rebought for each additional power.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Bless	5	This power purifies spoilt food and water spoil, including removing any toxins and poisons. Up to 10 cubic centimetres of food and drink per INT per level can be thus made suitable for consumption. WIS of the character +D6 per level.
Companion	10	This Avatar can summon the service of an unusually intelligent, strong, and loyal angel to serve him. This companion has an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. 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. Types of Angels can include Warriors, Mages, etc.
Cure Disease	5	The Avatar's touch can cure any disease.
Holy Aura	5	Avatars can cause others to see their true aura having the following effects; 1) All evil enemies within line of sight suffer -1 per 2 CHA on all their rolls for WIS x1 round. 2) All evil enemies also become unnerved and prone to panic or being routed. Any saves against panic are at -1 per 5 CHA of the Avatar.
Holy Touch	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.
Remove Curse	5	By touching a person or object he can immediately remove a curse. The higher the level of the character the more powerful the curse he can remove.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Spellcast	10	Divine magic only but he is bestowed with all the spells within that sphere. Avatars 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.
Tongues	5	Avatars can speak and understand the language of whoever they are currently talking to and subtly influence them by implanting an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat.
Truesight	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

Whatever the character likes, though his patron may tell him what his career should be.

Step 5: Disadvantages

You are Watched at +20 points by your patron deity. At some point he or she might require you to perform some act on their behalf, and you'd better not disobey.

BEAST MASTER

A Beast Master feels more at home among the animals of nature than fellow sentient beings. Over time, these wanderers befriend a wide variety of animals, from mighty dire lions to tiny weasels. Beast Masters are typically loners, relying on their animal companions for friendship on their travels. Good-aligned Beast Masters might use their powers to right injustices, even allying themselves with rural villages for a time. Evil-aligned Beast Masters are often openly hostile to civilization, becoming reclusive xenophobes. Each forms a bond with a selected group of animals which offer him their support, and he watches over them in turn.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +10, +10 per level.

Step 2: Skills

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

Animal Care

Animal Noise

Animal Training

Knowledge Fauna

Knowledge Flora

Ride Animal (either Air, Land or Sea)

Step 3: Abilities

Beast Masters start with the following ability free;

Animal Ally - The Beast Master can establish telepathic communication with any 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. It will answer any of his questions.

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. He can have one ally per 5 WIS.

Additionally Beast Masters 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 Abilities	5	The Beast Master can draw on certain abilities from animals for a temporary duration. Each animal ability lasts only so long as an animal remains within a 10 metre radius per WIS, +10 metres per level. Can copy the abilities of 1 different animal per 5 WIS at the same time, +1 animal per level. If there are more different animals present than can copy then may choose which abilities he copies. Some examples can be found here under the Animal Mimicry power.
Control Animals	5	The character can summon any animals within an area of 100 metres per WIS radius, +100 metres per level. Up to 1 animal per 2 WIS of choice, +1 animal per level. Once the animals enter a radius of 10 metres per WIS (+10 metres per WIS per level) they come fully under his control and will obey any telepathic commands from the character.
Enhance Ally	5	With this he can temporarily transfer physical attribute points from himself to one of his animal allies. He can only do this with STR, DEX, CON, MR and HPs. He can transfer as many points as he wants but none of his attributes can drop below one point. If either he or the animal are rendered unconscious then all the points revert back to him.
Heal Animal	10	The ability to heal any animal at phenomenal rates. The character must touch the animal for 1 minute uninterrupted to perform the following healing; 1) Restore 1 HP per INT, +1 per level per 10 minutes.

Ability	Cost	Notes
		<p>2) 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.</p> <p>3) Negate all pain for 1 minute per INT, +1 minute per level.</p> <p>4) 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.</p>
Natural Chameleon	5	<p>Using this ability the Beast Master can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, or any other wilderness area with dark or shaded terrain. When hiding he 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 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. 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 he may either take an additional +1 with their terrain OR choose a new terrain.</p>
Nature Survival	5	<p>Due to a Beast Master's extensive experience and training in jungles and forests they gain +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 he may either take an additional +1 with their terrain OR choose a new terrain.</p>
Possess Animals	5	<p>This character can transfer his mind into any animal within his line of sight. Once inside he takes over the body completely (the victim will remember nothing from moment that he is taken over). He can still use his own skills but not any other powers he may have. If taken twice he can transfer his entire body.</p>
Sense Animals	5	<p>The Beast Master can detect the presence of any animals</p>

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		within an area of 100 metres per WIS radius, +100 metres per level.
Talk to Animals	5	The character talk to animal life forms and understand their reactions. He can speak and understand, and where possible read and write any animal language he comes into contact with at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for. This will apply more to an evolved animal race.
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

Gameskeeper, Animal Breeder, Zookeeper, Animal Liberationist.

BLADE DANCER

The Blade Dancers are the elite warriors of the Elven race representing the embodiment of all the greatest virtues of their people, setting the example both in diplomacy and war for other elves to follow. They specially trained to become one with their sword. They are deadly, fast, and trained to fight without encumbrance.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +2 STR, +2 DEX and +2 CON. To qualify he must have a minimum STR of at least 13, DEX 14, and CON 14. Hit points = CON +12, +12 per level.

Step 2: Skills

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

1 form of Armour Mastery

Endurance

Unarmed Combat Wrestling

1 Weapon Group Specialty

2 other Weapon skills of choice

Step 3: Abilities

Blade Dancers start with the following ability free;

Blurred Attack - The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Additionally Bladedancers 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>
Cyclonic Dance	5	Once per hour per 5 CON can triple the number of attacks in one combat.
Grab Blade	5	Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate DEX rolls.
Evasive Dance	5	The character performs a special dance during combat keeping him on the move and very hard to hit. +1 AC each time this ability is taken.
Keen Eye	5	Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.
Leap of Death	5	In combat the warrior may leap over intervening monsters one metre per 5 DEX even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.
Missile Catch	5	The Dancer can catch any object thrown at him at a rate of 1 per 3 DEX, or arrows/bolts at 1 per 4 DEX within 1 combat melee.
Parry Missile	5	Can use a melee weapon which are skilled in to deflect any thrown at rate of 1 per 3 DEX within 1 combat melee, or deflect arrows/bolts at 1 per 4 DEX within 1 combat melee.
Spellcast	10	Blade Dancers can learn any spells with the exception of Biomantic, Chronomantic, Divine, Duh and Urbana. Half the spells must be Combatic though. Dancers 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Strafe	10	Each time bought the character can hit one additional foe in range if using a ranged weapon.
Whirlwind	5	Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Career

Almost anything really though more likely to be a bodyguard, mercenary or in some form of army.

CLOCKWORK BIONNIK

Clockwork "power" is driven by wound springs or falling weights. The clockwork look is typically attributed to the complex force delivery method. Saying that something is "powered by clockwork" would imply that there is some kind of wound spring, and although there are no real pipes visible in the image, the only force delivery system visible originates at the cylinder that runs on compressed air.

The large number of gears is a force delivery method, and if there is some kind of wound spring somewhere, then sure, it's not steam powered, but it could certainly come from a world where steam engines exist, but electricity does not. A clockwork prosthesis is attached to the area where a limb once was—a prosthesis can't be added in addition to an already existing limb. Only humanoid creatures can equip themselves with clockwork prostheses, which must be installed by a trained Mechanician. Clockwork prostheses commonly come in two types—arms and legs.

Step 1: Attributes

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

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

First determine why the character needs bionnik reconstruction. Did he lose a limb or all his limbs to an injury or disease? Is he a permanent paraplegic or quadriplegic? Or did he need his entire body replaced, with his brain now being housed in an entirely robotic body?

All Bionniks start with the following abilities free;

Clockwork Prosthesis - Living corporeal creatures that are not amorphous in nature can take artificial appendages, which are also known as prosthetics. These are the most complicated fantastic devices currently known because of the way they must integrate

into the functions of a body. The clockwork prostheses detailed here are only the most common types of clockwork prostheses. Other, more specialized clockwork prostheses capable of transforming into firearms, pinning opponents, and even channelling magical energy are also rumoured to exist.

Users will be able to engage in melee fighting, using their gear power and spring loaded punches to deliver powerful strikes. Although primitive, users of this power have several advantages against other machines. Users that run on wind up tools or perpetual motion will be unaffected by EMP based assaults, as there are no electrical components to affect or at the least very few. The character starts with one standard prosthetic for free.

Additionally Bionniks start with 40 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability below will only apply to one specific device, it must be rebought for each additional equipment.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Arm, Standard	5	Any limb can be replaced by an artificial one by the creation of a metal one with gears and rotating joints. Dexterity will be a base 10, and will increase by +1 per level as the character gets used to it, until it is equal to the other arm. Strength will be 16 and can lift up to 50% over his maximum load over his head. A humanoid with two clockwork arms can lift up to twice his maximum load over his head. Its AC is 2 and it has 50 HPs. If the same arm is bought again then the base STR increases by +1 (with no upper limit). All 3 enhancements may be added to the arm but not more than 1 of each.
Arm Enhancement I	+5	The character must have a standard bionnik arm first. This adds a retractable light crossbow designed to be loaded and fired with one hand. It is out of the way when at rest. Bolts fired from the crossbow arm deal D8 piercing damage. There are several small compartments under the arm which can hold up to 6 bolts.
Arm Enhancement II	+5	The character must have a standard bionnik arm first. This adds a retractable blade which extends out from the wrist. It does 2D6 damage, +D6 if bought again.
Arm Enhancement III	+5	The character must have a standard bionnik arm first. This allows the hand attached to the arm in question to extend out to up to +100% of its original length.
Armour Enhancement	+10	Each time bought this deducts -1 from AC and adds +10 to HPs to the item. It must be bought for each separate limb and body part. There is no limit to how many times, though AC may not drop below -10.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Ear, Standard	5	This mechanical ear provides basic hearing functions equal to a normal ear. Both enhancements may be added to the ear.
Ear Enhancement I	+5	The character must have a standard bionnik ear first. With this enhancement added his hearing increases by x2 normal 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.
Ear Enhancement II	+5	The character must have a standard bionnik ear first. With this enhancement added he can hear everything at an accelerated rate. The character's senses process sound information at such speeds that they can hear every bit of an entire song, even if the length of the whole song was accelerated from a few minutes to one second, since they can process the whole song despite its speed. This also allows one to hear sounds that may be short, allowing them to discern the sound with enough time to react to whatever caused it. +1 to Initiative, with +1 more every third level.
Eye, Standard	5	This mechanical eye is a series of lenses inside a round structure which fits into the eye socket. It appears artificial but provides basic sight functions equal to a normal eye. All 9 enhancements may be added to the eye.
Eye Enhancement I	+5	The character must have a standard bionnik eye first. With this enhancement added he can see in absolute darkness at a distance equal to his normal sight.
Eye Enhancement II	+5	The character must have a standard bionnik eye first. With this enhancement added he can see Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, and X-rays. Equal to normal sight range.
Eye Enhancement III	+5	The character must have a standard bionnik eye first. With this enhancement added he can see extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range; +3 to Thac0 with modern weapons, add +5 to Thac0 with thrown objects.
Eye Enhancement IV	+5	The character must have a standard bionnik eye first. With this enhancement added he can see heat images and traces the same way as thermo optic equipment, equal to normal vision range. Can see invisible lifeforms by their heat.
Eye Enhancement V	+5	The character must have a standard bionnik eye first. With

Ability	Cost	Notes
		this enhancement added he can see ultraviolet radiation, allowing him to see colours other can't, see well underwater, in the fog and in the rain, see fingerprints left on objects, the light given off by radioactive materials, as well as other traces such as saliva and blood.
Eye Enhancement VI	+10	The character must have a standard bionnik eye first. With this enhancement added he can see through 2 centimetres of any solid matter (except for lead). It requires 1 melee of concentration per 30 centimetres of depth.
Eye Enhancement VII	+5	The character must have a standard bionnik eye first. With this enhancement added he can focus on extremely minute targets, objects too small for normal vision to perceive. This power allows the character to see small objects at x10 enhancement.
Eye Enhancement VII	+5	The character must have a standard bionnik eye first. With this enhancement added he can see someone's aura, sometimes thought of as the soul. This allows him to tell their power level, state of health, current emotional state, true race, etc.
Eye Enhancement IX	+5	The character must have a standard bionnik eye first. With this enhancement added he can perceive everything at an accelerated rate. The character's mind and senses process information at such speeds that time appears to have slowed down, allowing them to perceive what would normally be moving too fast to see and respond accordingly. In essence he can see fast moving objects. +1 to Initiative, with +1 more every third level.
Hand, Clamp	+5	The character must have a standard bionnik arm first. A spring-loaded, metal, vice-like claw which replaces the hand and can be used to grapple, adding +2 to STR.
Heart	5	These clockwork hearts were originally built quite large, but continuing research has reduced them to the size of a living heart. It is crafted from glass and mithral. It may be used to replace the heart of any living humanoid creature of Medium or Small size. The heart requires magical recharging of 5 mana once a month.
Leg, Standard	5	Similar to the clockwork arm, the clockwork leg appears to be an armoured leg that clicks and whirs as it moves. The leg provides a near-perfect return to full functionality and mobility for the wearer. Dexterity will be a base 10, and will increase by +1 per level as the character gets used to it, until it is equal to the other leg. Strength will be 16 and can leap up to 50% over his maximum distance. A

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		humanoid with two clockwork legs can leap up to twice his maximum distance. Its MR is 18, AC is 2 and it has 50 HPs. If the same leg is bought again then the base STR and MR increases by +1 (with no upper limit).
Mouth, Standard	5	This mechanical jaw appears artificial but provides basic functions equal to a normal mouth, with a natural AC of 2, 50 HPs and resist fire and cold +5. Bite is D6 piercing damage.

Step 4: Careers

The character can take any career desired.

Step 5: Disadvantages

- 1) Bionniks are susceptible to spells that affect metal, and in turn is considered a ferrous creature.
- 2) Bionniks are susceptible to electrical currents and such is treated as having electric vulnerability, taking 150% damage from all electrical attacks and effects.
- 3) While not requiring food, drink, or sleep, the bionniks require periodic maintenance to their parts. This process takes one hour of time and involves cleaning components, adjusting fit of gears and repairing any damaged parts, and reapplying lubricants.

THE DUKE OF MONSTERS

Adventurers face monsters every time they descend into a new dungeon. Most view the creatures as horrid abominations that want nothing more than to cut them down where they stand. However, the Duke of Monsters sees through a monster's frightening visage. By attuning himself to the bestial urges of dungeon creatures, he learns to form powerful bonds with a small number of monsters. These creatures become his devoted allies, and together they form a potent fighting combination.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +10, +10 per level.

Step 2: Skills

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

Acute Hearing

Hunting

Knowledge Demon

Knowledge Fauna

Knowledge Flora

Knowledge Monsters

Step 3: Abilities

Dukes start with the following ability free;

Monster Ally - The Duke can establish telepathic communication with any monster within line of sight if he does nothing else in the round. The monster 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 monster will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions.

Further he can then recruit this monster as an ally. Once he does so he permanently psionically links with the monster 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. He can have one ally per 5 WIS.

Additionally Dukes 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>
Control Monsters	5	The character can summon any monsters within an area of 100 metres per WIS radius, +100 metres per level. Up to 1 monster per 2 WIS of choice, +1 monster per level. Once the monsters enter a radius of 10 metres per WIS (+10 metres per WIS per level) they come fully under his control and will obey any telepathic commands from the character.
Enhance Ally	5	With this he can temporarily transfer physical attribute points from himself to one of his monster allies. He can only do this with STR, DEX, CON, MR and HPs. He can transfer as many points as he wants but none of his attributes can drop below one point. If either he or the monster are rendered unconscious then all the points revert back to him.
Heal Monster	10	The ability to heal any monster at phenomenal rates. The character must touch the monster for 1 minute uninterrupted to perform the following healing; 1) Restore 1 HP per INT, +1 per level per 10 minutes. 2) 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. 3) Negate all pain for 1 minute per INT, +1 minute per level. 4) 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Monster Abilities	5	The Duke can draw on certain abilities from monsters for a temporary duration. Each monster ability lasts only so long as an monster remains within a 10 metre radius per WIS, +10 metres per level. Can copy the abilities of 1 different monster per 5 WIS at the same time, +1 monster per level. If there are more different monsters present than can copy then may choose which abilities he copies. Some examples can be found here under the Monster Mimicry power.
Natural Chameleon	5	Using this ability the Duke can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, or any other wilderness area with dark or shaded terrain. When hiding he 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 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. 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 he may either take an additional +1 with their terrain OR choose a new terrain.
Nature Survival	5	Due to a Duke's extensive experience and training in jungles and forests they gain +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 he may either take an additional +1 with their terrain OR choose a new terrain.
Possess Monsters	5	This character can transfer his mind into any monster within his line of sight. Once inside he takes over the body completely (the victim will remember nothing from moment that he is taken over). He can still use his own skills but not any other powers he may have. If taken twice he can transfer his entire body.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Sense Monsters	5	The Duke can detect the presence of any monsters within an area of 100 metres per WIS radius, +100 metres per level.
Talk to Monsters	5	The character talk to monster life forms and understand their reactions. He can speak and understand, and where possible read and write any monster language he comes into contact with at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for. This will apply more to an evolved monster race.
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

Monster Hunter, Monster Breeder, Zookeeper.

DUNGEON MASTER

As many of you know there have been thousands of dungeons that have been destroyed by those wretched heroes and other hazards. Heroes come and go and destroy everything in their path. Many have found the dungeon a difficult task, others will have nightmares to remember and still others will be lying in eternal sleep as a puddle of blood on the dungeon floor.

Heroes have spoken of the "final enemy", as they put it, who is the mastermind of it all. Sages have finally named these masterminds as Dungeon Masters. They are the ones who control MOST creatures in their dungeon and usually have some way to monitor them all. It is a known fact that a dungeon with a Dungeon Master is 50% more difficult to conquer than one without one. Dungeons without the aid of a Master often have crude traps made by the inhabitants, and often have no traps at all. Dungeons with a Master are planned to make a hero's life miserable.

The task of a Master is rather simple. Maintain a working dungeon and destroy the lands around it. To become a Master the character must be of Evil alignment and have no mercy. Masters are usually VERY intelligent and powerful creatures who can control their subjects with a glare or slap. As a Master the player has the ability to summon creatures to his domain. Sometimes a Master must establish control over a dungeon

already filled with nasty creatures. The Master can fight on his own, entering the fray using hi magic or blades, or he can let his minions take care of it. The Master does not know anything that happens in his dungeon unless he finds a way.

Once the Master character has been made, he must find a dungeon suitable for his needs. He could also make one but that would be costly. To make a dungeon he simply has to get workers and make some corridors. Once this has been made, he can then lure monsters to his dungeon and explain to them what he wishes to do and that there will be good pay. Sometimes monsters already lurk in a dungeon or reach it one way or the other. Once the dungeon is done it is only a task of making rooms, etc. Some monsters don't like to work, others don't mind but require some extra pay.

Step 1: Attributes

Roll attributes as normal but CHA is 4D6. 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 Monsters

Knowledge Undead

Step 3: Abilities

Masters gain all the following free;

Dungeon Heart - Becoming a true Dungeon Master means the character must create his first dungeon heart. After however long a process (selecting an appropriate site, excavating it, and physically constructing the heart), the spell is cast, during which the aspiring Master must cut his own heart from his chest and place it within the structure.

The new Master's heart merges with his now-active dungeon heart; in truth, the dungeon heart now is his heart. This doesn't mean he can't be killed, but it is trickier, and keeping him dead without destroying the heart may not be certain. However, if the heart is destroyed, the Master dies with it. Upon completing this the wound in his chest closes swiftly; it remains raw and painful for a few weeks, and scars visibly, but he lives.

The Dungeon Heart is the most important room in the dungeon, if this room is destroyed, the character dies, all his minions will leave the dungeon by the nearest portal, all his Imps will die and his mana reserves will disappear. The Dungeon Heart initially occupies a CON x1 cubic metre area. Mana is generated at the Dungeon Heart at the rate of 1 point of mana per 3 cubic metres of dungeon area controlled. When within the Dungeon Heart area, the character heals x10 faster, is cleansed of any toxins and venoms, is healed of any disease, and gains +1 to casting spells.

The heart itself is a large pool containing a fiery beating substance that spits large turquoise sparks into the air. A large stone arched structure covers it, and there are sets of stairs over the pool. The structure periodically glows in time to the beating of the heart.

All new creatures will check in at the Dungeon Heart to swear loyalty before moving on to their duties. The Dungeon Master has incredibly attractive life insurance, severance pay, advancement opportunities, and has a fun working environment. All his minions gain a +1 bonus on attack and damage rolls while they are within the dungeon. They can open and close doors and secret doors in the dungeon as free actions. They ignore difficult terrain within the dungeon that is caused by persistent, enduring features, such as rubble, cracks in the floor, and so forth.

The character's familiarity with his dungeon is so complete that he knows its entire layout by memory. He can move through any trap in the dungeon without triggering it, unless he chooses to set it off. He automatically notices any difference to any chamber of his dungeon (such as a chair that is out of place, a bookshelf that has been reorganized, or an area of dust that has been disturbed). He can use clairvoyance and clairaudience at will to view any chamber in his dungeon.

He starts with 50 points to be used below in creating his dungeon. The starting size of the dungeon is CON x2 cubic metres. The character gains +1 point to spend on his dungeon for every 1 additional cubic metre that he increases his dungeon size by.

Imp - The Imp is the most important creature the Master has. He is the poor, oppressed, down trodden cog that keeps the machinery of the Master's dungeon running. They only need mana to exist and never need food, sleep or paying (now if only all creatures were like that). They level up by working rather than fighting. Level 5 and above Imps are a precious commodity as they can cast Haste on themselves and quickly teleport around the dungeon to new jobs.

Imps can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. They may burrow through harder materials, like granite intrusions or bank vaults at half speed. Attributes are as follows; INT: 3D6, WIS: 3D6, STR: 2D6, DEX: 3D6, CON: 3D6, CHA: D6, MR: 4D6, HPs: 4D8, AC: 4, Thac0: 17. The Master starts with 1 Imp per 5 WIS. If any Imp dies the Master can create a new one by expending 40 mana.

Additionally Masters 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>
Additional Imp	5	For each one extra Imp.
Damage Bonus	10	+1 or +25% damage each time bought (whichever is

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		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.
Fog of War	10	The Dungeon Master can not be scried or otherwise spied on. Additionally, creatures simply cannot teleport within a 10 metre radius per WIS of his dungeon heart unless he allows them to. Any attempt automatically fails, and this cannot be overcome in any way.
Healing Heart	5	Any of the Master's minions or imps may be fully healed if they enter the dungeon heart area and remain there for 1 minute per HP that requires healing.
Mana Boost	5	This allows the dungeon heart to drain mana from any prisoners placed within its chamber. It can drain up to 5 mana per WIS per level.
Possess	5	The Master can take direct control of any one of his minions at any time. He can attack anything in his new form and will gain full experience for all he kills, the creature won't gain any. He can control up to 1 minion per 2 WIS.
Range Boost	10	+25% range for spells and only applies to one sphere of magic. Must be rebought for each additional sphere.
Spellcast	5	The cost is for each sphere of magic the Master wants to learn from. The first sphere 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. Masters can tap into the world's natural mana at a rate of 1 cubic metre of dungeon size x4. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Teleport	5	The Dungeon Master can teleport to any point in his dungeon as a standard action. Additionally he may relocate a group of minions residing within his dungeon to any other point within his dungeon. He can teleport up to 1 minion per 2 WIS, +1 per level.
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

Er.. just Dungeon Master really.

Creating a Dungeon

Of particular note is the function of certain rooms. They aren't just structures, but have their own magical properties. The treasury automatically shapes bulk smelted gold into coins bearing the Master's crest on one side and face on the other, as well as making the gold accessible for transmutation. The library automatically stocks itself with the entirety of the Master's magical knowledge (minus things they wish to keep secret, presumably), although books added to it don't seem to automatically add to the Master's knowledge without actual study. The hatchery fills with conjured chickens laying conjured eggs, tangible but mere magical constructs, and draws up underground vermin to its floor; the chickens eat the bugs, worms, etc., and by absorbing the living matter gradually become real and edible.

Other rooms are less magical in nature, but can still be constructed magically from transmuted gold; if no template exists (say, for a barracks, dining hall or throne room), the room can still be magically constructed, but only by transmuting and placing the individual components. The dungeon as a whole can be decorated in this manner, and once a particular thing has been made, it's probably fairly easy for the Master to simply "clone stamp" it, perhaps creating new non-magical room templates in the process.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Alarm	5	If anybody except the owner enters the Dungeon he is alerted by a mental alarm. This alarm will alert the owner anywhere within the same universe.
Alter Doors, Gateway	10	Each door can be changed to lead to locations up to (WIS + INT) x1km away increasing by the same amount each level or each time rebought.
Alter Gravity	5	The gravity of one specific Dungeon room can be altered up to plus or minus 1% per WIS.
Alter Light	5	One specific room in the Dungeon can be altered so that it is permanently lit or permanently dark.
Alter Physics	5	This characteristic alters one specific room allowing people to walk on walls or ceilings. The landscape can be made to look like an Escher painting, with staircases going in all directions. This twisting of gravity will be very confusing to those who are not used to it; most enemies, except flying creatures, will be -4 on all combat moves when fighting and any skill rolls.
Alter Stairs	5	A specific staircase/s can change its position in space to lead to different floors. As a form of defence it may also as required change into a slide causing all on it to fall to the bottom.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Alter Temperature	5	The character can alter the temperature of one specific room by up to plus or minus 1% per WIS.
Alter Time	10	This power allows the owner to control the rate at which time flows in his Dungeon in a very limited way. He may set one rate of time flow per 3 WIS, and switch between them at will. This control affects only one specific room.
Graveyard	10	Somewhere for the Master's minions to dispose of the dead. Creatures get mad if dead creatures lie around where they have to eat and live. Its also a good place to raise zombies if the character has that ability.
Kitchen	10	Somewhere for the Master's minions to eat. Usually includes a pantry to store food in. Requires at least one cook. Otherwise the Master's minions may start eating each other.
Lair	10	The lair is where creatures go to heal after being injured or getting exhausted from a hard day's work. While sleeping, creatures slowly heal and calm down their mood. Upon their arrival to a dungeon, creatures make a beeline for the closest lair to establish their home. If they cannot access a lair, then their mood quickly worsens.
Library	10	Somewhere for the Master's minions to research spells and information on the world. Often includes scrolls and spellbooks. Requires at least one mage type.
No Abilities	5	No supernatural abilities or enhancements will function in one specific room. Any undead will turn human and Weres will be unable to transform into other forms.
No Explosives	5	No explosive reactions including those used for chemical weapons and projectile guns can occur in one specific room.
No Magic	5	No magic or spells will function in one specific room except those employed by the Dungeon itself and its owner.
No Meta	5	No meta powers will function in one specific room.
Prison	10	Somewhere for the Master's minions to imprison intruders or mutineers. Must be fed or they will die and rise up as skeleton servants. Requires at least one jailor.
Privy	10	Somewhere for the Master's minions to relieve themselves, unless he wants a really messy, stinking dungeon. Requires at least one cleaner.
Restructure	10	The character can alter rooms and floors at will.
Servant, Employee	5	The creator has hired various beings to serve his Dungeon. Payment must be determined with the GM. Most will be moderately loyal, although they will rarely fight to the

Ability	Cost	Notes
		death for their master. They may be human or semi/intelligent monsters. This is a catch all for anything from maids to soldiers. Can hire 2 employees per WIS of the owner.
Servant, Summoned	10	In this case, the creature is summoned and then magically or psychically bound to the Dungeon. The enslaved entity cannot leave the area, and must obey the instructions of its new master to the letter. Needless to say the entity will not be happy. Can bind 1 entity per 10 WIS of the owner.
Spellcast	10	The character can choose to give the Dungeon the ability to cast spells. Spells cost 5 points per sphere. It starts with one spell per INT point over 9, and can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination. This ability can only be bought if the Dungeon is intelligent though.
Torture Chamber	10	Somewhere for the Master's minions to torture prisoners either for information or to turn them to the Master's side.
Training Room	10	Somewhere for the Master's minions to train and increase in levels.
Trap, Ethereal	10	Intruders find that they are not able to physically affect anything in one specific room. Intruders may use some meta and magic powers, but cannot physically touch anything.
Trap, Mirror	10	This gets you 1 mirror per WIS. Each mirror can suck one normal size person into itself requiring a save vs spell to resist. The target is then trapped within a prison cell, the contents of which is all that is visible in the mirror, unable to escape. The mirror is a window in and out of the cage. Breaking the mirror will free the prisoner. Sound may or may not be able to pass through the mirror to allow normal conversation to take place with the caged person.
Trap, Physical	5	Any trap the creator can envision can be created in the Dungeon. Intruders with skills which allow them to detect traps may notice them. Traps may include pits, arrow traps, falling blocks, water filled areas, whirling blades, explosives and anything else that depends on a mechanism to operate. The maximum damage a trap can do is D4 per WIS.
Trap, Restraints	10	Up to 1 restraint per WIS forms like tentacles from the ground, walls or vegetation to grapple and entangle intruders and keep them immobilized until they can break free or the Lord wishes to release them. The restraints can

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		look like anything the creator desires from tentacles rising from the ground to chains, rope or fibres flying from walls or tree limbs, roots or vines coming alive and grabbing the intruders. Each of the restraints has 5 HPS per WIS and a STR of 1 per WIS.
Trap, Teleport	10	These are specialized dimensional portals that simply shove the invaders out of the Dungeon. The actual destination of the portals is determined randomly, roll percentiles: 01-25 The intruder is teleported as far as possible in the opposite direction. 26-50 Teleported to the intruder's world of origin. 51-70 Teleported to the creator's world of origin. 71-90 Teleported to some random planet. 91-00 Teleported to some random dimension. As many as 1 intruder per WIS can be teleported away at once.
Trap, Time	10	Intruders find that time passes differently for them in one specific room than for other inhabitants of the Dungeon. Intruders lose half of their normal attacks, are at -10 to initiative, and -5 to all Thac0 rolls. They move at half their normal speed.
Treasure Room	10	Somewhere to secure the Master's money for buying stuff and paying his minions. Requires at least one accountant.
Workshop	10	Somewhere for the Master's minions to construct traps, doors, bridges, etc for his dungeon. Requires at least one smith type.

ESSENCE CHANNELLER

By means of magical brain alteration candidates can have portions of their brain stimulated, reproducing certain mystical powers. In the field operatives can activate their powers through a special artifact they carry which acts as a focus. But they can only use one at a time.

Step 1: Attributes

Roll up attributes as normal. HPs are CON +8, +8 per level.

Step 2: Skills

Prior to becoming a Channeller the character would have led a normal life with normal skills. Determine them first then choose a new area of training from the list below. All the skills listed in each category are gained free;

Infiltration - Bluff, Bribe, Concealment, Disguise, Gather Info and Stealth

Medic - Toxicology, Concentration, Knowledge Alternative Medicine, Knowledge Herbalism, Notice and Observation

Recon - Set/Remove Traps, Alertness, Camouflage, Concealment, Gather Info and Stealth

Smith - Armourer, Blacksmith, Bowyer, Fortifications, Stonemason, and Weaponsmith

Step 3: Abilities

All Channellers start with the following free;

Essence Artifact - Bracelet of bronze appearance. No Intelligence, Ego or Alignment. +1 AC and Thac0. Artifacts are not specific to each Channeller so any Channeller can use any Essence Artifact to activate his powers. However non-channeller cannot use these artifacts. Each artifact can activate the powers listed below.

Once the artifact runs out of charges the channeller cannot activate any more powers until it has been recharged. He will be stuck in his current Mode and unable to switch powers until contact is re-established.

Below are all the different modes available;

<u>Mode</u>	<u>Ability</u>
Cascade	This bestows several abilities: 1) Electrical Discharge; 2D6 +D6 per level, over 15 metres +15 per level. 2) Glow with up to 100 watts of light from the hands or up to 1000 watts of light if using whole body. If using the whole body then enemies are -2 to hit per 100 wattage used. 3) Can generate a brilliant flash of light to blind all people within a 3 metre radius. The blindness lasts for D4 rounds and causes a -6 to Thac0 and AC for another D4 rounds once sight has been recovered. Those within line of sight outside of the 3 metre radius suffer -3 to thaco and AC for a single round.
Fire	This confers 2 abilities: 1) Turn hands into flamethrowers; 2D6 +D6 per level, over 9 metres +4.5 per level. Anything combustible instantly catches alight. 2) Super heat hands to melt objects; 500C per level touch, 30cm radius +10cm per level, generate at rate of 500C per round per level.
Flee	This is one of the emergency powers. The character is instantly teleported back to a previously determined location of his choice.
Fly	This involves a form of non winged antigravity flight with a top speed of 60kph, +5 per level.
Haunt	The character and an additional 9kgs per level can be rendered unsolid. He is only vulnerable to mind attacks and electricity (½ damage but forces character to turn solid).
Revive	This is one of the emergency powers. It is used to boost the character's natural healing ability to phenomenal rates. It instantly cleanses the body of any poisons and drugs. It also speeds up recovery giving an instant 10

Mode	Ability
	HPs and an additional 5 HPs per 10 minutes. Broken bones heal x10 faster.
See Through	This confers several abilities: 1) Heightened Hearing; of 50 metre radius +5 per level. At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels & at 100% cant hear below 39 decibels. +6 Initiative, +1 AC. 2) Telescopic Vision; x2 normal range, this doubles every level. +3 to thaco. 3) Microscopic Vision; this power allows the character to see small objects at x10 enhancement, this doubles every level. 4) Nightsight; equal to normal vision.
Sleep	Can project a stun blast from either arm over 15 metres +15 per level. The victim must save vs. psi or be knocked out for 1 round per WIS of the character.
Sneak	The character can blend into his surroundings and become 100% undetectable if stand still, 75% if move up to 60cms per round, 50% if 180cms per round, 25% if ½mtr per round and 0% if move any faster. Further he can mask his body heat to be equal with those of his surroundings, thus becoming invisible to thermal vision and heat sensing devices. External body temperature can be varied (plus or minus) by 50C degrees at level one plus 10C degree per level of experience. His natural odour is almost imperceptible, causing a -30% to attempts to track him by smell alone (or require a difficult perception roll). Animals (most, anyway) will not recognize the character as a human or as a predator. Deer will graze and birds will continue to chirp in the character's presence. The same bio aura also makes him invisible to all cameras, electronic sensors, artificial optics, robots, etc... This power does not affect normal sight, unless the viewer is relying on an electronic means of perception. Finally the character can see heat images and traces the same way as thermo optic equipment. This is equal to normal vision range and can see invisible lifeforms by their heat.
Stone	The character's bones become nearly unbreakable and his skin becomes cut resistant. He is immune to cold, fire, heat, microwave beams, electricity, bullets, falls and normal punches.
Swiftwind	The character can run at 100kph +10 per level. +1 Initiative at level 1 and every second level thereafter.
Titan	Strength is doubled. All the bonuses that go with it are increased correspondingly. The character is also totally immune to fatigue while this is active.
Wall	This is a forcefield which emanates from the character's arms and is akin

<u>Mode</u>	<u>Ability</u>
	to the size of a large buckler. It does not fully encompass the body. Its HPs is equal to WIS x100 (+1 per level) and replenishes at a rate of WIS x10 HPs (+1 per level) per minute of non use.

Step 4: Career

Determine what organisation is behind the Channel project. This is who he works for;

01-40 Create a secret society.

41-90 Government department working for a monarch. Choose a country and agency.

91-00 Create a mad wizard.

Step 5: Disadvantages

1) The character is dependant on the organisation and his artifact for the continued operation of his powers. If they shut down he shuts down. +20 points.

2) The character is watched by his organisation at +20 points. No privacy whatsoever.

THE FALLEN

Paladins take up the mantel of their faith to met out justice to evildoers and bring hope to the downtrodden and oppressed. This constant struggle exposes Paladins to some of the worst experiences and evils on the planet. While many find strength and solace in their faith, others become disillusioned, frustrated and corrupted by hatred. Eventually these Paladins turn to the dark gods they had promised to fight against for greater power and strength, reasoning that to defeat evil they need the same powers as that used by the forces of evil. Never thinking about what the use of suck dark and vile powers is doing to them, and their souls.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 STR, +2 DEX and +3 CON. To qualify as a Fallen he must have a minimum STR of at least 15, DEX 14, and CON 14. If he wants to use magic also at least INT 12 and WIS 11 is necessary. Hit points = CON +12, +12 per level.

Step 2: Skills

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

Knowledge Heraldry

Knowledge Magic

Knowledge Religion

Knowledge Undead

Ride Land Animal

1 Weapon Group Specialty

Step 3: Abilities

Fallen gain the following ability free;

Unholy Patron God - All the Fallen's powers come from their God. If they perform acts contrary to their God's teachings they may lose their abilities. A Fallen is usually of lawful evil alignment. They can at any time visit any order belonging to their God and have any supplies, weapons and equipment replaced for free. He will also receive free lodging and meals from them.

Fallen 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>
Fear	5	The Fallen radiates fear causing anyone within 1 metre per WIS of him to become so fearful that all enemies within line of sight suffer -1 per 2 WIS on all their rolls for WIS x1 round. Further these same enemies also become unnerved and prone to panic or being routed. Any saves against panic are at -1 per 5 WIS.
Hurting Hands	5	This causes any target touched to be hit with an intense amount of pain. The victim is forced to his knees in pain, -5 on all rolls. No spellcasting or any kind of concentration possible by victim.
Inured to pain	5	The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.
Spellcast	10	A Fallen who can cast spells is automatically bestowed all the spells within the Diabolical sphere and cannot ever learn spells from any other sphere. Further if they are dismissed from their religion they will lose this ability. Fallen can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Summon Steed	5	A nightmare steed may be summoned from another realm and manifested in substantial form. It is then bound to serve the Fallen for the duration, and may be commanded to perform tasks. He can establish telepathic communication with it with the following benefits: he can always communicate with it. 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 may be summoned for one hour per WIS + one hour per level. It then requires an equal amount of time before it may be summoned again.
Sway Undead	5	The character can dominate the wills and actions of any

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		physical undead. He can control up to 1 undead per 2 WIS, +2 per level.
Turn Undead	5	Undead are destroyed unless they spell save. If they do save they lose half their HPs in damage (See the table below). Also the Paladin gains +4 to all combat rolls against all types of undead (Thaco and AC). This increases by +1 per level.
Unholy Artifact	5	Start with 30 points to use on the Artifact Creation table below.
Unholy 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 nature of the magic (including whether it is harmful or helpful).
Whirlwind	5	Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Unholy Artifact Creation Table

Roll 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 rings, a bracelet and a helmet.

- 01-03 Armour, Ancient
- 10-12 Shield
- 13-15 Helmet, Ancient
- 19-21 Gauntlet
- 22-24 Sword
- 25-27 Axe
- 28-30 Bow
- 31-33 Crossbow
- 34-36 Mace
- 37-39 Knife
- 40-42 Hammer
- 43-45 Flail
- 46-48 Staff
- 49-51 Spear
- 52-54 Halberd
- 55-57 Trident
- 67-69 Bracelet
- 70-72 Ring
- 73-75 Necklace
- 76-78 Amulet

- 79-81 Crown
- 82-84 Earring
- 85-86 Belt
- 87-88 Crown
- 89-90 Wand
- 91-92 Sceptre
- 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.

Step 4: Careers

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

Step 5: Disadvantages

As a Fallen you answer to your deity and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each.

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..

HELIX WARRIOR

A soldier specifically intended to be above and beyond a normal man; harder, better, faster, stronger, tougher, more skilled, more determined, built and trained to fight and win.

These soldiers are magically infused with Mananites, intelligent microscopic life forms which can be used to enhance humans without altering their genetic code or causing any biological harm. Once implanted they live symbiotically inside the cells of the recipient. When present in sufficient numbers, they allow certain mystical abilities to appear.

Step 1: Attributes

As a side effect of the implants the body becomes tougher. Gain +2 to STR, DEX and CON. +4 to MR and +50 HPs. Hit points = CON +12, +12 per level.

Step 2: Skills

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

Orienteering

Survival

Unarmed Combat Martial Arts

3 Weapon Group Specialties

Step 3: Abilities

The character gains the following free;

Mananite Hive - This small facility includes the mananite brain which coordinates all the mananites and constantly produces new ones to replace any lost. The mananites are able to propel themselves, communicate with each other and their hive brain, a cell membrane sensor and manipulator, motion sensors, and an emergency dissolve system.

He also starts with 30 points to spend on any of the abilities below.

<u>Ability</u>	<u>Cost</u>	<u>Use</u>
Adrenalin	5	These mananites can trigger short bursts of energy: For the given number of rounds the user gains the given bonus to all skill checks of Athletics, Melee Weapons, Unarmed Attack, Acrobatics and Movement, also melee and unarmed attacks are increased by the given amount. Gain +1 STR, DEX and CON and +2 MR per level for 1 round per CON. The booster cannot be activated again for an amount of minutes equal to how many rounds it was used.
Emergency Save	10	These mananites try to limit damage to the body by

Ability	Cost	Notes
		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.
Enhanced Antibodies	10	These are simply tailored antibodies designed to fight off the most powerful viruses. They grant a bonus to all checks against illnesses and poisons of +5.
Enhanced Hearing	5	The user has a much higher hearing range than normally and can hear sounds outside the human spectrum. This gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.
Enhanced Sight	5	The user can trigger a magnification effect of double normal and overlap it with night and infravision. This also gives bonuses to all skills of +1 where visual acuity plays an important role, also negating penalties for darkness and distance. The mananites also provide a bonus of +1 on the usage of ranged weapons as they can also regulate the movement of the arms making them hold still.
Fortitude	5	These mananites can influence and control the autonomous nervous system. The user can deactivate things like hunger, pain and sleep. It can be very dangerous to deactivate it (injuries might kill the character without having been noticed).
Grafted Muscle	5	This process toughens up existing muscle. The result is an increase in strength (+4 STR) and toughness (+20 HPs). The skin's AC is reduced by 1. -1 each time rebought.
Lung Augmentation	5	This implant induces mananites that modify the lung tissue as well as the structure of the blood vessels in order to allow the user to spend more time underwater, including fully functioning gills. However it neither protects the user against the water pressure, nor does it allow the user to survive completely without air. It is also able to filter toxins out of the air in the lungs, providing the given bonuses to Constitution – checks due to toxins in the air.
Speed Enhancement	5	This process encourages the neural cells in the spinal chord and other main nerve trunks to replicate and lengthen. The result is a wider data path for impulse transmission and reduced time for the signal to traverse the distance. Thus more information can be sent in a

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		shorter amount of time. +5 to initiative and an extra attack.
Translate	5	The mananites magically translate any language the character hears.

Step 4: Creator

Determine what organisation is behind giving the character his abilities. This is who he works for;

01-40 Create a secret society.

41-90 Government department working for a monarch. Choose a country and agency.

91-00 Create a mad wizard.

Allies or enemies?

Is the character still with his sponsor and how do they feel about each other?

01-16 Still with the sponsor and very well treated. Receives favours and a high wage from them of D10 x10 sestertii per week.

17-24 Still with the sponsor and dissatisfied. Treated with disdain by them and receives a minor wage from them of D10 x2 sestertii per week.

25-32 Still with the sponsor and treated like a slave. No wage and is constantly watched.

Escape will take some planning.

33-44 Organisation closed down or dead.

45-52 Sponsor still exists but has moved onto other experiments or projects. Not interested in the character.

53-68 Left the sponsor on very good terms. May receive favours and freelance work from them.

69-84 Left the sponsor after a major fight and some injuries. Hunted by them at Difficult level. They want him recaptured.

85-92 Left the sponsor after a major battle and one or more deaths. Hunted by them at Severe level. They want him recaptured.

93-00 Left sponsor after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the sponsor has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. They want him dead.

HEXBLADE

Hexblades, also known as Unpaladins, travelled to our earth from the Forgotten Realms. If arriving prior to the modern era it was probably through a temporary gate which quickly closed after. Since becoming trapped here the Hexblade has tried to make the best of his situation.

Combining the dynamic powers of martial prowess and arcane might, the Hexblade presents a deadly challenge to opponents unused to such a foe. Hexblades adventure for personal gain, whether that gain is power, prestige, wealth, or all the above. Like that of the sorcerer, the power of the Hexblade often displays itself at an early age, frequently in the form of unexplained accidents or other incidents of bad luck experienced by those around the budding Hexblade.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 STR, +2 DEX and +3 CON. To qualify as a Hexblade he must have a minimum STR of at least 15, DEX 14, and CON 14.

Step 2: Skills

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

- 1 type of Armour Mastery
- Blindfight
- Ride Land Animal
- 1 Unarmed Combat type
- 2 Weapon Group Specialties

Step 3: Abilities

Hexblades gain the following ability free;

Hex - Once per combat, a Hexblade can unleash a curse upon a foe within line of sight. The target of a Hexblade's curse takes a -1 penalty per 5 WIS on attacks, saves, ability checks, skill checks, and weapon damage rolls for the duration of the combat or until killed. Any effect that removes or dispels a curse eliminates the effect of a Hexblade's curse.

Characters 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>
Artifact	10	Carried with him from the Forgotten Realms. Start with 30 points to use on the Artifact Creation table below.
Unafraid	5	The character is completely immune to the effects of any supernatural or magical fear and trauma.
Uncontrollable	5	No form of direct mental attacks or mind control can affect the character. He is completely immune to any form of control, manipulation or takeover (he cant be possessed).
Uncreate Undead	5	Undead simply disintegrate or pass on when within 1 metre per 2 WIS radius of him.
Undetectable	5	This character possess no presence in the Astral dimension or Dreamscape. In both realms he looks just like a piece of non living material. In this respect he can hide quite easily

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		from spirits, projecting mages and any other astral or dream entity. In fact they will NEVER recognize his existence because he lacks an aura. If a spirit is set to watch a building and report who comes out it will say nothing when the character leaves, because the spirit wont recognize him as a living being. When ordered to attack most spirits will become confused.. attack who? and not respond to the command because they don't know how. However anyone with See Aura will become suspicious because he doesnt have one.
Unfaith	5	This causes any within 1 metre per WIS radius of the character to lose faith in their abilities and not be able to use them properly. This includes special abilities and any endowed powers.
Unfunction	5	The special abilities of an artifact will not work if within 1 metre per WIS radius of this character.
Unmagic	5	This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the character, nor can he ever learn or use any magic or be the recipient of any friendly magic.
Unspellcast	5	This causes any within 1 metre per WIS radius of the character to temporarily forget how to manipulate magic and cast spells. Further anyone resting will find no mana is being recovered.
Unsummon	5	This will break the link between anyone and their summoned companion including familiars, steeds, summoned monsters, etc.

Artifact Creation Table

Roll 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 rings, a bracelet and a helmet.

01-03 Armour, Ancient

10-12 Shield

13-15 Helmet, Ancient

19-21 Gauntlet

22-24 Sword

25-27 Axe

28-30 Bow

- 31-33 Crossbow
- 34-36 Mace
- 37-39 Knife
- 40-42 Hammer
- 43-45 Flail
- 46-48 Staff
- 49-51 Spear
- 52-54 Halberd
- 55-57 Trident
- 67-69 Bracelet
- 70-72 Ring
- 73-75 Necklace
- 76-78 Amulet
- 79-81 Crown
- 82-84 Earring
- 85-86 Belt
- 87-88 Crown
- 89-90 Wand
- 91-92 Sceptre
- 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.

Step 4: Careers

Any.

Step 5: Disadvantages

The character starts with no knowledge of earth or its culture, and no local currency. +5 points.

INSECT LORD

Insect Lords are constantly hearing voices and chattering in their mind. A constant link that would drive most people over the edge but Lords are made of sterner stuff and tend to fair quiet well. An Insect Lords personality seems to work against itself. It might be described as having the qualities of an yin-yang sign. The good and the evil. They are almost an utter paranoid person, thinking that plots are made against them.

With the enhanced state of being that the insects allow, the Lord gains new powers and abilities that other magic welders would be deathly afraid of. It is mostly up to the Lord, how he reacts to their constant presence. They can choose to have more humanity, or not. The insect doesn't care, all they care about is existence. The spirits have the curiosity of a small child. They constantly need more information about their surroundings, about possible threats. An Insect Lord is the great creator, a master of healing arts. There is also a very dark and destructive side to these individuals. The path they tread is long, and difficult, it is just best to sometimes to let them go about their business.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +10, +10 per level.

Step 2: Skills

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

Acute Hearing

Heat Protection

Knowledge Demon

Knowledge Fauna

Knowledge Flora

Weather Sense

Step 3: Abilities

Insect Lords start with the following ability free;

Insect Ally - The Insect Lord can establish telepathic communication with any insects within line of sight if he does nothing else in the round. No minimum INT required. This has the following benefits:

He can communicate to the creature that he desires its friendship. If the offer is sincere (and the insect will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked. It will answer any of his questions.

Further he can then recruit this insect as an ally. Once he does so he permanently psionically links with the insect 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. He can have one insect ally per WIS.

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

Ability	Cost	Notes
Control Insects	5	The character can summon 100 insects per 2 WIS of choice, +100 per level. He can summon any insect within a 100 metres per WIS radius, +100 metres per level. If desired he can make them cover him creating a form of armour with 10 HPs per WIS, +30 HPs per level. Once the insects enter a radius of 10 metres per WIS (+10 metres per WIS per level) they come fully under his control and will obey any telepathic commands from the character.
Enhance Ally	5	The character must already have the Insect Ally ability to use this. With this he can temporarily transfer physical attribute points from himself to one of his insect allies. He can only do this with STR, DEX, CON, MR and HPs. He can transfer as many points as he wants but none of his attributes can drop below one point. If either he or the insect are rendered unconscious then all the points revert back to him.
Heal Insect	10	The ability to heal any insect at phenomenal rates. The character must touch the insect for 1 minute uninterrupted to perform the following healing; 1) Restore 1 HP per INT, +1 per level per 10 minutes. 2) 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. 3) Negate all pain for 1 minute per INT, +1 minute per level. 4) 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Insect Abilities	5	The Insect Lord can draw on certain abilities from insects for a temporary duration. Each insect ability lasts only so long as an insect remains within a 10 metre radius per WIS, +10 metres per level. Can copy the abilities of 1 different insect per 5 WIS at the same time, +1 insect per level. If there are more different insects present than can copy then may choose which abilities he copies. Some examples can be found here under the Insect Mimicry power.
Natural Chameleon	5	Using this ability the Insect Lord can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, or any other wilderness area with dark or shaded terrain. When hiding he 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 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. 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 he may either take an additional +1 with their terrain OR choose a new terrain.
Nature Survival	5	Due to a Insect Lord's extensive experience and training in jungles and forests they gain +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 he may either take an additional +1 with their terrain OR choose a new terrain.
Possess Insects	5	This character can transfer his mind into any insect within his line of sight. Once inside he takes over the body completely (the victim will remember nothing from moment that he is taken over). He can still use his own skills but not any other powers he may have. If taken twice he can transfer his entire body.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Sense Insects	5	The Insect Lord can detect the presence of any insects within an area of 100 metres per WIS radius, +100 metres per level.
Talk to Insects	5	The character talk to insect life forms and understand their reactions. He can speak and understand, and where possible read and write any insect language he comes into contact with at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for. This will apply more to an evolved insect race.
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

Gameskeeper, Insect Breeder, Beekeeper, Entomologist.

INVIGORATED WARRIOR

These are warriors killed in war who have been reanimated but not as undead. They are revived without memories of their previous lives and are retrained as an elite form of black ops unit.

It began several decades ago at the height of a war which engulfed most of the known nations, as a military project to create super soldiers to improve the performance of soldiers deployed into battle and as a means of keeping a well-supplied and numbered military, in light of the heavy casualties suffered during the war. It was a means of creating a superior super soldier that would easily defeat enemy combatants and could be controlled as a drone to obey any orders it was issued without any objection or resistance. Adding to the efficiency of these super soldiers, which were given the names of Invigorated Warriors, in that new recruits wouldn't be needed for the project; dead soldiers began to be taken from other wars and military conflicts.

Each Warrior has a magic seed imbedded in their heart whose roots thread throughout their body bringing them back to life. As a side effect the Warriors boast immensely augmented physical strength, durability and stamina, as well as the ability to regenerate lost and damaged tissue and body parts maimed or lost in battle. Further adding to their effectiveness, they also have their memories of their past lives completely erased and

suppressed, preventing emotional problems or moral objections with their duties, and rendering them completely compliant and obedient with their supervisors.

Step 1: Attributes

As a side effect of the implants the body becomes tougher. Gain +3 to STR and +4 to CON. +6 to MR and +50 HPs. Hit points = CON +20, +20 per level.

Step 2: Skills

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

Ambush

Orienteering

Unarmed Combat Martial Arts

3 Weapon Group Specialties

Step 3: Abilities

Warriors start with the following free;

Invigorated Body - The reanimated does not age and recovers 1 HP per minute. Not truly alive they are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, temperature and pain. While not invulnerable to physical injury, Warriors can suffer great damage to their bodies (including dismemberment) without being adversely affected. Dismembering the legs will render them immobile, but the creature will still continue to subsist. Warriors cannot regenerate missing limbs, although a severed limb could be surgically reattached.

Warriors 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>
CON Bonus	10	It only costs 1 point to increase the character's CON. This applies until his CON reaches 50.
Detachable Limbs	5	Any limb of the characters' can be detached and reattached later. It can then be used as in a variety of ways. For instance; he could swing it as a blunt weapon; or climb a wall by holding the arm over the top (if it reaches) and hauling himself up; or a thrown hand could try to strangle anyone it attaches to; he could hold his head in his hand and peer around an area he normally couldn't reach, etc. Further if he loses his own limb he can simply attach someone else's.
Immune to Afflictions	5	No afflictions of any type whether supernatural or genetic will work on the Warrior. This includes eugenics, drugs, nanites, lycanthropy, vampirism, diseases, zombies or any other form of paranormal or mystical transformation. His genes are locked and cannot be altered. This includes immunity to Alteration powers.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Immune to Control	5	No form of direct mental attacks or mind control can affect a Warrior. He is completely immune to any form of control, manipulation or takeover (he cant be possessed).
Immune to Drain	5	The character cannot have his lifeforce, soul, levels, attributes, hit points, energy, chi or mana drained by another lifeform, entity or object.
Immune to Magic	5	This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the Warrior, nor can he ever learn or use any magic or be the recipient of any friendly magic.
Immune to Supernatural Fear	5	Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this wont work on a Warriors. This however is totally separate to any Trauma saving throws from seeing something repulsive.
Regenerate	10	The Warrior can heal himself at phenomenal rates. Recover 1 HP per minute and heal any broken bones x4 faster.
STR Bonus	10	It only costs 1 point to increase the character's STR. This applies until his STR reaches 50.
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: Creator

Determine what organisation is behind giving the character his abilities. This is who he works for;

01-40 Create a secret society.

41-90 Government department working for a monarch. Choose a country and agency.

91-00 Create a mad wizard.

Slave or hunted?

Is the character still with his sponsor and how do they feel about each other?

01-20 Still with the sponsor and treated like a slave. No wage and is constantly watched. Escape will take some planning.

21-40 Organisation closed down or creator dead.

41-60 Sponsor still exists but has moved onto other experiments or projects. Not interested in the character.

61-80 Left the sponsor after a major battle and one or more deaths. Hunted by them at

Severe level. They want him recaptured.

81-00 Left sponsor after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the sponsor has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. They want him dead.

JUGGERNAUT

Juggernauts are massive devices that appear to be giant, magically created stone siege machines. Walking tanks more powerful and mysterious than a Golem, but go beyond the known limits of that unique brand of magic. Each contains the life essence of a mortal being who volunteered to be placed inside it. Forsaking his humanity to serve as the brains and soul of an Iron Juggernaut, these behemoths can assess a situation, adapt and respond with human intelligence and ingenuity. When a Juggernaut is destroyed, that life essence is released from this mortal coil — a hero's death in a righteous war. Juggernauts are extremely versatile when it comes to military operations.

They can be sent out into the field as lone operatives, in pairs, as members of a larger diverse group or as a group composed entirely of Juggernauts. They effectively serve the same strategic and tactical combat functions as modern day high-tech power armour and robot troops, providing troop support and armoured offensive capabilities. Missions can include rescue, search and destroy, escort duty, perimeter patrols, the guarding or holding of a strategic position, and all-out assaults as a surgical strike team, raiders or part of a larger coordinated attack.

Step 1: Attributes

It is assumed that the Juggernaut is made from stone. If you wish him to be made of some other material, adjust the scores accordingly. INT: 3D6, WIS: 3D6, STR: 50 +6D6, DEX: 3D6, CON: 50 (never tires), CHA: 3D6, MR: 6D6, HPs: CON +100, +50 per level, AC 0. The Juggernaut will be 18 feet tall +D12 inches.

Step 2: Skills

Choose skills in the normal manner. However his form, not to mention his size also makes any fine DEX skills impossible, such as picking locks.

Step 3: Abilities

All Juggernauts start with the following abilities free;

Juggernaut Form - While Juggernauts can be dealt with through conventional means this isn't easy. They are usually composed of some strong substance and are able to continue functioning until utterly destroyed. While such wholesale destruction is certainly an option, it isn't the most elegant. The Juggernaut recovers HPs at x3 the normal rate. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage. Juggernauts are

immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

Juggernauts additionally 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
AC Bonus	5	-1 AC
Emergency Repair	10	Even if completely shattered the Juggernaut can full reconstitute itself if enough earth is around for it to draw from. Otherwise his size will depend on how much material he has. At least until he can get some more.
HP Bonus	5	It only costs 1 point to buy each point of HPs.
Increase Height	5	The Juggernaut can increase the height of his legs, but not his overall body, by drawing on any available earth to add mass to his legs allowing them to telescope.
Indomitable	5	The Juggernaut can withstand great amounts of expected kinetic force and remain in a perfect upright position. As long as the character knows he's about to be hit by sudden force like a truck, he automatically becomes almost impossible to move. 5 tons per WIS +1 per level. The subject must be aware of an attack to prepare for the blow. If the user is permitted to make a dodge or a parry roll, then he is able to activate his power. Likewise if he grabs the ground with his fingers or toes he is extremely difficult to lift (with the same abilities).
Reshape Arms	5	The character can change the shape of his arms into very basic items such as hammers, swords, shields, etc.
Rocket Fists	5	The Juggernaut can magically launch both his fists at an opponent or object from a distance. When they strike something they will do normal STR damage, with a range of 10 metres per WIS. If not destroyed the fists will then return to his arms. If the fists are destroyed he can reconstitute new ones if there is sufficient earth material at hand. Alternatively he can choose to make his fists detonate upon impact doing STR cutting shrapnel damage to everything within a 1 metre per WIS radius, +1 metre per level.
Shards	5	The Juggernaut can cause any part of his body to explode out at pieces of earth shards at nearby victims. 2 metres per WIS, +3 metres per level. Each shard does D6 damage, with up to 10 shards per 1 square metre of detonation. The missing section can then be reconstituted if there is enough earth matter in the area.
STR Bonus	10	It only costs 1 point to buy each point of STR.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Witchsight	5	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 4: Careers

Only in the military or as one huge bodyguard.

Step 5: Disadvantages

All are animated by magical words and symbols inscribed or painted onto their bodies. While it is easier said than done, the removal of some or all of these symbols will turn the Juggernaut back into a statue killing the character. +5 points. It is very difficult to handle anything small without breaking it.

KNIGHT

The elite warriors of Britannia, these knights are both respected and feared throughout the known world. They render noble service cheerfully, defend any charge unto death, exercise courage and enterprise in obedience to rule, have respect for all peers and equals, give honour to all above their station, have scorn for those who are ignoble, always gives courtesy to all ladies, and death before dishonour.

Some fighting men ally themselves directly with one of the religious groups by joining a military order within that religion. Knights may enter the service of a deity for a fixed period or life. All orders demand absolute obedience and a high standard of martial prowess, coming under the command of the temple authorities and live within the temple precincts. It is their duty to provide guards for the temple and for important religious dignitaries, and to provide whatever military force might be required by the heads of the religion for the destruction of evil.

Their code of honour includes;

- To protect the weak and defenseless at all times regardless of personal safety.
- Not to use one's powers for unrighteous reasons.
- To sacrifice all in the name of honour.

A knight who displays cowardice in battle, acts dishonourably or undermines the authority of his superiors is dismissed from the order. He loses all special abilities and may no longer progress in levels as a knight, although he may default to rise as a Soldier. Any squires and retainers he may have gained also leave him. If his acts were in the name of an Infernal or other form evil intelligence he will also be marked for death by his former brethren.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 STR, +2 DEX and +3 CON. To qualify as a Knight he must have a minimum STR of at least 15, DEX 14, and CON 14. If he wants to use magic also at least INT 12 and WIS 11 is necessary. Hit points = CON +12, +12 per level.

Step 2: Skills

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

Knowledge Heraldry

Knowledge Magic

Knowledge Religion

Knowledge Undead

Ride Land Animal

Weapon + Shield

Step 3: Abilities

Knights gain the following ability free;

Patriot - All supplied weapons and equipment are replaced for free if the Knight visits a city which is a part of or friendly to his Lord's Empire.

Knights 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>
Divine Faith	10	Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.
Divine Intervention	10	This is an emergency lifesaver. It 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 4 WIS.
Divine 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. It can be used once per day per 5 WIS. See the table below.
Divine Leap	5	In combat the Knight may leap over intervening monsters one metre per 2 STR even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.
Divine Parry	10	Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 DEX within 1 combat melee, or deflect any arrows or bolts at a rate of 1 per 4 DEX within 1 combat melee.
Divine 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 nature of the magic (including whether it is harmful or helpful).
Divine Whirlwind	5	Once per hour can triple the number of attacks in one combat.
Sermon	5	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.
Spellcast	10	A Knight who can cast spells is automatically bestowed all the spells within the Divine sphere and cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose this ability. Knights can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Undead Enemy	5	Choose 1 specific undead enemy; +4 to all combat rolls against this type of undead (Thaco and AC). This increases by +1 per level.

Step 4: Careers

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

Step 5: Disadvantages

As a Knight you answer to your deity and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each.

Turning Undead Table

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

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

MAGE BANE

Magebanes are dreaded by all spellcasters due to their ability to defeat magic by sheer force of will. They are the only class which can never manipulate mana nor use magic. They can be of any race.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner but also gain six free ones.

Step 3: Abilities

Magebanes start with the following ability free;

Immune to Magic - This applies to all the spells of one magic sphere. No spells of any type from that sphere will work on the Mage Bane, nor can he ever learn or use any magic or be the recipient of any friendly magic. See below if the character wants to buy more magic immunity.

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

Ability	Cost	Notes
Immune to Afflictions	10	No afflictions of any type whether supernatural or genetic will work on the Mage Bane. This includes eugenics, drugs, nanites, lycanthropy, vampirism, diseases, zombies or any other form of paranormal or mystical transformation. His genes are locked and cannot be altered. This includes immunity to Alteration powers.
Immune to Arcane Objects	5	No spells or supernatural abilities possessed by an

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		Arcane Weapon or Equipment will work on the Mage Bane. However a sword for example can still cut him in the normal way.
Immune to Control	5	No form of direct mental attacks or mind control can affect a Mage Bane. He is completely immune to any form of control, manipulation or takeover (he cant be possessed).
Immune to Detection	5	Mage Banes possess no presence in the Astral dimension or Dreamscape. In both realms he looks just like a piece of non living material. In this respect he can hide quite easily from spirits, projecting mages and any other astral or dream entity. In fact they will NEVER recognize his existence because he lacks an aura. If a spirit is set to watch a building and report who comes out it will say nothing when the Deadzone leaves, because the spirit wont recognize him as a living being. When ordered to attack most spirits will become confused.. attack who? and not respond to the command because they don't know how. However anyone with See Aura will become suspicious because he doesnt have one.
Immune to Drain	5	The character cannot have his lifeforce, soul, levels, attributes, hit points, energy, chi or mana drained by another lifeform, entity or object.
Immune to Magic	5	This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the Mage Bane, nor can he ever learn or use any magic or be the recipient of any friendly magic.
Immune to Reality Alteration	10	Alterations to time or reality will not affect the Mage Bane. Even if If history changes he will remember both versions and he cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.
Immune to Supernatural Fear	5	Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this wont work on a Mage Banes.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Immune to Transport	5	This however is totally separate to any Trauma saving throws from seeing something repulsive. No form of transportation powers can affect a Mage Bane. It prevents him from being forcibly removed via banishment, teleport, dimensional transport, gateway, portal, or any form of time displacement.
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

Most likely a Mage Slayer or some kind of supernatural hunter.

Step 5: Disadvantages

No beneficial version of whatever he is immune to can ever be used to heal, restore or aid a Mage Bane.

MONK

Monasticism did not begin by being passed from one to another but arose like spontaneous eruptions, or like a spring gushing forth in different places from a source underground. This sudden emergence of monasticism in several distant geographical points: Egypt, Palestine, Syria, Asia Minor, Gaul, suggests an underground spring, a secret preparation by higher beings.

As the acknowledged founders of the martial arts, Monks have experienced a turbulent history. They have engaged in battles to protect the Chinese Emperors against warlords and foreign invaders and to defend their Temple against attack. Their involvement in these military campaigns further developed their martial arts.

The first thing that stands out is that these various forms of monastic life have a tendency to set themselves apart, to separate themselves from the world in isolation from the rest of men. This isolation often has an exterior sign, a wall, a reserved enclosure, access to certain buildings being reserved to the ascetics. Yet frequently they insist rather on the cloister of the heart. This separation from the world is indicated by a distinctive habit and a special way of cutting the hair. It is ratified by different rites of aggregation or initiation. We also find ascetic practices such as celibacy, at least temporarily, and poverty understood as detachment.

These practices are meant to encourage interior vigilance. They do not insist very much on obedience which is considered to be the consequence of a general openness or availability developed through meditation. On the other hand great stress is placed on absolute docility to a spiritual master. Finally, the third essential element: mystical aspiration that is to say a profound sense of the Absolute and a desire for communion with this absolute reality. This is perhaps the deepest foundation of the monastic life, for it is the source of a keen awareness of the radical insufficiency of this changing world. It is the driving power of the two other elements: separation from the world and ascetic practices.

Step 1: Attributes

Roll attributes as normal. Then +1 WIS, +1 STR, +2 DEX, and +2 CON. To qualify as a Monk he must have a minimum DEX of at least 15, CON 14 and WIS 14. Hit points = CON +8, +8 per level.

Step 2: Skills

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

1 form of Artistry

Beg

Endurance

Knowledge Alternative Medicine

Knowledge Religion

Unarmed Combat Martial Arts

Step 3: Abilities

Monks gain the following free;

Chi Mastery - Characters can tap into the world's natural Chi at a rate of INT + WIS x2. Chi is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Chi per level.

The character gains 60 points to spend on any of the abilities below.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Cleansing Spirit	5	The ability to heal oneself by drawing on the surrounding Chi via meditative trance. He is also able to expunge any foreign parasites from the body including drugs, normal diseases, toxins and poisons. In the case of lethal viruses it gives a +1 save (eg. ebola) per Chi used. Heal 1 HP per Chi focused on it.
Disabling Touch	5	The ability to touch and paralyse different parts of the body for D6 minutes per level. Requires 2 successful paralysing touches on the same opponent to paralyse the entire body. The character can also dislocate the joints of any opponent, and even break bones.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Divine Catch	5	The Monk can catch any object thrown at him at a rate of 1 per 3 DEX, or arrows/bolts at 1 per 4 DEX within 1 combat melee.
Focused Attack	5	Every Chi spent while concentrating on the target gives either an additional +1 to Thac0 or +1 to damage (must decide before using it).
Grab Blade	5	Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate DEX rolls.
Leap	5	+1 metre per Chi expended.
Sense Disturbance	5	The Monk can sense when there is something wrong in an area he has just entered. This includes sensing traps, ambushes and even if the area is just plain dangerous to him (such as radioactive or disease). He know the direction and threat level.
Spellcast	10	Monks can learn any spells with the exception of Biomantic, Diabolical, D'arque, and Divine. Monks can tap into the world's natural mana at a rate of INT + WIS x2. 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 nature of the magic (including whether it is harmful or helpful).
Whirlwind	5	For every 1 Chi used can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Career

Dojo Master, Bodyguard, Missionary, Scout, Preacher and Beggar.

ORACLE

At first the Oracle was under the strict domination of Krisa. It was liberated in 590 BC, and it is from this date that the true history and fame of Delphi essentially began. A number of Sacred Wars broke out for control of the Oracle. The Phokians, Amphissans and even the Athenians vied to avail themselves of its great wealth, interfering with the independence of the priests and the little world that revolved about them. In 191 BC the Romans became masters of Delphi. This was a period of waves of pillaging raids but also attempts to revive the Oracle. However, nothing could halt Delphi's decline and eventually it ceased to be regarded as the navel of the world.

Oracles responded to the questions of visitors while in a trance; her inarticulate cries were interpreted and written down by an official interpreter, in earlier times in

hexameter verse, then later in prose. These oracular responses were notoriously ambiguous, and their interpretation was often only 'deduced' after the event to which they referred. This, however, did not deter visitors from journeying to Delphi from all over the Mediterranean. During the course of the 8th and 7th centuries BC, the sanctuary grew in prestige as it received splendid dedications from legendary kings such as Gyges and Midas.

Its political role expanded in the 7th century BC, when it became the seat of the Amphictyony, and individual cities began to build along the Sacred Way leading up to the temple - treasuries in which the cities' dedications to Apollo were guarded, and monuments commemorating the cities' successes. Inter-city rivalry also played out in the Pythian games at which athletes and musicians from all over the Greek world competed. This festival, which originally took place every eight years, was expanded after the first Sacred War and held every four years on a scale that rivalled the Olympic games. Thus Delphi could rightfully sustain its mythical claim of being the navel of the Greek world.

Whoever wished to consult the Oracle was obliged to pay a tax, the "telono", which gave him the right to approach the great altar of Apollo to offer sacrifices (boars, goats or bulls). Having purified herself in the water of the Kastalian Fountain, Pythia bent over the Navel of the Earth (the Sacred Stone), ate a laurel leaf and, inhaling the vapours emitted from the chasm, entered a state of ecstasy, uttering incoherent words. These were then composed into verses by the Priest, while the interpreter endeavoured to render some meaning out of the prophecy.

Characters are gifted or cursed with the ability to see into the future and will often be sent visions by the god of their religion of upcoming catastrophes orchestrated by Chaos and its followers. Oracles must all come from Delphi in Achaea.

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;

Knowledge Astral

Knowledge Astrology

Knowledge Dreamscape

Knowledge Magic

Knowledge Mythology

Knowledge Philosophy

Step 3: Abilities

Oracles gain the following free;

Divination - This power confers precognitive flashes which can be used to determine correctly the procedure for overcoming a problem or surviving (eg. escape a trap, defuse a bomb, etc). These flashes can detect a weakness in any opponent or structure within the hero's line of sight, sense concealed people or objects within his line of sight and detect any lies told by anyone talking to him. He can see events into the future up to 1 minute per WIS. This doubles every level. Although a free ability he can choose to double his vision for every 5 points spent.

The problem with this ability and character lies in two areas; the flexibility of the timestream and the preparedness of the GM. One problem with the power is that the timestream is extremely malleable. Each decision made creates an alternate timeline, a parallel Earth almost but not quite identical to the version of earth where your campaign occurs. Each vision is an event that will come to pass in some time stream somewhere. It need not be the hero's impending timeline. That's where Precognition comes in. Each precog vision gives the hero a chance to consciously shape his world's timeline. Because of this the envisioned event might never come to pass, at least not where the hero is concerned.

This leads to the second problem, that of GM preparedness. To accurately and realistically portray precognition the GM would need to work out a detailed timeline of the campaign's future events, including variables that account for probable player actions.

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

Ability	Cost	Notes
Clairaudience	5	The Oracle can tune in to any location that have been to before or person that have met and listen for 1 minute per WIS, +1 per level. In this case he can hear distant sounds and voices despite any intervening distance or barriers. The power is not hindered by factors that affect normal sound transmission such as distance, time lag, muffling, distortion or the absence of a transmitting medium. Because of this Clairaudience has superior range over any enhanced hearing. Only Clairaudience enables the character to hear across a vacuum for example. Unfortunately Clairaudience can act as a pipeline to direct another's Psionic or Sonic attacks toward the character. Because of this side-effect the character is +1 to resist such attacks. These attacks need not even be aimed at the character but might still affect the character if the other Power is being used in the area the character is spying upon. When the power operates it overrides the character's

Ability	Cost	Notes
		natural hearing. Distant sounds are sensed at their original volume level. The power is normally a voluntary power that must be summoned.
Clairvoyance	5	The character can tune in to any location that have been to before or person that have met. The duration is 1 minute per WIS, +1 per level. The character can see distant sights without directly seeing it with his eyes. The character receives a visual simulation of what he would see if he were actually present at the scene. The power is not hindered by any of the factors that affect normal light transmission such as distance, blockage, obscurement, and time lag. It can be used to see things that are impossible for a telescope or Telescopic Vision. When in use the power overrides normal vision. Normally the power is consciously controlled.
Danger Sense	5	This power automatically warns the character about impending danger. It actively gives him a sense of imminent danger with a warning time of 1 minute per 5 WIS, +1 minute per level. Will know direction and threat level. +1 to Perception. Gain +1 willpower save per 5 WIS, and +1 every 2 levels.
Determine Death	5	This allows the character to determine the exact cause of death of a corpse. He can also see whatever the recipient corpse saw at the very instant of death with the intent of learning the identity of the murderer, or at least the location of death. As a side effect by looking at a person he can sense if they are about to die within the next 24 hours, and if so how.
Diagnose	5	By carefully laying on hands, the character can sense the subtle currents of living energy within an organism. He can detect any flaws within this energy flow and diagnose ailments and injuries.
Dreamwalk	5	This character can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. 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 character has other powers these exist in

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		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 character's real body. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds exist within the greater Dreamscape and as such some Dreamworlds touch each other and it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.
Empathic	5	The character can detect the emotional state of any one person within his line of sight or 20 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.
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.
Spellcast	5 each	The cost is for each sphere of magic the Oracle wants to learn from. The first sphere must be from DreamSpeak and half his spells must always be from here. 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 Psionic, Illusion, Common, DreamSpeak and D'arque. Oracles 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.
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

Prophets are in demand everywhere being both respected and feared.

PALADIN

The paladins, sometimes known as the Twelve Peers, were the foremost warriors of Charlemagne's court. They first appear in the early chansons de geste such as The Song of Roland, where they represent Christian valour against the Saracen hordes. The paladins and their associated exploits are largely later fictional inventions, with some basis on historical Frankish retainers of the 8th century and events such as the Battle of Roncevaux Pass and the confrontation of the Frankish Empire with Umayyad Al-Andalus in the Marca Hispanica. In their earliest appearances the paladins were not the companions of Charlemagne, but of his vassal Roland.

This Roland is based on the historical figure Hruodland, who is mentioned by Charlemagne's biographer Einhard as a Lord of the Breton March who died in the Battle of Roncevaux Pass; nothing else of him is known. By the end of the 12th century the paladins were increasingly thought of as an association reporting to the king after the fashion of the Round Table; the earliest romance to portray them in this way is Fierabras, dating to around 1170.

The names of the twelve paladins vary from romance to romance, and often more than twelve are named. The number is popular because it resembles the Twelve Apostles giving the king the position of Jesus as a reminder of his holy mission as ruler. All Carolingian paladin stories feature paladins named Roland and Oliver; other recurring characters are Archbishop Turpin, Ogier the Dane, Huon of Bordeaux, Fierabras, Renaud de Montauban and Ganelon. Tales of the paladins once rivalled the stories of King Arthur and the Paladins of the Round Table in popularity. The paladins figure into many chansons de geste and other tales associated with Charlemagne.

Through a select, worthy few shines the power of the divine. Called paladins, these noble souls dedicate their swords and lives to the battle against evil. Paladins, crusaders, and law-bringers, paladins seek not just to spread divine justice but to embody the teachings of the virtuous deities they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline.

As reward for their righteousness, these holy champions are blessed with boons to aid them in their quests: powers to banish evil, heal the innocent, and inspire the faithful. Although their convictions might lead them into conflict with the very souls they would save, paladins weather endless challenges of faith and dark temptations, risking their lives to do right and fighting to bring about a brighter future. They are well-known around the world for their extraordinary courage in the face of danger.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 STR, +2 DEX and +3 CON. To qualify as a Paladin he must have a minimum STR of at least 15, DEX 14, and CON 14. If he wants to use magic also at least INT 12 and WIS 11 is necessary. Hit points = CON +12, +12 per level.

Step 2: Skills

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

Knowledge Heraldry

Knowledge Magic

Knowledge Religion

Knowledge Undead

Ride Land Animal

1 Weapon Group Specialty

Step 3: Abilities

Paladins gain the following ability free;

Patron God - All the Paladin's powers come from their God. If they perform acts contrary to their God's teachings they may lose their abilities. A paladin must be of lawful good alignment and loses all class features except skills if he ever willingly commits an evil act. Additionally, a paladin's code requires that he respect legitimate authority, act with honour (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

They can at any time visit any holy order belonging to their God and have any supplies, weapons and equipment replaced for free. He will also receive free lodging and meals from them.

Paladins 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>
Faith	5	Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.
Follower	5	The Paladin has a Squire follower. He is wholly reliable and someone the character can trust, a friend. He can be of great use providing information, equipment, or support and help in times of need. The Squire will travel with the character, fight back to back, and may even give his or her life for the character. The Squire can be created just like a player character. They can have advantages totalling no more than points, or one disadvantage of any value. A player will receive a negative reaction for betraying an ally. If continued the player will lose the ally and will have to spend the initial amount of points and a resolving adventure to get the ally back or a new one to take its place. If the ally dies on its own, then the character may slowly develop another ally without the cost of any points.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		The Ally may earn experience but it will be up to the GM to give the ally his experience not the player.
Healing Hands	10	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 Artifact	5	Start with 30 points to use on the Artifact Creation table below.
Holy 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 nature of the magic (including whether it is harmful or helpful).
Prestige	5	This Paladin's family is well known, and is recognised on a D100 roll of 1-25. This increases by +25 each time rebought up to 1-96. 97-00 is always a failure. Those who recognize him will defer to his authority and (unless a family enemy) will want to be his friend.
Sermon	5	Allies are immune to panic or being routed so long as the character continues fighting alongside them. He can also rally any previously routed by giving a stirring speech.
Spellcast	10	A Paladin who can cast spells is automatically bestowed all the spells within the Divine sphere and cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose this ability. Paladins can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Summon Steed	5	This Paladin can summon the service of an unusually intelligent, strong, and loyal steed to serve him in his crusade against evil. This mount is usually a heavy horse (for a Medium paladin) or a pony (for a Small paladin), although more exotic mounts, such as a boar, camel, or dog are also suitable. This mount functions as an animal companion, with an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Turn Undead	5	Undead are destroyed unless they spell save. If they do save they lose half their HPs in damage (See the table below). Also the Paladin gains +4 to all combat rolls against all types of undead (Thaco and AC). This increases by +1 per level.

Holy Artifact Creation Table

Roll 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 rings, a bracelet and a helmet.

- 01-03 Armour, Ancient
- 10-12 Shield
- 13-15 Helmet, Ancient
- 19-21 Gauntlet
- 22-24 Sword
- 25-27 Axe
- 28-30 Bow
- 31-33 Crossbow
- 34-36 Mace
- 37-39 Knife
- 40-42 Hammer
- 43-45 Flail
- 46-48 Staff
- 49-51 Spear
- 52-54 Halberd
- 55-57 Trident
- 67-69 Bracelet
- 70-72 Ring
- 73-75 Necklace
- 76-78 Amulet
- 79-81 Crown
- 82-84 Earring
- 85-86 Belt
- 87-88 Crown
- 89-90 Wand
- 91-92 Sceptre
- 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.

Step 4: Careers

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

Step 5: Disadvantages

As a Paladin you answer to your deity and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each.

Turning Undead Table

This table shows what types of Undead the Paladin 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

PLANT KING

Plant Kings are the final defenders of the forest. He searches for understanding of nature's secrets and the world's plant life. Since most Plant Kings have little use for civilization, they tend to be loners, watching the years pass by from their groves. Adventuring Plant Kings are rare, but those who do exist are marvellous to behold. They tend to take their gardens with them, often bringing several plant creatures, such as animated trees along on adventures. Plant Kings tend to be soft-spoken, easygoing individuals - right up until someone lights a torch and threatens living plants.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +10, +10 per level.

Step 2: Skills

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

Garden
 Knowledge Alternative Medicine
 Knowledge Fauna
 Knowledge Flora
 Knowledge Herbalism
 Tree Walking

Step 3: Abilities

Plant Kings start with the following ability free;

Plant Ally - The Plant King can establish telepathic communication with any plant within line of sight if he does nothing else in the round. No minimum INT required. This has the following benefits:

He can alter the plant, giving it intelligence. It will answer any of his questions. Further he can then recruit this plant as an ally. Once he does so he permanently psionically links with the plant 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. He can have one ally per 5 WIS.

Additionally Plant Kings 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>
Control Plants	5	The character can take control of any plants within an area of 100 metres per WIS radius, +100 metres per level. Up to 1 plant per WIS of choice, +1 plant per level. They will obey any telepathic commands from the character.
Enhance Ally	5	The character must already have the Plant Ally ability to use this. With this he can temporarily transfer physical attribute points from himself to one of his plant allies. He can only do this with STR, DEX, CON, MR and HPs. He can transfer as many points as he wants but none of his attributes can drop below one point. If either he or the plant are rendered unconscious then all the points revert back to him.
Heal Plant	10	The ability to heal any plant at phenomenal rates. The character must touch the plant for 1 minute uninterrupted to perform the following healing; <ul style="list-style-type: none"> 1) Restore 1 HP per INT, +1 per level per 10 minutes. 2) 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. 3) Negate all pain for 1 minute per INT, +1 minute per level. 4) 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.
Natural Chameleon	10	Using this ability the Plant King can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, or any other wilderness area with dark or shaded terrain. When hiding he 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 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. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra,

Ability	Cost	Notes
Nature Survival	5	Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain. Due to a Plant King's extensive experience and training in jungles and forests they gain +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 he may either take an additional +1 with their terrain OR choose a new terrain.
Plant Abilities	5	The Plant King can draw on certain abilities from plants for a temporary duration. Each plant ability lasts only so long as an plant remains within a 10 metre radius per WIS, +10 metres per level. Can copy the abilities of 1 different plant per 5 WIS at the same time, +1 plant per level. If there are more different plants present than can copy then may choose which abilities he copies. Some examples can be found here under the Plant Mimicry power.
Possess Plants	5	This character can transfer his mind into any plant within his line of sight. Once inside he takes over the body completely (the victim will remember nothing from moment that he is taken over). He can still use his own skills but not any other powers he may have. If taken twice he can transfer his entire body.
Sense Plants	5	The Plant King can detect the presence of any plants within an area of 100 metres per WIS radius, +100 metres per level.
Talk to Plants	5	The character talk to plant life forms and understand their reactions. He can speak and understand, and where possible read and write any plant language he comes into contact with at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for. This will apply more to an evolved plant race.
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

Gameskeeper, Plant Breeder, Zookeeper, Plant Liberationist.

RANGER

Rangers boast the courage and strength of a warrior, and the stealth and self-reliance of a thief. They combine the Ranger's affinity for the outdoors with the devotion of a hunter, a tracker, and a survivalist. They are one with nature, sworn to protect the inhabitants of the wilderness and preserve the integrity of the land.

The ranger's origins can be traced to the time when isolated human settlements were first founded in areas of unclaimed wilderness, or in areas occupied only by savage humanoid tribes. Those who were at first hunters, trappers, and guides were turned by the necessities of survival into canny wilderness warriors; and ultimately into the principle protectors of the scattered settlements of humans and demihumans, which had to fend off countless humanoid raids.

Few in number, but effective far beyond the power of local militias or the occasional military patrol of a ruling lord, the rangers have kept a protective watch on the forward frontier of human expansion. There are seldom more than one or two to be found in any place, but somehow, as a group, they manage to cover huge areas of the frontier. Where the tide of expansion has been turned back, they are the last to fight a desperate rear guard action against encroaching hordes of evil humanoids.

In more civilized areas, it is common for kings and wealthy nobles to annex large tracts of forests for personal use. Some are maintained as private game preserves, others are harvested for the valuable timber. As a king's wilderness holdings grow, so does the need to protect them. But suitable candidates are hard to come by. Often, from among local woodsmen and hunters, able-bodied and trustworthy retainers are recruited as forest justices or wardens. Skilled in the management of land, wilderness survival, and natural lore, the forest justices are charged with guarding the king's holdings, preserving his game from poachers and his subjects from outlaws and brigands.

In other places, the local authorities have either lost control or become tyrannical. Perhaps the local order has broken down and the land is overrun by bandits or robbers. Perhaps a bad ruler has taken over and driven the peasantry beyond all possible tolerance. At such time a hero may arise, striding out of the wilderness, setting right the wrongs, returning a just overlord to power, and then disappearing back into wild and unknown lands. Such is the stuff of legends. Such is the legacy of the ranger.

Step 1: Attributes

Roll attributes as normal but an INT of at least 15 and CON 14 is necessary. Hit points = CON +10, +10 per level.

Step 2: Skills

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

Acute Hearing

Knowledge Fauna

Knowledge Flora

Knowledge Magic

Orienteering

1 Weapon Group Specialty

Step 3: Abilities

Rangers start with the following ability free;

Chosen Enemy - Choose one enemy from among the following; Demons, Dragons, Undead (includes spirits), Monsters, or a specific supernatural race. The Slayer has been tasked with destroying them all wherever and whenever he encounters them. As a result he receives +4 to all combat rolls against this type of enemy (Thaco and AC). This increases by +1 per level.

Rangers 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>
Animal Empathy	5	Rangers 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.
Detect Noise	5	+1 Initiative and +2 vs. Surprise when the ranger is in his specialty terrain.
Natural Chameleon	5	Using this ability the Ranger 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 Ranger can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe

Ability	Cost	Notes
		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 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 Heal	5	A Ranger 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. 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 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.
Nature Stealth	5	Moving with a minimum of sound, its almost as if he's walking on air. Even creatures with the sharpest ears are no 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 WIS x1 round
Nature Survival	5	A Ranger may select a particular type of terrain as his specialty area of survival. Due to his extensive experience and training in this terrain, the Ranger 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 Ranger may either take an additional +1 with their terrain OR choose a new terrain.
Ranged Weapons	5	+1 Thac0 and an additional +1 every 3 levels.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Spellcast	10	The cost is for each sphere of magic the Ranger wants to learn from. The first sphere must be from Faerie. 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 Faerie, DreamSpeak, Geomantic, Common and any Elemental. Rangers can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Strafe	10	Each time bought the character can hit one additional foe in range if using a ranged weapon.
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

Naturopath Healer, Gameskeeper, Animal Breeder, Bee Keeper, Plant Breeder, Tracker, Hunter, Fighter, Scout.

SAMURAI

The word samurai has its origins in the pre-Heian period Japan when it was pronounced saburai, meaning servant or attendant. It was not until the early modern period, namely the Azuchi-Momoyama period and early Edo period of the late 16th century that the word saburai became substituted with samurai. However by then the meaning had already long before changed.

During the Heian period, saburai came to refer especially to the guards of the imperial palace and to those who carried swords. These forerunners of what we now know as samurai had ruler-sponsored equipment and were required to hone their martial skills in all times. However, the actual armies of the emperor on the other hand, were nothing but groups of conscripts assigned to provincial areas of Japan in case of war or rebellion.

They were modelled after continental Chinese armies and were composed by a third of the able-bodied adult male population, however, in contrast to the imperial guards, each soldier had to supply his own weapons and support himself. In the early Heian, the late 8th century the emperor Kammu sought to consolidate and expand his empire in northern Honshu.

Trained in mounted combat and archery, they came to be exclusively used by the emperor to put down rebellions, while the armies were eventually fully disbanded. By the mid-Heian, they had adopted Japanese style armour and weapons and laid the

foundation of bushido. For most of the later feudal period, the era of the rule of the samurai, term yumitori (bowman) remained as an honorary title of an accomplished warrior even when swordsmanship had become more important. Kyujutsu, Japanese archery is still an important part of the war god Hachiman.

Originally these warriors were little else than hired soldiers in the employ of the emperor and noble clans. But slowly they gathered enough power to eventually usurp the power of the emperor and establish the first samurai dominated government. As the regional clans allied with each other and gathered manpower and resources, they formed a hierarchy centred around a toryo or chief. This chief was a distant relative of the emperor and lesser member of one of three noble families, the Fujiwara, Minamoto, or the Taira.

Though originally sent to provincial areas for a 4 year term as a magistrate, after completion of their term knowing that they would only be able to take only sideline roles in the government they decided to stay and not to return to Kyoto. Their sons inherited their positions and continued to lead the clans in putting down rebellions throughout Japan during the middle and later Heian.

Because of their military and economic power the clans eventually became a new force in the politics of the court. Their involvement in the Hogen Rebellion in the late Heian only consolidated their power and finally pit the rival Minamoto and the Taira against each other in the Heiji Rebellion of 1160. Emerging victorious Taira no Kiyomori became an imperial advisor, the first warrior to attain such position and eventually seized control of the central government establishing the first samurai dominated government and relegating the emperor to a mere figurehead.

Various samurai clans struggled for power over Kamakura and Ashikaga Shogunates. During the 14th century seppuku, the ritual suicide became more common. Sengoku jidai (warring-states period) was marked by the fact that caste was still somewhat flexible. Those born into other social strata could sometimes make name for themselves as warriors and become de facto samurai. Formal bushido did not count for much when 150 warlords fought for dominance.

During the Tokugawa era samurai increasingly became courtiers, bureaucrats and administrators rather than warriors and the daisho, the paired swords of samurai (katana and wakizashi) became more of a symbolic emblem of power rather than a weapon used in daily life. They still had the legal right to cut down any commoner who did not show proper respect; in what extent this right was used is unknown.

When the central government forced daimyos to cut the size of their armies unemployed ronin actually became a social problem. The last hurrah of original samurai was in 1867 when samurai from Choshu and Satsuma provinces defeated the shogunate forces in favour of the rule of the emperor. Emperor Meiji abolished the samurai status in favour

of more modern, western-style army, retaining only the katana for officers. Japanese soldiers still maintained some semblance of bushido all the way to the World War Two. Some samurai bloodlines like house of Honda have had influence in Japanese business and politics.

The cream of any Nipponese Warlords army are his Warrior Samurai. To be one usually requires that one be from the genteel classes or have performed a great service for their lord, and they must adhere to a warrior code demanding fearlessness, loyalty, and a rigid set of rules regarding behaviour. These Warrior Samurai are highly trained and skilled fighters whose lives focus around the honourable service to their lord.

They are known for there complete and utter dedication to their lord, and should a Warrior Samurai fail their lord, they are known to seek the only means of apologizing to their lord, by committing suicide. A small handful chose to redeem themselves by becoming Kamikaze Suicide Bombers. These Kamikazes carry a gunpowder cask upon their back and charge their foes, detonating it as soon as they reach their enemies.

Warrior Samurai are trained and pride themselves on their martial skills: horsemanship, bowmanship, and their swordsmanship. A well armed and armoured samurai can usually best the poor and unmotivated conscripted soldiers that make up much of Nipponese armies. However Samurai usually avoid these ashaguru and seek out enemy Samurai, desiring an opponent more there equal. Many battles degrade into individual duals between opponent samurai, and at the end of a battle, the surviving and victorious Samurai return to their lord bearing the severed heads of worthy foes taken in battle, and offer them to the Lord as gifts.

The prime duty of a Samurai is to serve and obey his Daimyo in all things. In doing so he gains honour and importance in the world. A Samurai lives by the code of Bushido; Obey his lord.

Be ready to die at any time, to die in his lord's service is the greatest service a Samurai can render.

There is no such thing as failure, only death or success.

No dishonour can go unavenged, a dishonour to one's lord or family is also a dishonour to the Samurai. Cowardice is dishonourable.

Mercy is not due the enemy.

All debts, both of vengeance and gratitude are repaid.

Some have made the dangerous crossing over the ocean to seek a new way of life within the Roman empire.

Step 1: Attributes

Roll attributes as normal. Then +3 WIS, +2 STR, +3 DEX, +4 CON, and +20 MR. To qualify as a Samurai he must have a minimum DEX of at least 15, and CON 14. Hit points = CON +8, +8 per level.

Step 2: Skills

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

1 type of Armour Mastery

Knowledge Heraldry (Japanese Houses)

Reflex Mastery

Unarmed Combat Martial Arts

Weapon Group Specialty Bow

Weapon Group Specialty Long Blades

Step 3: Abilities

Samurai gain the following free;

Chi Mastery - Characters can tap into the world's natural Chi at a rate of INT + WIS x2. Chi is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Chi per level.

The character gains 35 points to spend on any of the abilities below.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Ancestral Guidance	5	This character can call on the spirits of his ancestors for advice. If you want to know something the GM must determine whether or not your ancestors know the answer.
Blade Grasp	10	Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate DEX rolls.
Cleansing Spirit	5	The ability to heal oneself by drawing on the surrounding Chi via meditative trance. He is also able to expunge any foreign parasites from the body including drugs, normal diseases, toxins and poisons. In the case of lethal viruses it gives a +1 save (eg. ebola) per Chi used. Heal 1 HP per Chi focused on it.
Disabling Touch	5	The ability to touch and paralyse different parts of the body for D6 minutes per level. Requires 2 successful paralysing touches on the same opponent to paralyse the entire body. The character can also dislocate the joints of any opponent, and even break bones.
Feign Death	10	The character can enter a death like state for one minute per WIS.
Focused Attack	5	Every Chi spent while concentrating on the target gives either an additional +1 to Thac0 or +1 to damage (must decide before using it).
Kawasu	10	Can use a melee weapon which are skilled in to deflect any thrown at rate of 1 per 3 DEX within 1 combat melee, or deflect arrows/bolts at 1 per 4 DEX within 1 combat melee.
Kyudo	5	For every 1 Chi used can hit one additional foe in range if using a ranged weapon.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Leap	5	+1 metre per Chi expended.
Whirlwind	5	For every 1 Chi used can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Career

Ronin, Bodyguard, Scout, and Mercenary.

SKY KNIGHT

Long ago the major empires learned that the sky was a place where wars could be won or lost. Dragons of great power, magical beasts, giant birds, and awesome spells brought warfare to the skies, and the rulers decided to establish a special force of the greatest of their holy knights to watch the sky against dangerous invaders. Thus the Sky Knights, appointed dragon slayers and aerial combatants, were formed. As part of their duties, the Sky Knights were stationed to watch the skies against magical or draconian attack.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 STR, +2 DEX and +3 CON. To qualify as a Knight he must have a minimum STR of at least 15, DEX 14, and CON 14. If he wants to use magic also at least INT 12 and WIS 11 is necessary. Hit points = CON +12, +12 per level.

Step 2: Skills

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

Knowledge Heraldry

Knowledge Magic

Knowledge Religion

Ride Air Animal

Choose 1 Weapon Specialization

Weather Sense

Step 3: Abilities

Knights gain the following ability free;

Mount - At first level, the knight can designate a single animal or monster which can fly which he has personally trained to bear him in combat as his bonded companion. This is a process which takes 8 hours of interaction with it. The process can also replace a bonded companion that has perished or been released from service. Upon completion he becomes permanently psionically linked with his mount. At any point he may see through its, 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. Examples of mounts include giant birds, hippogriffs, dragons.

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

Ability	Cost	Notes
Aerial Manoeuvres	5	The Sky Knight can move his mount in complex aerial patterns to make him harder to hit. If he makes a successful evade roll against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used even if the Sky Knight is wearing medium or heavy armour. A helpless Sky Knight does not gain the benefit of evasion. He gets a +1 Dodge bonus per 5 DEX to his AC when doing this. He can also withstand the sudden high-G forces of extreme acceleration for short periods, +1 per 5 CON on any roll to avoid the effects. The character is also immune to wind shear.
Divine 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. It can be used once per day per 5 WIS. See the table below.
Divine 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 nature of the magic (including whether it is harmful or helpful).
Fearless	5	The knight has no fear of heights no matter how far up. +3 with balance save, and +2 to willpower save.
Keen Eye	5	Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.
Patriot	5	All supplied weapons and equipment are replaced for free if the Knight visits a city which is a part of or friendly to his Lord's Empire.
Reduce Fall	5	This allows him to fall a large distance without suffering harm. The Sky Knight suffers damage from any fall as though it were 10 metres less. At each subsequent level, this ability increases so that the Sky Knight ignores 5 more metres when determining falling damage.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Spellcast	10	A Knight who can cast spells is automatically bestowed all the spells within the Divine sphere and cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose this ability. Knights can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Strafe	5	Each time bought the character can hit one additional foe in range if using a ranged weapon.
Undead Enemy	10	Choose 1 specific undead enemy; +4 to all combat rolls against this type of undead (Thaco and AC). This increases by +1 per level.

Step 4: Careers

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

Step 5: Disadvantages

As a Knight you answer to your deity and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each.

SLAYER

The Slayer has been bestowed with special abilities for destroying the evil forces of the world, and resisting the unnatural powers that these creatures possess. Whether seeking revenge, atonement for some failure or disgrace or some other motive the Slayer has dedicated his life to ridding the world of these beings. The most common are Dragon Slayers, Undead Slayers and Monster Slayers.

Step 1: Attributes

Roll attributes as normal but WIS +5, STR +10, DEX +5, CON +10, MR +10, Hit points = CON +12, +12 per level.

Step 2: Skills

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

Knowledge Demons

Knowledge Monsters

Knowledge Undead

Unarmed Combat Martial Arts

One Weapon Group Specialty (must be melee)

One Weapon Specialisation

Step 3: Abilities

All Slayers start with the following ability free;

Chosen Enemy - Choose one enemy from among the following; Demons, Dragons, Undead (includes spirits), Monsters, or a specific supernatural race. The Slayer has been tasked with destroying them all wherever and whenever he encounters them. As a result he receives +4 to all combat rolls against this type of enemy (Thaco and AC). This increases by +1 per level.

Slayers 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>
Holy Aura	5	The enemy can see the character's true aura and will suffer -1 per 2 WIS on all their rolls.
Holy Immunity	5	To any form of Diabolical magic, supernatural special attacks (including fear) and all types of Possession. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18.
Holy Inspiration	5	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. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Holy Leap	5	In combat the warrior may leap over intervening enemies one metre per 2 STR even if he would otherwise be pinned. He may then attack an enemy that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.
Holy Parry	5	Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 DEX within 1 combat melee, or deflect any arrows or bolts at a rate of 1 per 4 DEX within 1 combat melee.
Holy Preservation	5	This is an emergency lifesaver. It 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 every 24 hours.
Holy 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 nature of the magic (including whether it is harmful or helpful).

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Holy Walk	5	The Slayer is able to move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no 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.
Holy Whirlwind	5	Once per hour can triple the number of attacks in one combat.
Spellcast	10	A Slayer who can cast spells is automatically bestowed all the spells within the Divine sphere and cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose this ability. Slayers 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.

Step 4: Careers

There is only one career; slaying all your enemies.

Step 5: Disadvantages

Regardless of their intelligence level all the Slayer's chosen enemy will recognize him for what he is and treat him as the greatest threat, ignoring other characters present.

STALKER (ELVEN)

Renowned for their impressive longbows, Elven Stalkers are skilled hunters whose understanding of the woods allows them to move seemingly unhindered through thick brush and dense undergrowth. They are feared throughout the whole world for the deadliness of their archery and rightly so. They are also at times utilised as bodyguards for Highborn and Noble Elves.

They have honed their skills to a point where they can remain concealed and unmoving for days on end and then let loose a volley of arrows instantly and with deadly precision, without the foe ever seeing their attackers. Stalkers spend most of their time honing their weapon skills, studying the habits and anatomy of foes, and practicing combat manoeuvres. They roam the wilderness hunting their enemies, defending their ideals, and honing their skills, but the ways in which they do so are as varied as the flora in a rainforest.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +1 STR, +2 DEX and +2 CON. To qualify he must have a minimum STR of at least 13, DEX 14, and CON 14. Hit points = CON +12, +12 per level.

Step 2: Skills

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

Crackshot

Fast Draw

Reflex Mastery

Unarmed Combat Elven Martial Arts

Weapon Group Specialty Bow

1 other Weapon skill of choice

Step 3: Abilities

Stalkers start with the following ability free;

Blurred Attack - The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.

Additionally Stalkers 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>
Grab Blade	10	Can catch a blade of any size without being cut and then pull it from the attacker, requiring 2 separate DEX rolls.
Keen Eye	5	Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.
Leap of Death	5	In combat the warrior may leap over intervening monsters one metre per 5 DEX even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.
Missile Catch	10	The Dancer can catch any object thrown at him at a rate of 1 per 3 DEX, or arrows/bolts at 1 per 4 DEX within 1 combat melee.
Parry Missile	10	Can use a melee weapon which are skilled in to deflect any thrown at rate of 1 per 3 DEX within 1 combat melee,

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		or deflect arrows/bolts at 1 per 4 DEX within 1 combat melee.
Run like the Wind	5	For CON x1 minute MR and endurance related to that running are tripled.
Spellcast	10	Stalkers can learn any spells with the exception of Biomantic, Chronomantic, Divine, Duh and Urbana. Half the spells must be Combatic though. They 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.
Stealth	5	The character learns to become one with his surroundings, remaining motionless, and moving silently when necessary. This even applies to moving silently into, through and out of water.
Strafe	5	Each time bought the character can hit one additional foe in range if using a ranged weapon.
Whirlwind	5	Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.

Step 4: Career

Almost anything really though more likely to be a bodyguard, mercenary or in some form of army.

STORM WARRIOR

Magic genes are portions of human DNA that determine whether a person will have magical abilities. Those people born with the genes active are magic users or Mysticis Disciplinis, while those who have no gene are normal. And then there's those with the dormant gene.

This character has had his genetics and physical structure altered by magic to be the perfect fighting warrior.. stronger, tougher, faster.

But not just anyone can have their body altered this way. The recipient must have the magic gene, and it must be recessive. If he has no gene or it is the active magic gene then the experiment will go terribly wrong, horribly mutating the character.

Step 1: Attributes

Roll attributes as normal then +4 STR, +5 DEX, +3 CON, +6 MR then MR total x3. +1 Attack, +2 Initiative, +1 Thac0. Leap is 4.6mtrs up x 6.1mtrs across, throw is x2 normal range. Hit Points = 30 +4D6 +(4D6 x10).

Step 2: Skills

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

Orienteering

Survival

Unarmed Combat Martial Arts

Weapon Group Specialty of choice

Weapon Twin Specialty

Weapon Two Handed Specialty

Warriors also get to specialise in one area from the list below. All the skills listed in each category are gained free;

Extraction - Specialising in hostage rescue. Alertness, Intel and 4 weapon skills

Fire Support - Specialising in weapons. Weapon Improvisation and 5 other weapon skills

Infiltration - Alertness, Disguise, Gather Info, Impersonate, Intel, and Stealth

Step 3: Abilities

Warriors start with the following ability free;

Supernatural Bonuses - +1 Spell save at levels 2, 5, 8, 11, 14 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.

Warriors gain 30 points which may be spent on buying the following abilities. Each ability may be rebought multiple times.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Better Hearing	5	The character has a much higher hearing range than normally and can hear sounds outside the human spectrum. This gives bonuses to all skill checks that involve sound. His hearing is magnified by x10 for every 5 points spent.
Better Sight	5	His visual range is one mile of distance and can see 20% more clarity and colour, perfect 20/20 vision. This also gives bonuses to all skills of +1 where visual acuity plays an important role. It also gives the eyes a lightning-quick reaction time to adjust to different light levels, as well as the ability to close completely in extremely bright-light situations.
Coma	10	If the character suffers life threatening injuries his body will try to limit damage by directing the blood away from wounds, releasing endomorphins and building alternative blood vessels and nerves to circumvent injuries. If everything else fails his body enters a coma, lowering his

Ability	Cost	Notes
		body temperature, to allow a cryogenic suspension. The recipient heals twice as fast as normal and will appear dead to most people.
Healthy Lungs	5	The lung tissue as well as the structure of the blood vessels are modified in order to allow the user to spend more time underwater, including fully functioning gills. However it neither protects the user against the water pressure, nor does it allow the user to survive completely without air. It is also able to filter toxins out of the air in the lungs, providing the given bonuses to Constitution – checks due to toxins in the air.
Major Willpower	5	The character can control his body to such an extent that he can deactivate things like hunger, pain and sleep. While deactivating pain for example gives a -5 bonus to Resist Pain checks, it can be very dangerous to deactivate it (injuries might kill the character without having been noticed).
Mind Protection	10	The character's brain is altered in such a way as to make it impervious to psionic attack. This may be due to chemical treatment, cybernetic implant, hormonal injections, etc. The result of the treatment is that the character becomes impervious to any form of mental attack (no matter the nature of it), chemicals such as truth serum and LSD, etc. This resistance cannot be reduced or negated by any means. The character is also +4 to save vs. possession (whether by psychic powers, bodiless entities, magic or the power of Transferral/ Possession). He is also +4 to save vs. mentally induced illusions which includes psychic and magic illusions but not physically created ones like holograms or illusions created by super powers. An additional +2 save to both each time rebought.
Really Healthy	10	The character's body is more resistant to harmful elements. +2 vs. body affecting magic and psionic effects, and +6 vs. poisons and toxins. If affected by a disease or toxin the character recovers in half the normal time. These save throws also apply to helpful chemicals. The character takes half damage from heat and cold attacks, is +2 to save vs. radiation, plus the character only suffers half the penalties from sonic attacks, stun weapons, radiation, and other similarly debilitating attacks. The character can also survive in temperatures 50 degrees hotter and colder than a normal member of his race. Also add +2D6 to HPs. All

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		bonuses are increased by an identical amount each time rebought.
Really Tough	10	The character's muscles have been hardened to withstand and deal massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. Gain +5 HPs per CON, and AC is reduced to 3. +4 STR and CON, and +8 to MR. Further the character can leap at double the normal range. +2 HPs, -1 AC, +2 MR, and +1 to STR and CON each time rebought.
Smell Magic	5	The character can literally smell any magic which is active or has been cast within CON x1 metre radius. Even further with a strong wind.
Strong Bones	10	The bones themselves are densified adding +20 HPs and takes half damage from falls, ramming attacks, bear hugs, and any other sort of crushing attack. The character's bones are also unbreakable by any normal means so add a +4 to save vs. bone-breaking attempts via magic, psionics, slamming the finger in a door, etc. This also makes him resistant to any magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body. All bonuses are increased by an identical amount each time rebought.

Step 4: Career

This depends entirely on the character's current status with the people behind his augmentation. See the table below.

The Funding Organisation

Determine who paid for the character's augmentation;

01-20 A single magic user.

21-40 A magic user's guild.

41-60 A secretive government department. Choose a country and agency.

61-80 A secretive agency which works for a king/queen. Choose a country.

81-00 An evil occult organization.

Allies or enemies?

Is the character still with his sponsor and how do they feel about each other?

01-08 Still with the organisation and very well treated. Receives favours and a high wage from them of D10 x100 sestertii per week.

09-16 Still with the organisation and well treated. Receives a moderate wage from them of D6 x50 sestertii per week.

17-24 Still with the organisation and dissatisfied. Treated with disdain by them and

- receives a minor wage from them of D4 x10 sestertii per week.
- 25-32 Still with the organisation and treated like a slave. No wage and is constantly watched. Escape will take some planning.
 - 33-44 Organisation closed down.
 - 45-52 Organisation still exists but has moved onto other experiments or projects. Not interested in the character.
 - 53-60 Left the organisation on very good terms. May receive favours and freelance work from them.
 - 61-68 Left the organisation on good terms. May receive freelance work from them.
 - 69-76 Left the organisation after a fight and is no longer welcome.
 - 77-84 Left the organisation after a major fight and some injuries. Hunted by them at Difficult level. They want him recaptured.
 - 85-92 Left the organisation after a major battle and one or more deaths. Hunted by them at Severe level. They want him recaptured.
 - 93-00 Left organisation after destroying the facility he was kept at with multiple deaths resulting. Hunted by them at Extreme level unless the GM decides the organisation has suffered too greatly financially, in which case they may only be able to afford to hunt him at Severe or even Difficult level. They want him dead.

WANDERING AVENGER

Not all Paladins make it. Some will fail to achieve their goals or fall and lose their faith in what it means to champion law and good. Yet in falling, not all Avengers immediately switch sides to become Fallen, and some, those unsuited to champion lawful goodness, use the knowledge they've gained from their Avenger levels to champion good and law in different ways, drawing strength from their convictions and desire to make the world a better place, even if they themselves are tarnished. They come to grips that they are sinful, but believe they still have the power to improve themselves and others through hard work, dedication, and hotblooded fervour.

Certain in this new path, they continue to fight. While unable to retain the restrictions of their profession, they did not fall to hatred and perform their acts of falling without malice or senseless emotion. They still wish to fight for law and good, and while unable to call the powers of heaven they find sympathy in the minds of other outsiders of law or good. Thus they form a new pact, one of the sanity, loyalty, comfort and protection of one of the neutral gods.

Step 1: Attributes

Roll attributes as normal but due to his hardy training he receives +3 STR, +2 DEX and +3 CON. If he wants to use magic he must have at least INT 12 and WIS 11 is necessary. Hit points = CON +12, +12 per level.

Step 2: Skills

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

Knowledge Heraldry
 Knowledge Magic
 Knowledge Religion
 Knowledge Undead
 Ride Land Animal
 1 Weapon Group Specialty

Step 3: Abilities

Avengers gain the following ability free;

Neutral Patron God - All the Avenger's powers come from their God. If they perform acts contrary to their God's teachings they may lose their abilities. An Avenger must be of chaotic good alignment and loses all class features except skills if he ever willingly commits an evil act. Additionally, his code requires that he respect legitimate authority, act with honour (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

They can at any time visit any order belonging to their God and have any supplies, weapons and equipment replaced for free. He will also receive free lodging and meals from them.

Avengers 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>
Blurred Attack	5	The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in
Inured to pain	5	The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.
Neutral Artifact	5	Start with 30 points to use on the Artifact Creation table below. This is neither really holy or unholy.
Sermon	5	Allies are immune to panic or being routed so long as the character continues fighting alongside them. He can also rally any previously routed by giving a stirring speech.
Spellcast	10	Thanks to some neutral god the Avenger can learn spells from the Combat school. He starts with one spell per INT point over 9, he can learn an equal amount per level whenever this god is feeling in the mood. Thus INT 13 = 4 spells +4 per level. Avengers can tap into the world's

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Summon Steed	5	This Avenger can summon the service of an unusually intelligent, strong, and loyal steed to serve him in his crusade against evil. This mount is usually a heavy horse (for a Medium Avenger) or a pony (for a Small Avenger), although more exotic mounts, such as a boar, camel, or dog are also suitable. This mount functions as an animal companion, with an Intelligence of at least 6. He can establish telepathic communication with it with the following benefits: he can always communicate with it. 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.
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 nature of the magic (including whether it is harmful or helpful).
Turn Undead	5	Undead are destroyed unless they spell save. If they do save they lose half their HPs in damage (See the table below). Also the Avenger gains +4 to all combat rolls against all types of undead (Thaco and AC). This increases by +1 per level.
Whirlwind	5	Each time bought the character can hit one additional foe in range in hand to hand combat or if using a melee weapon.
Wise Counsel	5	The character has a lot of experience in dealing with people. He always knows just the right thing to say when comforting or advising someone.

Step 4: Careers

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

Step 5: Disadvantages

As a Avenger you answer to your deity and order and must obey all of its rules or face exceedingly harsh penalties. You are a part of a organization and must answer to it. Gain the disadvantage of Watched and Code of Honour (mentioned above) at +20 points each. Not even monarchs may stand in the way of your bringing justice to all.

4. SUPERNATURAL, ANCIENT CLASSES

ARCANUS INTELLIGENCE

The term Arcanus Intelligence refers to intelligence as exhibited by a entity made out of mana, or magical energy. A mana intelligence is potentially much more capable of preserving itself than a human because it can feasibly replicate and transmit information between ley lines and other sources of magic.

The character plays an A.I. who is as fully aware as any human.

He can play it as inquisitive, starting with no conception of anything at first and then its personality develops based on its interactions with others.

Or from the start he is determined to expand, replicate, become human, become God..

Step 1: Origin

How did the AI come about?

01-25 A unique, new kind of lifeform which naturally developed within the manascape.

26-50 Part of an existing previously unseen lifeform which naturally developed within the manascape.

51-70 Human/humanoid lifeform which has somehow become trapped in an artifact (by his choice or not) and then his physical body died trapping him.

71-80 Human/humanoid lifeform which has somehow become trapped in the manascape (by his choice or not) and then his physical body died trapping him.

81-90 Extraterrestrial lifeform which has somehow become trapped in an artifact or manascape.

91-00 Extradimensional lifeform which has somehow become trapped in an artifact or manascape.

Step 2: Attributes

Attributes are rolled as normal but only apply in the manascape or in an artifact against other entities. Hit points = CON +12, but do not increase per level. HPs can only increase by being bought. The character only exists in the mana world though, his attributes do not exist in our world. AI characters earn experience points as do normal characters. They may improve attributes, improve or buy new skills, and buy or buy off qualities as would any other character.

Step 3: Skills

Choose skills in the normal manner, at the start they can choose any six skills free.

Step 4: Abilities

A.I.s gain the following abilities free;

Mana Body - As a being made purely of mana AIs are immune to aging, diseases and toxins and don't need to sleep. He is composed of magical Data/Memory, allowing him to interact with objects such as magic weapons, magic equipment or any other object that runs on mana. By entering such a device the A.I. will instantly know everything that is stored in there. However they require some form of storage device to live in whether a wand, jewellery, sword or any other form of mystical equipment. It is also possible for the A.I. to live in a ley line or other source of mana for as long as he desires, or until expelled.

A.I.s start with 35 points to increase attributes or buy powers with, the only thing is that each power instead of being organic is represented by a virtual reality equivalent.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Boost Mana	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.
Distort Spell Damage	5	+1 damage each time bought to any spell he casts.
Distort Spell Duration	5	Spell duration increases by +1 round each time bought for any spell he casts.
Distort Spell Range	5	+25% range for spells each time bought for any spell he casts.
Draw Mana from people	10	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.
Draw Mana from spells	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.
Jaunt	5	Normally the A.I. would need to touch a magical object to enter it. With this ability he can travel without the need for physical contact. He can transmit himself along any ley lines or jump between nearby ones or any sources of mana at a rate of 1 metre per INT per second, +1 metre per level.
Purge Mana Source	5	The A.I. can perform the equivalent of an exorcism on any mana source such as a ley line. Any spirits, entities or other beings hiding within will be forced out.
Spellcast	5	The cost is for each sphere of magic the character wants to learn from. He starts with one spell per I

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Truesight	5	NT 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 of magic and in any combination. Mana = INT + WIS x5. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. 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 5: Careers

Not really possible unless someone comes up with something really creative.

Step 6: Skills

AI's can be trapped in an artifact or a ley line that gets isolated from the rest. An AI can only be destroyed under the following circumstances; if attribute loss from damage reduces one of its mental attributes to zero.

5. ALTERED SUPERNATURAL, MODERN CLASSES

The Allied

A hero with a difference. The character himself has no special powers to speak off. Instead he has a unique psychic link with a special buddy..

Buddies can take any form imaginable, but are universally terrible and powerful; they frequently combine elements from cosmic horror (existing outside of normal dimensions, unnatural physiology etc.) and children's stories. They do not need to eat, drink or breathe, instead feeding on the emotional connections between human beings - especially children, with whom monsters form special bonds. They love their master and will do anything for them, though they are not necessarily obedient.

Step 1: Attributes

Roll up as normal. HPs are CON +4, +4 per level.

Step 2: Skills

Varies. The player and GM need to determine together what type of person he will be. Will you make him a high school geek, an archaeological scholar or a Vietnam vet?

Step 3: Abilities

No abilities for the character, only for his buddy.

The Buddy - Start with 30 points to use on the Buddy Creation table below. Then determine with your GM how you met (if you have met already). Possibilities could include you freed him from a temple in a third world country (eg. Vietnam, Laos, Africa, etc), were near when a dimensional portal opened dropping him through, found him in a crashed spaceship, etc.

Your buddy will be the equivalent of having the Hulk, Pitt or a dragon as your loyal friend. He will understand your needs through your psychic link and will attempt to obey your commands to the best of his ability. If the player is captured his buddy will try to rescue him, but due to its limited intelligence it will not use a subtle plan, more likely to just smash its way through everything. If the player severely mistreats his buddy it will eventually leave, or possibly hurt him in response...

You both receive a +6 bonus to your Willpower due to your shared link. There is also a shared healing factor (see table below).

Step 4: Careers

The character can take any career desired.

Buddy Creation Table

Roll in each of the sections. Alternatively almost any other monster type can be used as your special friend including; Dragons, Elementals (choose type), Golems, Imps, Poltergeists, etc.

Step 1: Determine Body Type

What does he look like? Even with an unusual body he may still appear humanoid.

01-04	Actinoid	Species with a radioactive body chemistry.
05-08	Amalgamate	Integrated co-operative life forms, such as spores.
09-12	Amoeboid	Body form that has no consistent shape.
13-16	Amphibian	Lives both on land and in water.
17-20	Amphipod	Similar to a crustacean.
21-24	Animal Marsupial	Mammalian non humanoid species which possesses a pouch with which they foster their undeveloped young.
25-28	Arachnoid	Spider like, predatory species.
29-32	Baloonoid	Species consisting largely of a gas filled spherical membrane.
33-36	Cephalopod	Species with limbs directly attached to the head (like an Octopus).
37-40	Crystalloid	Composed of crystalline substances.
41-44	Fungoid	Plant species that does not require photosynthesis, feeding on (usually) organic matter instead.
45-48	Herbaceous	Plant like, eats via photosynthesis.
49-52	Humanoid Mammalian	Human, warm blooded species which bears live young and nourishes them with milk secretion.
53-56	Ichypoid	Fish like, adapted to respirate and live in a liquid medium.

57-60	Insectoid	Exoskeleton, bodywide respiratory system, segmented body parts.
61-64	Malacoid	Similar to a mollusk (including snails, oysters, cuttle-fish, etc).
65-68	Mineraloid	Composed of inorganic minerals.
69-72	Ornithoid	Bird like, adapted to flight.
73-76	Photonic Node	Pure energy life form (Non material).
77-80	Plasmadic	Gaseous species.
81-84	Reptilian	Cold blooded, primitive reptiles.
85-88	Robotic	Mechanical lifeform.
89-92	Robotic	Digital lifeform such as what lives in the internet.
93-96	Saurian	Warm blooded, advanced reptiles such as dinosaurs or dragons.
97-00	Sub-spatial Node	Species consisting of a warp complex in Space/time, such as living wormholes.

Step 2: Additional Features

The character creation points are used here;

Ability	Cost	Result
Anchor	10	This power prevents the ally from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes it will remember both versions and cannot be erased by paradoxes, even if the rest of its world is. Finally the character is completely immune to having its body physically altered in any way. This includes lycanthropy and vampirism.
Armour Plated	10	Double the normal HPs with an AC of 4.
Astral Sight	5	The character can see into the astral realm and if anything within the realm is nearby.
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. It can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. It can remain in the astral plane for 1 minute per WIS, +1 minute per level.
Detect Weakness	5	The character can detect any weakness in any opponent or structure within sight.
Density Control	5	Can increase or reduce his own mass by 45kgs per melee, +5 per level up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.
Elastic Bones	5	Only takes half damage from any kinetic attacks (falls, punches, explosions, etc).
Emits Vapour	5	Identical to the Power of Fart Emission.

<u>Ability</u>	<u>Cost</u>	<u>Result</u>
Exobiotic	5	Species that has evolved and lives in space.
Extra Limbs	5	D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.
Feels No Pain	5	The character never feels any pain which also means it may not notice a deadly wound.
Horned	5	Up to D4 horns on head which do D6 damage each.
Immune to Magic	10	Is completely immune to all forms of magic of any type but likewise can never use any, nor be the recipient of any friendly magic. In other words no form of healing.
Indomitable	5	Can withstand great amounts of expected kinetic force and remain in a perfect upright position. As long as the character knows he's about to be hit by sudden force like a truck, he automatically becomes almost impossible to move. 5 tons per WIS +1 per level. The subject must be aware of an attack to prepare for the blow. Likewise if he grabs the ground with his fingers or toes he is extremely difficult to lift (with the same abilities).
Intangible to Others	5	Identical to the Phase power.
Invisible to Others	5	Identical to the Invisibility power.
Radiate Calm	5	Allies are immune to panic or being routed by undead forces so long as it continues fighting alongside them. It can also rally any previously routed by radiating confidence.
Radiate Fear	5	The ability to instil fear in others through eye contact or within a 5 metre radius +5 metres per level. Victims who fail to save break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. The base victim save is -1 per WIS of the user, +1 every 2 levels.
Reflective Hide	10	All energy attacks bounce off.
Retractable Claws	5	Up to D4 inches long.
Retractable Tongue	5	With a length equal to own height.
Speech	5	The character can cause any non living physical object that he touches to gain the power of speech and answer questions.
Spellcast	10	The spells can come from any one sphere but only one sphere. It starts with one spell per INT point over 11, and can learn an equal amount per level. Thus INT 13 = 2 spells +2 per level. It can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep.

<u>Ability</u>	<u>Cost</u>	<u>Result</u>
Tail	5	Either thin but strong like a monkey's allowing the Buddy to lift his own body weight using the tail, or a thick and powerful bludgeoning weapon.
Tentacles	5	Finger or arm.
Transparent Body	5	Can see right through the Buddy's body. Note he is not totally invisible as his outline can be made out.
Two Heads	5	Can see right through the Buddy's body. Note he is not totally invisible as his outline can be made out.
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, but not the exact nature of the magic aside from whether it is harmful or helpful.
Unusual Sensory Organs	5	Identical to one of the Power senses. This may include Hearing, Smell, or one of the Vision powers.
Wings	5	Identical to the Power of Winged Flight.
Other	5+	Any other power with identical cost.

Step 3: Feeding Habits

What does your buddy prefer to eat?

01-10	Carnivore	Derives its energy and nutrient requirements from a diet consisting mainly or exclusively of animal tissue.
11-20	Herbivore	As per carnivore but the diet consists of plants.
21-30	Omnivore	Able to obtain chemical energy and nutrients from materials originating from plants, animals, and sometimes algae, fungi, and bacteria.
31-40	Photosynthetic	Convert light energy into chemical energy that can later be released to fuel the organisms' activities (energy transformation).
41-50	Chemosynthetic	Can convert one or more carbon-containing molecules (usually carbon dioxide or methane) and nutrients into organic matter using the oxidation of inorganic compounds or methane as a source of energy, rather than sunlight, as in photosynthesis.
51-60	Fungivore	Derives its energy and nutrient requirements from fungus.
61-70	Detritivore	Derives its energy and nutrient requirements from decomposing material.
71-80	Osteophagy	Derives its energy and nutrient requirements from bones.
81-90	Saprophagy	Derives its energy and nutrient requirements from decaying organic matter.
91-00	Bacterivore	Derives its energy and nutrient requirements from bacteria.

Step 4: Height/Length

How tall or long is he?

01-05 1ft +D10 inches

06-10	2ft +D10 inches
11-15	3ft +D10 inches
16-20	4ft +D10 inches
21-40	5ft +D10 inches
41-60	6ft +D10 inches
61-70	7ft +D10 inches
71-80	8ft +D10 inches
81-85	9ft +D10 inches
86-90	10ft +D10 inches
91-95	11ft +D10 inches
96-00	12ft +D10 inches

Step 5: Attributes

The Buddy's attributes are rolled up as follows;

INT	D6. The Buddy's intelligence is closer to that of a cat or dog. He will understand and obey all requests but have limited initiative of his own.
WIS	4D6. The psychic link makes both the player and his buddy immune to all forms of possession or mind control.
CHA	D6. Not exactly leadership material.
STR	10D6. Super Strength identical to the Power.
DEX	3D6. Standard.
CON	6D6. Has Healing Factor identical to the Power. However if the character is injured his Buddy can heal him by transmitting his Healing Factor via the psychic link.
MR	4D6. Athletic.
HPs	100 +10 per level.

Step 6: Unusual Appearance

For the final stage determine the ultimate look of your Buddy;

Step 1: Colour

Roll on this table several times; once for skin colour, again for eye colour and once more for hair colour.

01-15	Completely normal
16-20	Red
21-25	Orange
26-30	Yellow
31-35	Green
36-40	Blue
41-45	Indigo
46-50	Violet
51-55	Gold
56-60	Silver
61-65	Bronze
66-70	Brown

- 71-75 White
- 76-80 Black
- 81-85 Grey
- 86-90 Transparent
- 91-95 Combination of several of the above in striped form. Roll D4 more times.
- 96-00 Combination of several of the above in patch form. Roll D4 more times.

Step 2: Eye

What type of eyes does the Buddy have?

- 01-08 Very small; -2 to hit eyes if targeted by enemies.
- 09-16 Small; -1 to hit eyes if targeted by enemies.
- 17-28 Completely normal.
- 29-36 Large; +10% greater sight range.
- 37-44 Very Large; +20% greater sight range.
- 45-52 Oval shape; 180 degree vision.
- 53-60 Glowing; +1 to intimidate others.
- 61-68 Reptilian; underwater nightvision equal to half normal range.
- 69-76 Fish; underwater nightvision identical to normal sight range.
- 77-84 Cat; nightvision equal to half normal range.
- 85-92 Insect; 360 degree vision.
- 93-00 Third Eye; see the invisible.

Step 3: Body

What additional mutations ?

- 01-04 Antennae; depending on the character's powers these could be used as senses, discharge, telepathy, etc.
- 05-08 Fat; appears overweight but is pure muscle, +1 STR.
- 09-12 Featureless; a totally blank face and body. No eyes, ears, nose, mouth, nipples, etc. The character can somehow still see, hear, smell and breathe normally. For food and drink he relies on solar sustenance.
- 13-16 Headless; Sensory organs are located on the main torso.
- 17-20 Large Eared; hear +20% better.
- 21-24 Large Nostrils; smell +20% better.
- 25-28 Long Limbed; arms reach down to the knees or even ankles.
- 29-32 Lumpy; over most of the skin.
- 33-36 Mandibles; like an insect with STR equal to double the normal attribute.
- 37-40 Multiple Mouths; up to D6 extra mouths located on various parts of the body.
- 41-44 Prehensile Limbed; can use legs and toes for the same purpose as arms and fingers.
- 45-48 Rough Skinned; course like a shark.
- 49-52 Segmented; like a centipede.
- 53-56 Serpentine Scaled; D100% of body is covered in scales.
- 57-60 Sharp Teeth; +D4 damage.
- 61-64 Skinny; practically anorexic. -1 STR, +2 MR due to lighter frame.

- 65-68 Slimy; very difficult to catch or hold on to due to his slippery skin. +2 AC.
- 69-72 Slit Featured; has slits instead of eyes, ears, nose and mouth.
- 73-76 Spined; like a porcupine. Length, shape, colour, hardness and function (possibly venomous) is left up to the GM.
- 77-80 Stalk faced; like a snail.
- 81-85 Striped; like a zebra.
- 86-90 Sturdy Quadroped; walks around on all fours.
- 91-95 Transparent Body; can see right through his body. Note he is not totally invisible as his outline can be made out.
- 96-00 Veined Skin; skin is semi transparent with arteries and veins clearly showing through.

Amazon, Modern

Amazons originally came from Archaea, Epirus, Macedonia and Thrace and often served as mercenaries for the Roman empire. They worshipped Artemis the virgin goddess of the hunt, and Ares the god of war. After the fall of the Roman Empire they were hunted and nearly all slain by the Moors and Saracens (female warriors being an affront to their beliefs).

By this point the Olympian pantheon (and indeed all pantheons) had been waning in popularity and as a consequence power. They were however able to perform one last divine feat. Artemis, Athena, Aphrodite, Demeter, Hecate, Nemesis, Nike, Panacea, Theia and Themis banded together to raise a land mass from the ocean and shape it into an island which was named Themiscrya (pronounced Them-mes-skreea). The surviving Amazons were transported to the island which would serve as their refuge for the next few centuries.

Those same Goddesses then endowed all those living in Themiscrya with mystical abilities. As well as being semi immortal all Themiscryan Amazons possess various degrees of beauty, superhuman strength, speed, stamina and extraordinarily acute senses. The Amazons however only remain immortal while on the island and revert to normal aging while in the normal world. They also have developed high levels of hand-to-hand combat training, mastered over 3,000 years and are experts in the use of various hand held weapons.

Their only city is composed entirely of Greco-Roman architecture from 1200 B.C., and they wear Greek garb, togas, sandals, and period armour. They are fervently religious, still worshipping their gods as living deities. Occasionally the Nereides bring to the shores of Themiscrya young infants who would have otherwise drowned in accidents. Males after being restored to health are sent back mystically to their country of origin. Female infants are kept and tutored spiritually in Amazonian ideals gain their abilities. In more recent times Themiscrya's location came to be known as the Bermuda Triangle. The storms protecting the island would often destroy planes and ships in the area.

Hera meanwhile had instituted her own plans separate to the rest of the pantheon. Enlisting the aid of her children Ares and Eris she helped sow war and discord throughout the world. An alliance with Hela and Loki saw Hitler gain the Spear of Destiny and ignite the second world war. Horrified Aphrodite appealed to her fellow goddesses to aid in stopping the war. Unwilling to openly interfere they instead chose one of the Amazons to act as their emissary and endowed her with greater abilities for use in the normal world. Hippolyte entered the U.S. and through the secret aid of Artemis provided crucial information against the Axis forces. She soon joined the Freedom Squadron being instrumental in their battles in Europe and the Philippines.

Furious, Hera and Ares in 1943 were able to remove Themiscrya's protection exposing it to the world. This resulted in a Nazi invasion which was eventually repulsed by the Amazons with the aid of the Freedom Squadron.

After the war ended Hippolyte returned to Themiscrya and with the blessing of Olympus opened the island's shores to dignitaries from the Patriarch's world, female and male. The Amazons even conducted their own tour of the United States, where they were framed for the murders of several people by Hera's supporters but eventually proved their innocence.

Step 1: Age

Determine your character's starting year. Either you have just become an Amazon or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but due to her hardy training she receives +3 STR, +2 DEX and +3 CON. Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Also gain the following free ones;

Ride Land Animal

Shield Mastery

Unarmed Combat Wrestling

Weapon Group Specialty Bow

2 Weapon skills of choice

Step 4: Abilities

Amazons gain the following abilities free;

Immortal Body - Amazons age very slowly, and can live up to CON x100 years. They can also absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Heal x2 faster including any wounds and broken bones.

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

Patron	Cost	Abilities
Aphrodite	5	Devotees of Aphrodite gain CHA +4, and the character is immune to the effects of possession and manipulation, even magical.
Athena	5	Devotees of Athena gain WIS +4, the Language power, and +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18.
Artemis	5	Devotees of Artemis are one with animals and can pass among them without disturbing them (birds will not fly away and animals will not hide). The character also has empathy with all animals, able to sense their emotional state.
Demeter	5	Devotees of Demeter gain an additional +4 to STR and CON.
Hecate	5	Devotees of Hecate can cast Divine spells. Amazons 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 lose favour with Hecate they will lose all their abilities. Amazons 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.
Nemesis	5	Devotees of Nemesis can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This includes the ability to detect whether it is magical, and the nature of the magic (including whether it is harmful or helpful). This can also be used to detect lies or deception.
Nike	5	Devotees of Nike gain MR x2, DEX +2, and AC -2. Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.
Panaceaia	5	Devotees of Panaceaia are immune to all supernatural afflictions of any type. This includes lycanthropy, vampirism, diseases, zombiesm or any other form of mystical transformation. Also gain +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.

<u>Patron</u>	<u>Cost</u>	<u>Abilities</u>
Theia	5	Devotees of Theia can 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.
Themis	5	Devotees of Themis gain a Unique Artifact and start with 30 points to use on the Artifact Creation table on page 405.

Step 5: Careers

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

Step 6: Disadvantages

All Amazons are watched closely by their patron deities. At some point she might require you to perform some act on her behalf, and youd better not disobey. +20 points

The Apostulate

You were wronged terribly some time in the past and in your moment of anguish a divine entity took pity on you. He or she blessed you with holy powers and granted you the ability to shift between eras, appearing when needed.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +3 to WIS, STR, DEX, CON and MR. Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Apostulates start with the following ability free;

Holy Body - The character's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater what it had been in life as well as increased speed, reflexes, dexterity and agility. Apostulates do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Apostulates 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>
Holy Aura	10	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. Enemies within line of sight of him suffer -1 per 5 CHA of the Apostulate on all their rolls.
Holy Cleansing	5	The ability to any foreign parasites from the body including drugs, normal diseases, toxins and poisons. In the case of lethal viruses it gives a +1 save (eg. ebola) per 2 CON. Heal 1 HP per WIS.
Holy Exorcism	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. It can be used once per day per 5 WIS.
Holy Faith	5	Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.
Holy Judgment	5	Line of sight range. This appears to be a bolt of white lightning until it strikes the victim at which point it will cause him to relive all his sins and be traumatised. He

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		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.
Holy Leap	5	In combat the character may leap over intervening monsters one metre per 2 STR even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.
Holy Sense	5	Instantly sense anybody who enters his circle of 2 metres +30 cms per level, including the invisible (even though he cant see them). +3 initiative, +2 AC.
Holy 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 nature of the magic (including whether it is harmful or helpful).
Holy Whirlwind	5	Once per hour can triple the number of attacks in one combat.
Spellcast	10	Divine magic only but he is bestowed with all the spells within the Divine sphere. He cannot learn spells from any other sphere. Apostulates 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.

Step 5: Careers

Whatever the character likes, though he does tend to wander a lot going where needed. He is most likely to maintain contact with the Vatican and Templars.

Step 6: Disadvantages

Gain 1 Psychological Limitation Insanity or Special Disadvantage per 100 years alive. Why? Because of the trauma of outliving so many friends and loved ones.

Arcane Architecture

Through whatever means you have come into possession of a building of great power, although it may well have its own agenda.

Like Arcane Artifacts, Arcane Architecture are considered by some to be among the most powerful in the known universe. Having the ability to affect and use fundamental

forces of the known universe including magical and electromagnetic energies such as gravity, radiation, heat, and light. It is also theorized that they have a basis in other dimensional energies and intelligence..

Step 1: Attributes

Roll up attributes as normal. HPs are CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

No abilities for the character, only for the Building.

The Building - Start with 50 points to use on the Building Creation table below. Then determine with your GM how you found it (if you have found it already). Possibilities could include you find it in a jungle in a third world country (eg. Vietnam, Laos, Africa, etc), were near when a dimensional portal opened dropping it through, found it on an unknown island, etc. The Building is supernatural though its previous owner need not be.

Step 4: Careers

The character can take any career desired.

Step 5: Disadvantages

The character is bonded to his Building whether he wants to keep it or not. Even if separated it will eventually find its way back to him, no matter how many corpses it has to go through. +20 points.

Separation - If separated the Character not only loses all the abilities imparted by the Building but also suffers -1 on all attributes, Thaco and AC. He then suffers an additional -1 for every week separated, -1 day per level. eg. Dr Destiny at 3rd level has lost his helmet, thus he suffers -1 every 5 days. At 5th level it would be every 3 days. At 8th level (1 day) it is reduced by -1 hour per level. eg. at 8th level he suffers -1 every 23 hours. At 15th level it would be every 16 hours. +20 points.

Creating the Building

Step 1: Type

Choose or roll for the Building type. Listed below are the smallest version of each type followed by the largest type.

Roll Form

- | | |
|-------|------------------------------|
| 01-03 | Greenhouse/Conservatory |
| 04-06 | Tower/Castle |
| 07-09 | Shed/Barn or Stables |
| 10-12 | Garage/Hangar |
| 13-15 | Motel/Hotel |
| 16-18 | Carwash/Multistorey Car Park |

- 19-21 Market
- 22-24 Shop/Shopping Mall
- 25-27 Grocery Store/Supermarket
- 28-30 Warehouse
- 31-33 Boat House/Sea Port Terminal
- 34-36 Airport Tower/Airport Terminal
- 37-39 School/University
- 40-42 Theatre or Cinema
- 43-45 Pub/Casino
- 46-48 Bunker
- 49-51 Zoo or Marine Park
- 52-54 Church or Temple/Cathedral or Monastery
- 55-57 Town Hall/Convention Centre
- 58-60 Cafe or Restaurant/Mall Eatery Area
- 61-63 Police Station/Prison
- 64-66 Fire Station
- 67-69 Ambulance Station/Hospital
- 70-72 Factory
- 73-75 Granary or Silo
- 76-79 House/Palace
- 80-82 Water Mill or Wind Mill/Power Plant
- 83-85 Hut/Pyramid
- 86-88 Bus Terminal
- 89-91 Rail or Subway Station
- 92-94 Fuel Station/Oil Rig
- 95-97 Lighthouse
- 98-00 Gym/Stadium

Step 2: Size

The character can decide what size the building will be. It doesn't have to be exactly the size listed and may for instance be taller than it is wide. Or if for instance the character took 150 square metres, then he could choose multiple building types which individually were less than the total area but together added up to the maximum area. The size can be increased by spending character points.

<u>Cost</u>	<u>Size</u>
0	2.5 x 2.5 x 2.5 metres
5	5 x 5 x 5 metres
10	10 x 10 x 10 metres
20	20 x 20 x 20 metres
30	40 x 40 x 40 metres
40	75 x 75 x 75 metres
50	150 x 150 x 150 metres

Step 3: Era

When was the building first created?

Roll	Era
01-14	Ancient Roman
15-28	16th Century (first true houses)
29-42	17th Century
43-56	18th Century
57-70	19th Century
71-84	20th Century
85-00	21st Century

Step 4: History

Create a history for the Building. 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 Building may lie to its current user about its past and purpose. Only the GM will know for certain.

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

Step 5: Intelligence

If you choose to make the Building intelligent determine its INT and WIS level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever);

Roll	INT
01-18	3D6
19-34	3D6+1
35-51	3D6+2
52-68	3D6+4
69-85	4D6
86-00	5D6

Step 6: Ego

If the Building is intelligent determine it's Ego by adding its INT to its WIS. Then do the same for your character. For every 5 points that the Building's ego is greater than yours roll on the table below for a demand that it has. Failure to follow its demand/s could have severe consequences (such as cutting off all powers at a critical combat moment). If roll the same demand twice then reroll until you get a new one;

Roll Ego

- 01-18 Removal of all other associates the Building doesn't like or who have upset it.
- 19-34 Removal of any other Buildings, magical or otherwise.
- 35-51 Total obedience from the welder so the Building can pursue its own agenda.
- 52-68 The welder must create a new religion with the Building as its god and try to convert others to worship it.
- 69-85 Begin associating with people the Building likes.
- 86-00 Destroy all other Weapons, Mystical Weapons or Buildings encountered.

Step 7: Alignment

Only pick an alignment if the Building is intelligent. Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment.

Step 8: Abilities

All Buildings - Are indestructible by conventional means. If separated from the Building the most recent owner can teleport himself back to it so long as it is within his line of sight. The creator of the Building is unaffected by any of the restrictions purchased. Thus, he can, for example, use guns even if nobody else can, or use his magic and psionic powers despite the Building's restriction on others. This gives the Lord the upper hand in almost every conflict in his Building. Each Building will have a certain amount of powers which can be bought using those 50 points the character has. As the character increases in levels he also becomes more in tune with his Building and it's abilities. Thus the powers it bestows also increase with each level as it would for a meta human.

Defences are meant to deal with any enemies or intruders who may somehow manage to enter the Building, in spite of other impediments or cloaking measures provided from the accessibility characteristics. Defence features confront interlopers who have managed to get inside. Each can be selected as often as desired, provided the creator has sufficient points to burn.

Intelligent Buildings - In addition to the above can speak to the welder verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Alarm	5	If anybody except the owner enters the Building he is alerted by a mental alarm. This alarm will alert the owner anywhere within the same universe.
Alter Doors, Local	5	Each door can be changed to lead to different unconnected parts of the building (much like a gateway).
Alter Doors, Gateway	10	Each door can be changed to lead to locations up to (WIS + INT) x1km away increasing by the same amount each level or each time rebought. If bought again it can also lead to locations in time up to (WIS + INT) x1 year away

Ability	Cost	Notes
		increasing by the same amount each level or each time rebought. The house exists in many times at once (enough so that there are some who want to use it for time travel).
Alter Gravity	5	The Building's gravity can be altered up to plus or minus 1% per WIS.
Alter Light	5	Each room in the Building's can be altered so that it is permanently lit or permanently dark.
Alter Physics	5	This characteristic allows people to walk on walls or ceilings. The landscape can be made to look like an Escher painting, with staircases going in all directions. This twisting of gravity will be very confusing to those who are not used to it; most enemies, except flying creatures, will be -4 on all combat moves when fighting and any skill rolls.
Alter Stairs	5	The staircase/s can change their position in space to lead to different floors. As a form of defence they may also as required change into a slide causing all on it to fall to the bottom.
Alter Temperature	5	The character can alter the temperature of sections of his Building by up to plus or minus 1% per WIS.
Alter Time	10	This power allows the owner to control the rate at which time flows in his Building in a very limited way. He may set one rate of time flow per 3 WIS, and switch between them at will. This control affects the Building as a whole, and cannot be used only on individuals or portions of his Building.
Attic larger on inside	5	A trapdoor in the attic ceiling leads up into an impossible network of, er, super-attics. It is WIS x1 larger on the inside.
Basement larger on inside	5	A trapdoor in the basement floor leads down to an impossible network of sub-basements. It is WIS x1 larger on the inside.
Mobile	10	The building can teleport across space up to (WIS + INT) x1km. If bought again it can also move through time (WIS + INT) x1 year away.
No Abilities	5	No supernatural abilities or enhancements will function in the Building. Any undead will turn human and Weres will be unable to transform into other forms.
No Explosives	5	No explosive reactions including those used for chemical weapons and projectile guns can occur in the Building.
No Magic	5	No magic or spells will function in the Building except those employed by the Building itself and its owner.
No Meta	5	No meta powers will function in the Building.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Restructure	10	The character can alter rooms and floors at will.
Servant, Drone	10	The Building can create constructs with the following: all physical attributes up to 10, all mental attributes up to 5, knows 2 physical or weapon skills. Has 1 HP per WIS and Thac0 of 20. Skills are all at the first level of proficiency. Can create 1 construct per WIS of the owner.
Servant, Employee	5	The creator has hired various beings to serve his Building. Payment must be determined with the GM. Most will be moderately loyal, although they will rarely fight to the death for their master. They may be human or semi/intelligent monsters. This is a catch all for anything from maids to soldiers. Can hire 2 employees per WIS of the owner.
Servant, Summoned	10	In this case, the creature is summoned and then magically or psychically bound to the Building. The enslaved entity cannot leave the area, and must obey the instructions of its new master to the letter. Needless to say the entity will not be happy. Can bind 1 entity per 10 WIS of the owner.
Spellcast	10	The character can choose to give the Building the ability to cast spells. Spells cost 5 points per sphere. It starts with one spell per INT point over 9, and can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination. This ability can only be bought if the Building is intelligent though.
Trap, Ethereal	10	Intruders find that they are not able to physically affect anything in the Building. Intruders may use some meta and magic powers, but cannot physically touch anything.
Trap, Mirror	10	This gets you 1 mirror per WIS. Each mirror can suck one normal size person into itself requiring a save vs spell to resist. The target is then trapped within a prison cell, the contents of which is all that is visible in the mirror, unable to escape. The mirror is a window in and out of the cage. Breaking the mirror will free the prisoner. Sound may or may not be able to pass through the mirror to allow normal conversation to take place with the caged person.
Trap, Physical	5	Any trap the creator can envision can be created in the Building. Intruders with skills which allow them to detect traps may notice them. Traps may include pits, arrow traps, falling blocks, water filled areas, whirling blades, explosives and anything else that depends on a mechanism to operate. The maximum damage a trap can do is D4 per WIS.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Trap, Restraints	10	Up to 1 restraint per WIS forms like tentacles from the ground, walls or vegetation to grapple and entangle intruders and keep them immobilized until they can break free or the Lord wishes to release them. The restraints can look like anything the creator desires from tentacles rising from the ground to chains, rope or fibres flying from walls or tree limbs, roots or vines coming alive and grabbing the intruders. Each of the restraints has 5 HPS per WIS and a STR of 1 per WIS.
Trap, Teleport	10	These are specialized dimensional portals that simply shove the invaders out of the Building. The actual destination of the portals is determined randomly, roll percentiles: 01-25 The intruder is teleported as far as possible in the opposite direction. 26-50 Teleported to the intruder's world of origin. 51-70 Teleported to the creator's world of origin. 71-90 Teleported to some random planet. 91-00 Teleported to some random dimension. As many as 1 intruder per WIS can be teleported away at once.
Trap, Time	10	Intruders find that time passes differently for them than for other inhabitants of the Building. Intruders lose half of their normal attacks, are at -10 to initiative, and -5 to all Thac0 rolls. They move at half their normal speed.

Step 9: Power Source

The Building's sole fuel source is mana. It gathers ambient magical energy (in the same way a mana organ does in a magical creature) and transform it into electrical power. At full charge the mana is good for 1 week. If it can connect to the local electricity supply it can also recharge itself that way.

Step 10: Disadvantages

What other consequences has discovering the Building created?

<u>Roll</u>	<u>Era</u>
01-18	Building is hunted by its twin seeking to either destroy it or be reunited.
19-34	Discovery of Building has awoken something.
35-51	Building is hunted by a cult bent on either its capture or destruction.
52-68	Building is hunted by its original owner who wants it back.
69-85	Building comes and goes at random never revealing where it goes.
86-00	Building is a famous religious artifact recognisable to everyone. This has upset the religion it belongs to.

Arcane Artifact

Through whatever means you have come into possession of a weapon or equipment of great power, although it may well have its own agenda.

Arcane Artifacts are considered by some to be among the most powerful weapons in the known universe. Having the ability to affect and use fundamental forces of the known universe including electromagnetic energies such as gravity, radiation, heat, light, and powerful blasts of concussive force. It is also theorized that these Artifacts have a basis in other dimensional energies and intelligence..

The Artifact not the character is the true source of the character's magic. The player is simply the new owner that wields the magical construct. Without the mystic weapon the character is an ordinary person armed only with his skills and wits.

NOTE: This is not the creation ta

Step 1: Attributes

Roll up attributes as normal. HPs are CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

No abilities for the character, only for the Artifact.

The Artifact - Use the Artifact Creation table below. Then determine with your GM how you found it (if you have found it already). Possibilities could include you find it in a temple in a third world country (eg. Vietnam, Laos, Africa, etc), were near when a dimensional portal opened dropping it through, found it in a crashed spaceship, etc. The Artifact is supernatural though its previous owner need not be.

Step 4: Careers

The character can take any career desired.

Step 5: Disadvantages

The character is bonded to his Artifact whether he wants to keep it or not. Even if separated it will eventually find its way back to him, no matter how many corpses it has to go through. +20 points.

Separation - If separated the Character not only loses all the abilities imparted by the Artifact but also suffers -1 on all attributes, Thaco and AC. He then suffers an additional -1 for every week separated, -1 day per level. eg. Dr Destiny at 3rd level has lost his helmet, thus he suffers -1 every 5 days. At 5th level it would be every 3 days.

At 8th level (1 day) it is reduced by -1 hour per level. eg. at 8th level he suffers -1 every 23 hours. At 15th level it would be every 16 hours. +20 points.

Arcane Artifact Creation Table

Roll 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 rings, a bracelet and a helmet.

- 01-03 Armour, Ancient (either Banded Mail, Brigandine, Bronze Plate Mail, Chain Mail, Field Plate, Full Plate, Hide, Leather, Padded, Plate Mail, Ring Mail, Scale Mail, Splint Mail, or Studded Leather)
- 04-06 Shield (either Buckler, Large Bronze, Large Steel, Large Wooden, Small Bronze, Small Steel, Small Wooden or Tower)
- 07-09 Helmet, Ancient (either Armet, Barbut, Burgonet, Close, Galea, Great, Morion, Myrmillo, Pikeman, or Sallet)
- 10-12 Gauntlet (either Chain, Leather or Plate)
- 13-15 Whip (Scourge or Whip)
- 16-18 Sword (Bastard, Katana, Long, Scimitar, Sabre, Two-handed sword, Cutlass, Khopesh, Wakizashi, Short or Drusus)
- 19-21 Axe (Battle or Hand)
- 22-24 Bow (Composite long, Composite short, Daikyu, Long or Short)
- 25-27 Crossbow (Hand, Heavy crossbow or Light)
- 28-30 Mace (Belaying pin, Club, Footman's mace, Horseman's mace, Morning star, Tonfa, Maul, or Cudgel)
- 31-33 Knife (Dagger, Dirk, Knife, Stiletto, or Main-gauche)
- 34-36 Hammer (Standard or Warhammer)
- 37-39 Flail (Footman's or Horseman's)
- 40-42 Staff (Bo, Long or Short)
- 43-45 Spear (Harpoon, Javelin, Long Spear, Short or Trident)
- 46-48 Halberd (Awl pike, Bardiche, Bec de corbin, Bill-guisarme, Fauchard, Fauchard-fork, Glaive, Glaive-guisarme, Guisarme, Guisarme-voulge, Halberd, Hook fauchard, Lucern hammer, Mancatcher, Military fork, Naginata, Partisan, Ranseur, Spetum, Tetsubo or Voulge)
- 49-51 Pick (Footman's or Horseman's)
- 52-54 Chain (Spiked Chains, Ball and Chains, Goupillon Flails, Mace and Chains, Manriki Gusari, Sa Tjat Koens, Nunchaku or Chain Flails)
- 55-57 Lance (Heavy horse, Light horse, Jousting or Medium horse)
- 58-60 Bracelet
- 61-63 Ring
- 64-66 Necklace
- 67-69 Amulet
- 70-72 Crown
- 73-75 Earring
- 76-78 Belt

- 79-81 Wand
- 82-84 Sceptre
- 85-87 Carpet
- 88-91 Other Weapon
- 92-95 Other Jewellery
- 96-00 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: Intelligence

If you choose to make the Artifact intelligent determine its INT and WIS level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever);

- 01-17 3D6
- 18-34 3D6+1
- 35-51 3D6+2
- 52-68 3D6+4
- 69-85 4D6
- 86-00 5D6

Step 4: Ego

If the Artifact is intelligent determine its Ego by adding its INT to its WIS. Then do the same for your character. For every 5 points that the Artifact's ego is greater than yours roll on the table below for a demand that it has. Failure to follow its demand/s could have severe consequences (such as cutting off all powers at a critical combat moment).

If roll the same demand twice then reroll until you get a new one;

- 01-17 Removal of all other associates the Artifact doesn't like or who have upset it.
- 18-34 Removal of any other Artifacts, magical or otherwise.
- 35-51 Total obedience from the welder so the Artifact can pursue its own agenda.
- 52-68 The welder must create a new religion with the Artifact as its god and try to convert others to worship it.
- 69-85 Begin associating with people the Artifact likes.

86-00 Destroy all other Weapons, Mystical Weapons or Artifacts encountered.

Step 5: Alignment

Only pick an alignment if the Artifact is intelligent. Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment.

Step 6: Abilities

Artifacts gain all the following free;

All Artifacts - Are indestructible by conventional means. Give its owner +1 Thac0 and AC when using it. Affects all Infinite and supernatural beings. Does double the normal damage for its type. 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.

Intelligent Artifacts - In addition to the above can speak to the wielder verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact.

Additionally Artifacts start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. As the character increases in levels he also becomes more in tune with his Artifact and its abilities. Thus the powers it bestows also increase with each level as it would for a meta human.

Ability	Cost	Notes
AC	5	The Artifact's normal bonus to Armour Class is increased by +1.
Attribute Bonus	5	The character gains +1 to one attribute while he has the object on him. It can be either STR, DEX, CON, INT, WIS, CHA or MR.
Damage	5	The Artifact's normal damage is increased by +D6.
HP Bonus	5	The character gains +10 to his hit points while he has the object on him.
Power	5	The character can use as many of his points as he likes to buy powers which the object will bestow on him.
Saves Mental	5	The character's normal non magical WIS saves are all increased by +1.
Saves Physical	5	The character's normal non magical CON saves are all increased by +1.
Saves Magical	5	The character's magical saves are increased +1.
Spellcast	5	The Artifact can cast spells. Spells cost 5 points per sphere. It starts with one spell per INT point over 9, and can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Thac0	5	The Artifact's normal bonus to hit and parry is increased by +1.

Step 7: Power Source

What fuels the artifact's powers?

01-50 The Artifact's power source is mana. It gathers ambient magical energy (in the same way a mana organ does in a magical creature) and transform it into electrical power. At full charge the mana is good for 1 week.

51-90 The Artifact is powered by life-forces. When it kills a victim, it absorbs his soul as if it were mana and converts it to fuel. This is likely to horrify even your allies.

91-00 The Artifact is powered by a bound elemental, demon, angel, etc.

Step 8: Disadvantages

What other consequences has discovering the Artifact created?

01-17 Artifact is hunted by its twin seeking to either destroy it or be reunited.

18-34 Discovery of Artifact has awoken something.

35-52 Artifact is hunted by a cult bent on either its capture or destruction.

53-68 Artifact is hunted by its original owner who wants it back.

69-83 Artifact comes and goes at random never revealing where it goes.

84-00 Artifact is a famous religious artifact recognisable to everyone. This has upset the religion it belongs to.

Arcane Vehicle

Through whatever means you have come into possession of a vehicle of great power, although it may well have its own agenda. Like Arcane Artifacts, Arcane Vehicles are considered by some to be among the most powerful in the known universe. Having the ability to affect and use fundamental forces of the known universe including electromagnetic energies such as gravity, radiation, heat, light, and powerful blasts of concussive force. It is also theorized that they have a basis in other dimensional energies and intelligence..

Step 1: Attributes

Roll up attributes as normal. HPs are CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

No abilities for the character, only for the Artifact.

The Vehicle - Start with 30 points to use on the Artifact Creation table below. Then determine with your GM how you found it (if you have found it already). Possibilities could include you find it in a temple in a third world country (eg. Vietnam, Laos, Africa,

etc), were near when a dimensional portal opened dropping it through, found it in a crashed spaceship, etc. The Artifact need not be supernatural in origin, it could well be a scientific device so far beyond us as to seem magical.

Step 4: Careers

The character can take any career desired.

Step 5: Disadvantages

The character is bonded to his Vehicle whether he wants to keep it or not. Even if separated it will eventually find its way back to him, no matter how many corpses it has to go through. +20 points.

Separation - If separated the Character not only loses all the abilities imparted by the Vehicle but also suffers -1 on all attributes, Thaco and AC. He then suffers an additional -1 for every week separated, -1 day per level. eg. Dr Destiny at 3rd level has lost his helmet, thus he suffers -1 every 5 days. At 5th level it would be every 3 days. At 8th level (1 day) it is reduced by -1 hour per level. eg. at 8th level he suffers -1 every 23 hours. At 15th level it would be every 16 hours. +20 points.

Arcane Vehicle Creation Table

Roll in each of the sections.

Step 1: Type

Choose or roll for the Vehicle type.

01-50 Ancient

51-90 Modern

91-00 Future

Step 1a: Ancient Type

Choose or roll for the Vehicle type.

01-05 Airship

06-11 Balloon

12-17 Barge

18-24 Canoe

25-31 Caravel

32-38 Carriage

39-45 Cart

46-52 Chariot

53-59 Coach

60-66 Galleon

67-73 Galley

74-79 Glider

80-86 Raft

87-93 Wagon

94-00 Warship

Step 1b: Modern Type

Choose or roll for the Vehicle type.

- 01-03 Airship
- 04-06 Autogyro
- 07-09 Bus
- 10-20 Car
- 21-23 Construction (Backhoe, Bulldozer, Cement Truck, Crane, Driller, Dump Truck, Excavator, Front Loader (shovel), Grader, Resurfacers, Scraper, Steamroller)
- 24-26 Emergency (Ambulance, Fire Engine, Rescue)
- 27-29 Farm (Tractor, Harvester)
- 30-32 Glider
- 33-34 Helicopter Combat
- 35-37 Helicopter Civilian
- 38-40 Hovercraft
- 41-43 Hydrofoil
- 44-45 Jet Bomber
- 46-47 Jet Fighter
- 48-50 Jet Passenger
- 51-52 Military Army (Armoured Personnel Carrier, Armoured Recovery Vehicle, Minecleaver)
- 53-54 Military Sea Vessel (Aircraft, Battleship, Corvette, Cruiser, Destroyer, Frigate)
- 55-57 Motorcycle
- 58-59 Plane Propeller
- 60-62 Quad Bike
- 63-65 Racing Car
- 66-67 Sea Freighter
- 68-69 Sea Liner
- 70-71 Sea Tanker
- 72-74 Semi Tractor/Engine + Trailer (choose from Dumper, Flatbed, Flatbed (dual level), Reefer or Tanker)
- 75-77 Snowmobile
- 78-79 Space Shuttle
- 80-82 Speed Boat
- 83-85 Sub Civilian Explorer
- 86-87 Sub Military
- 88-89 Tank
- 90-92 Train (Electric or Steam with carriage)
- 93-95 Tram
- 96-98 Trike
- 99-00 Yacht

Step 1c: Future Type

Choose or roll for the Vehicle type.

- 01-10 Aircraft Fixed Wing
- 11-20 Aircraft Rotor Wing
- 21-30 Spaceship Military (Battleship, Carrier, Cruiser, Destroyer, Dreadnaught, Scout)
- 31-40 Spaceship Explorer

- 41-50 Spaceship Freighter
- 51-60 Spaceship Frigate
- 61-70 Spaceship Liner
- 71-80 Spaceship Military Fighter
- 81-90 Spaceship Mining Craft
- 91-00 Spaceship Scientific Research Craft

Step 2: History

Create a history for the Vehicle. 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: Intelligence

If you choose to make the Vehicle intelligent determine its INT and WIS level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever). If not go straight to step 6.

- 01-17 3D6
- 18-34 3D6+1
- 35-51 3D6+2
- 52-68 3D6+4
- 69-85 4D6
- 86-00 5D6

Step 4: Ego

If the Vehicle is intelligent determine its Ego by adding its INT to its WIS. Then do the same for your character. For every 5 points that the Vehicle's ego is greater than yours roll on the table below for a demand that it has. Failure to follow its demand/s could have severe consequences (such as cutting off all powers at a critical combat moment).

If roll the same demand twice then reroll until you get a new one;

- 01-17 Removal of all other associates the Vehicle doesn't like or who have upset it.
- 18-34 Removal of any other Vehicle, magical or otherwise.
- 35-51 Total obedience from the welder so the Vehicle can pursue its own agenda.
- 52-68 The welder must create a new religion with the Vehicle as its god and try to convert others to worship it.
- 69-85 Begin associating with people the Vehicle likes.
- 86-00 Destroy all other Weapons, Mystical Weapons or Vehicle encountered.

Step 5: Alignment

Only pick an alignment if the Artifact is intelligent. Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment.

Step 6: Abilities

All Vehicles - 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 Vehicle 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.

Intelligent Vehicles - In addition to the above can speak to the user verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might cause him to involuntarily remove the Artifact.

The character can instead choose to use those 30 points to give the Vehicle the ability to cast spells. Spells cost 5 points per sphere. It starts with one spell per INT point over 9, and can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination.

Step 7: Power Source

What other consequences has discovering the Artifact created?

- 01-18 Solar; On a sunny day a solar converter can continually provide power all day. The fuel is free, but there just isn't that much available after nightfall. Once there's no sun it will continue to work actively for 1 hour for every 2 hours of sunlight it received during the day, or on standby mode for 1 hour for every 1 hour of sunlight.
- 19-36 Nuclear; A miniaturised reactor (essentially the same as a nuclear submarine's) which offers up to 5 years before needing to be refuelled. The power source is radioactive but the item is shielded so no radiation is emitted. Unless of course you want it to leak.
- 37-54 Fission; This produces power by splitting atoms, generating electricity without the radiation. Good for 2 years.
- 55-72 Fusion; This generates energy by fusing hydrogen into helium through a thermonuclear reaction. Good for 200 years.
- 73-90 Antimatter; This produces energy through the mutual annihilation of matter and antimatter. A gram runs it for 5 years.

- 91-92 Cosmic; This produces power through means unexplainable by modern science. For example, a cosmic power plant may draw energy from another antimatter dimension, or even a magical universe. It provides power indefinitely.
- 93-94 Mana; This engine is a technomagic device that gathers ambient magical energy (in the same way a mana organ does in a magical creature) and transform it into electrical power. At full charge the mana is good for 1 week.
- 95-96 Bio; The engine is a bio-mechanical machine living inside the object, eating food and producing bioelectrical or mechanical energy. It generates energy using food and atmospheric oxygen, and has a “mouth” into which water and food (anything biological) must be placed. Provides power for 24 hours before requiring feeding again.
- 97-98 Bound; This object is powered by a bound demon, elemental or some other entity. It can provide power for up to 18 hours before requiring rest for 2 hours to 'recharge'. If it ever escapes be somewhere else.
- 99-00 Soulburner; This is a necromantic object fuelled by life-force. It does not use normal fuel. Instead, an intelligent, sentient being must be sacrificed on the object. The victim's soul then powers the object for 1 month.

Step 8: Disadvantages

What other consequences has discovering the Vehicle created?

- 01-17 Vehicle is hunted by its twin seeking to either destroy it or be reunited.
- 18-34 Discovery of Vehicle has awoken something.
- 35-52 Vehicle is hunted by a cult bent on either its capture or destruction.
- 53-68 Vehicle is hunted by its original owner who wants it back.
- 69-83 Vehicle comes and goes at random never revealing where it goes.
- 84-00 Vehicle is a famous religious artifact recognisable to everyone. This has upset the religion it belongs to.

Avatar, Ancestral

Ancestral Avatars originally acted as intermediaries or messengers between the human world and the spirit worlds. They communicate with the spirits of their ancestors on behalf of their community. They communicate with both living and dead to alleviate unrest and settle issues. The Avatar's ancestors may be summoned to guide, teach or in some cases defend the Avatar himself.

Step 1: Attributes

Roll up as normal. HPs are CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner. The player and GM need to determine together what type of person he will be. Will you make him a high school geek, an archaeological scholar or a Vietnam vet?

Step 3: Abilities

Avatars gain all the following free;

Summon Ancestor - The character is able to summon past ancestors to guide him or in some cases render more direct aid. He can summon 1 ancestor per 2 WIS, once per day per WIS. The ancestor will usually appear alongside the character as a spirit which only he can see and hear. At any time the ancestor may instruct the character on how to use a skill or learn a spell. Training takes at least 4 weeks. The trainee will receive upon completion of training a base skill score in that skill. Use the table below for creating them.

Additionally Avatars start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities. Each ability only applies to one of the ancestors and must be rebought for each of the others.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Enhanced Agility	5	When summoned the ancestor may add his own DEX and MR attributes to the character's until he leaves.
Enhanced Appearance	5	When summoned the ancestor may add his own CHA to the character's until he leaves.
Enhanced Mental	5	When summoned the ancestor may add his own INT and WIS attributes to the character's until he leaves.
Enhanced Physical	5	When summoned the ancestor may add his own STR and CON attributes to the character's until he leaves.
Enlightened	5	When summoned the ancestor may allow the character to see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility.
Guardian	5	This ability grants the ancestor a certain amount of mobility. He may move up to 1 metre per WIS of the character, away from the character in order to scout around or gather intelligence.
Keep Going	5	This ability may be given to one ancestor each time it is bought. It triggers as soon as the character is rendered unconscious, summoning the ancestor to take over his body. The ancestor remains in control of the body until the character wakes up.
Meta Powered	5	When summoned this ancestor may bestow his powers on the character until he leaves. The powers and their extent must be worked out at the character creation stage. They cannot change later. This cannot be bought if the ancestor was a mage or priest class.
Skilled Aid	5	When summoned the ancestor may bestow any skills he had on the character until he leaves. If the character already had one of the skills then there is a +1 bonus with it.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Spellcaster	5	When summoned this ancestor bestows any spells he had on the character until he leaves. The character uses his own mana but may cast any spell his ancestor knew. This can only be bought if the ancestor was a mage or priest class.

Step 4: Careers

Whatever the character desires.

Ancestor Creation Table

Roll in each of the sections for each ancestor the character has. Determine his disposition, era, passable skills, any magic and attributes.

Step 1: Personality

Roll at least twice on the table below to work out your ancestor's personality.

- 01 Sullen or morose
- 02-03 Sombre or serious
- 04-05 Light hearted, cheerful or joyous
- 06 Unrestrained, reckless or indulgent
- 07-08 Stubborn or obstinate
- 09-10 Uncaring, mean, ruthless or cruel
- 11 Docile, amenable or cooperative
- 12-13 Paternal/maternal or over protective
- 14-15 Intimidating, overbearing, bully
- 16 Radical or open minded
- 17-18 Orthodox or conservative
- 19-20 Loving, friendly or amicable
- 21 Quarrelsome, hostile or antagonistic
- 22-23 Prudent, patient or cautious
- 24-25 Impatient, impulsive, reckless or rash
- 26 Nervous or apprehensive
- 27-28 Confident, sanguine or secure
- 29-30 Extrovert, outgoing or talkative
- 31 Reserved, shy, timid or introvert
- 32-33 Envious, possessive or jealous
- 34-35 Dependant or clinging
- 36 Self reliant or independent
- 37-38 Tolerant or open minded
- 39-40 Snobbish, prejudiced or intolerant
- 41 Creative, inventive or original
- 42-43 Optimistic or upbeat
- 44-45 Uncertain, fatalistic or pessimistic
- 46 Quick tempered or hot headed
- 47-48 Calm or even tempered

- 49-50 Forceful, enthusiastic or excitable
- 51 Passive or detached
- 52-53 Loyal, faithful or reliable
- 54-55 Treacherous or disloyal
- 56 Honourable or highly principled
- 57-58 Dishonourable, shifty, deceitful or dishonest
- 59-60 Pious, devout or religious
- 61 Merciful, compassionate or kind
- 62-63 Pacifist, non violent or peaceful
- 64-65 Meek, self effacing, modest or humble
- 66 Proud, conceited, cocky, pompous or arrogant
- 67-68 Lethargic, idle, lazy, easy going or laid back
- 69-70 Vibrant, energetic, enterprising or ambitious
- 71 Deferential, respectful, courteous, polite or civil
- 72-73 Impolite, rude, impudent or insolent
- 74-75 Charitable or forgiving
- 76 Vindictive or vengeful
- 77-78 Benevolent, generous or giving
- 79-80 Selfish, miserly or greedy
- 81 Honest, direct or trustworthy
- 82-83 Practical, pragmatic or cynical
- 84-85 Sceptical, suspicious or paranoid
- 86 Curious or inquisitive
- 87-88 Focused or attentive
- 89-90 Distracted or absent minded
- 91 Lustful, lecherous, flirt or exhibitionist
- 92-93 Valorous, brave, bold or audacious
- 94-95 Timid, cowardly or craven
- 96 Antisocial or cold
- 97-98 Idealistic, gullible, trusting or martyr
- 99-00 Quiet or mysterious

Step 2: Era and Skills

What era does the character's ancestor come from? This also determines the ancestor's available knowledge and skills. This is important later on if he is able to bestow any skills or advice on the character.

Roll	Era
01-06	200 BC Naval Sailor - Climb, Navigation, Pilot Marine Sailboat, Rope Use, Rowing and Swim.
07-12	100 BC Any Mage Type - Knowledge Artifacts, Knowledge Demons, Knowledge Fey, Knowledge Magic, Knowledge Undead, and Language Stygian. From the Mysticis Disciplinis class choose either Alchemist, Arcanist, Artificer, Biomancer, Chirographer, Chronomancer, Dabbler, Illusionist, Magus, Mirror

- Master, Necromancer, Sojourner, Sorcerer, Summoner, Urbainmancer or Warlock.
- 13-18 400 AD Thief - Appraise, Forgery, Knowledge Street, Loot, Pick Locks, and Pick Pockets.
- 19-24 1096 AD Desert Nomad - Heat Protection, Horse Archery, Language Persian, Orienteering, Ride Land Animal and Water Find.
- 25-30 1495 AD Any Priest Type - Knowledge Artifacts, Knowledge Demons, Knowledge Religion, Knowledge Magic, Knowledge Undead, and Knowledge Philosophy. Mana is INT + WIS x4. Mana is recovered at a rate of 20 per hour if asleep. From the Mysticis Disciplinis class choose either Bard, Druid, Houngan, Mystic, Priest, Shaman or Wicca.
- 31-36 1544 AD Diplomat - Bluff, Bribe, Bureaucracy, Charm, Diplomacy and Etiquette.
- 37-42 1630 AD Merchant/Trader - Appraise, Bargain, Bribe, Bureaucracy, Charm, and Knowledge Street.
- 43-48 1700 AD Explorer - Alertness, Direction Sense, Notice, Survival, Tracking and Weather Sense.
- 49-54 1890 AD Sheriff - Alertness, Fast Draw, Investigate, Knowledge Law Criminal, Ride Land Animal (horse) and 1 Weapon Specialisation.
- 55-60 1922 AD Occult Investigator - Investigate, Knowledge Mythology, Knowledge Religion, Research, Science Anthropology and Science Archaeology.
- 61-66 1932 AD Archaeologist - Investigate, Knowledge Conspiracies, Knowledge Demons, Knowledge Monsters, Knowledge Mythology and Knowledge Religion.
- 67-72 1944 AD Naval Sailor - Navigation, Pilot Marine Submersible, Pilot Marine Warship, Pilot Marine Freighter, Pilot Marine Sailboat and Weapon Group Specialty Sea Vehicle.
- 73-79 1958 AD Doctor - Forensics, Knowledge Alternative Medicine, Knowledge Drugs, Knowledge First Aid, Research, and Science Medicine.
- 80-86 1965 AD Spy - Bluff, Disguise, Fast Talk, Gather Info, Intel and Stealth.
- 87-93 1970 AD Army Grunt - Alertness, Endurance and 4 weapon skills.
- 94-00 1983 AD Air Force Pilot - Navigation, Pilot Rotor Wing, Pilot Fixed Wing Jet, Pilot Fixed Propeller, Skydive and Weapon Group Specialty Air Vehicle.

Step 3: Attributes

Roll up as normal. HPs are CON +4, +4 per level. Then determine what level the ancestor was when he died so you can work the total amount of HPs he had.

Avatar, Animorphic

The character is connected to the Earth's Animorphicverse, a dimension that connects every animal, extinct or otherwise, enabling them to mimic any animal that currently exists or ever has existed. The Animorphicverse relates to the relationship between organisms in the animal kingdom and their connection to the Earth. It ties into a being's

ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +10, +10 per level.

Step 2: Skills

Choose skills in the normal manner. Also gain the following free ones;

Animal Care

Animal Noise

Animal Training

Knowledge Herbalism

Science Biology

Science Zoology

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Animorphicverse to draw on special animal abilities. This can include; the flight of a bird, the swimming ability of a fish, the stench of a skunk, the colour changing of a chameleon, the agility of a snake, the playfulness of a kitten, the electricity of an electric eel, the bark of a large dog or the smell of a hippopotamus. The power to totemically draw on certain animal abilities from the Faunascap for a temporary duration. Each ability lasts for 1 minute per WIS, +2 minutes per level. Can draw on the abilities of 1 different animal per 5 INT at the same time, +1 animal per level.

Additionally Avatars 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>
Ally	5	The Avatar may summon and permanently psionically link with an animal companion of the character's choice. 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. The GM should generate special stats for this ally.
Animal Control	5	Animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.
Animal Form	5	This is the ability to tap into the Faunascap and and transform into any animal while retaining his own memories, powers and attributes. Requires 1 action to transform.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Heal Animal	5	The ability to heal any animal (real or mythical) at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; 1) Restore 1 HP per INT, +1 per level per 10 minutes. 2) 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. 3) Negate all pain for 1 minute per INT, +1 minute per level. 4) 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.
Mythical Animal Ability	5	Identical to Connection but instead applying to Mythical Animals.
Mythical Animal Control	5	Identical to Animal Control but instead applying to Mythical Animals.
Mythical Animal Form	5	Identical to Animal Form but instead applying to Mythical Animals.
Summon Allies	5	The Avatar can summon any animals in the area. Up to 1 animal per 2 WIS of choice, +2 per level. He can summon any animal within a 100 metres per WIS radius, +100 metres per level.
Spellcast	10	Faerie magic only. 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. Avatars 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	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 4: Careers

Possible related careers include; Zookeeper, Vet, Museum Curator and Academic Researcher.

Avatar, Arthromorphic

The character is connected to the Earth's Arthropodicverse, a dimension that connects every insect, extinct or otherwise, enabling them to mimic any insect that currently exists or ever has existed. The Arthropodicverse relates to the relationship between

organisms in the insect, arachnid, centipede and scorpion kingdoms and their connection to the Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

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

Step 2: Skills

Choose skills in the normal manner. Also gain the following free ones;

Foraging

Heat Protection

Knowledge Herbalism

Science Biology

Science Entomology

Toxicology

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Arthropodicverse to draw on special insect abilities. This can include; the flight of a fly, the strength of a beetle, the adhesive feet of an ant, and so on. The power to totemically draw on certain Insect abilities from the Arthropodicverse for a temporary duration. Each ability lasts for 1 minute per WIS, +2 minutes per level. Can draw on the abilities of 1 different Insect per 5 INT at the same time, +1 Insect per level.

Additionally Avatars 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>
Ally	5	The Avatar may summon and permanently psionically link with an insect companion of the character's choice. 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. The GM should generate special stats for this ally.
Double Jointed	5	A double-jointed person has extremely limber muscles, flexible bones, can pop bones in and out of their sockets with ease, and can twist, bend and fold themselves into normally impossible positions. These contortions enable the character to collapse the bones in his hands to easily slip out of handcuffs or manacles, temporarily and painlessly dislocate joints to wiggle out of ropes or straight jackets, slip through small openings and fit into small areas (suitcase, trunk, etc).

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Enhance Insect	10	For 1 hour per WIS (+1 hour per level) can add +1 HPs per WIS (+5 per level) to any 1 insect per WIS within range. 10 metre per WIS radius. +3 metres per level.
Heal Insect	5	The ability to heal any insect (real or mythical) at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; 1) Restore 1 HP per INT, +1 per level per 10 minutes. 2) 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. 3) Negate all pain for 1 minute per INT, +1 minute per level. 4) 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.
Insect Control	5	Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.
Insect Form	5	This is the ability to tap into the Arthropodicverse and transform into any Insect while retaining his own memories, powers and attributes. Requires 1 action to transform.
Spellcast	10	Faerie magic only. 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. Avatars 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.
Summon Allies	5	The Avatar can summon any Insects in the area. Up to 1 Insect per 2 WIS of choice, +2 per level. He can summon any Insect within a 100 metres per WIS radius, +100 metres per level.
True Sight	10	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.
Ultraviolet Vision	5	The user is able to perceive ultraviolet radiation, allowing them to see colours other can't, see well underwater, in the fog and in the rain, see fingerprints left on objects, the light given off by radioactive materials, as well as other traces such as saliva and blood.

Step 4: Careers

Possible related careers include; Beekeeper, Museum Curator and Academic Researcher.

Avatar, Chess

Caïssa is a mythical Thracian dryad also known as the goddess of chess. Thousands of years ago when the Roman gods still walked the earth Mars the god of war fell in love with Caïssa. However she initially repelled his advances. Spurned Mars sought the aid of the god of sport Euphron, brother of Venus, who created the game of chess as a gift for Mars to win Caïssa's favour.

The gift worked so well that Caïssa became the patron god of chess which she later presented to various humans she favoured. Overcome with a jealous rage Mars fragmented Caïssa's body into ten different forms spread out over ten different dimensions. Her mind was also thus fragmented and each form believes itself to be the true Caïssa.

Avatars are born with the power to possess the traits and powers of the six archetypal chess pieces of ten different colours.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner. Strategy Games is a free bonus skill.

Step 3: Abilities

Avatars gain the following abilities free;

Colour Abilities - The character starts with one Chess colour which he gains his powers from. He may either draw real pieces or roll on the tables below. The character gains all the powers listed under each piece. These abilities remain until he forces a new draw. At the start the character can draw 1 piece from 1 colour. The colour drawn at character creation stage is permanent and does not change with each draw, only the pieces do. The character however may buy additional colours he can draw from.

Determining Chess Powers:

1) First roll for which colour -

01-10 White

11-20 Black

21-30 Red

31-40 Brown

41-50 Green
 51-60 Blue
 61-70 Grey
 71-80 Orange
 81-90 Yellow
 91-00 Purple

2) Next roll for which piece -

01-18 Pawn
 19-36 Rook
 37-54 Knight
 55-72 Bishop
 73-90 Queen
 91-00 King

The character has 40 points which can be spent on any of the abilities below. As he earns more experience he may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Additional Colour	50	For each extra colour the character wishes to tap into each time, up to a maximum of ten.
Additional Piece	10	For each extra piece the character wishes to draw from each time, up to a maximum of six.
Communicate by Chess piece	5	By giving a person one of the character's specially created chess pieces, they may use it once to telepathically send him a message. After that it is used up.
Create Chess Piece	10	The Character has the ability to magically enchant chess pieces for use by others. The person who activates the piece will gain the ability listed for 1 minute per mana that he has (the user's mana not the character's). The pieces however must be of the same colour as the character's patron. eg. the character has white and red patrons. He can only enchant white and red pieces.
Presence	5	The character has a supernatural aura and radiates confidence and authority, +1 to reaction. He is immune to intimidation.
San Bonus	5	+1 to Sanity rolls
See Mana	5	The character can see Mana or Ley Line power anywhere within his normal sight range.
Spellcast	10	Combatic magic only. 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. Avatars 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
True Sight	5	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.
Will Bonus	5	+1 to Willpower rolls

Step 4: Careers

Possible related careers include; professional chess player and academic researcher on chess or mythology.

Listed below are tables for the abilities gained from each of the ten different colours and their six different pieces.

White

Pawn

This avatar can reach into alternate realities and pull over copies of yourself (this is similar to the movie The One). This gives you a potentially unlimited army of doppelgangers. The doppelgangers are distinctively different from the original, either by dress, haircut, colour, etc. This power requires a full melee of concentration to summon one double who appears anywhere within his line of sight. The character can summon one double per 2 INT, +1 per level. The main problem with this power is if the original witnesses the death of one of his doppelgangers then he must roll vs trauma or be greatly upset by the event. The double must be worked out ahead of time by the GM.

Rook

This avatar create a white layer of protection around himself, lasting until depleted or cancelled. It can take up to WIS x100 HPs (+1 per level). Replenish WIS x10 HPs (+1 per level) per minute of non use.

Knight

The avatar can summon and permanently psionically link with a Unicorn able 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. He can also ride it.

Bishop

The avatar can force out anyone/thing possessing a victim. Even if fail the victim gains a new attempt at resisting the possession at +1 per exorcism attempt.

Queen

The avatar can emit a chilling bolt of cold which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Taking more than 22 points of damage at once will reduce

the victim's bonuses and speed by a cumulative 10%, and wears off in D4 mins. A being that loses all HPs in this manner falls into cryostasis and must be revived. Using heat will revive the victim in 3D4 minutes with little if any side effects. Using this power it is possible to build up amounts of ice, equal in HPs to the damage rolled (each attack keeps adding strength to the ice).

King

The avatar can take control of the body and voice of any one victim per 5 WIS (+1 per level) within his line of sight.

Black

Pawn

The avatar can create one double of himself per 2 INT, +1 per level (but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers.

Rook

The avatar can turn into living stone increasing his HPs by +60 per INT, and STR by +2 for every additional 100 HPs. Immune to paralysis/stun, cold, heat, fire, gas and radiation. Armour piercing projectiles do one third damage. Explosions, energy, fire, solar and electrical powers do half damage. Radiates no heat.

Knight

The avatar can summon and permanently psionically link with a Pegasus able 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. He can also ride it.

Bishop

The avatar can mentally will into existence a weapon of d'arqueness which can affect both physical and ethereal supernatural creatures. He can use this either to paralyse for 1 melee per WIS, induce shock/coma unless save or disrupt, disrupt an entity's body enough to banish it back to its original plane, or destroy the Spirit. Once per day per WIS the character can will his weapon to do 1 damage per WIS, +D4 per level. All weapons are +1 to strike per 2 WIS. It remains until cancelled or the avatar is KOed but uses up 1 attack per melee while in use. Some possible weapon forms may include; swords, axes, machetes, staves, maces, and all manner of melee weapons.

Queen

The avatar can expel projectiles from his body (can be small needles like a porcupine, shards of glass, etc) which do D6 per 5 WIS +D6 per level, over 1 metre per WIS + an equal increase in range per level.

King

The avatar can touch a person and make the victim duplicate the character's movements completely. The puppet will gain all the character's skills but not powers. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 WIS, +1 per level.

Red

Pawn

The avatar can create energy duplicates of himself and have them fight alongside him. He can create one double of himself per 2 INT, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; INT 1, WIS 1, CHA 1, STR (character's STR +10), DEX (character's DEX +5), CON (character's CON +20), MR (character's MR +5), and HPs (character's HPs x2).

Rook

The avatar can turn his body into one of living, molten rock. He gains +450 HPs, and +8 to STR and CON. Physical attacks must do STR 19+ in damage, otherwise have no effect. Normal projectiles melt before striking the character and do no damage. Electricity, energy and explosions do half damage. Immune to fire, heat, magma and all gases. Anyone touching the character (including punching him) takes D6 damage per level. He can also radiate heat from his form over one metre per 2 INT radius (+2 metres per level), at a rate of 10C per INT per round, +10 per level.

Knight

The avatar can summon and permanently psionically link with a Griffon able 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. He can also ride it.

Bishop

This character can surround himself with a field which makes him seem more imposing. When this is active anyone looking at the character must save vs trauma or break down, start crying and beg for mercy until the power is turned off. Once per melee he can also issue a command (eg. stop, look, no, etc) which everyone who hears must obey. Victims are -1 to attack.

Queen

The avatar can emit a continuous gorge of fire which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Anything combustible instantly catches alight.

King

The character can touch a person and make the victim an exact duplicate of him physically and mentally. The duplicate looks exactly like him, thinks exactly like him, has the same spirit and personality as he does, and has the same powers he has.

Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 WIS, +1 per level. The puppet reverts back to normal once the character relinquishes control over him or either of them lose consciousness.

Brown

Pawn

The avatar create one double of himself per INT, +1 per level (but not any equipment he is carrying). However with each new duplicate, the doubles (but not the character) reduce their height, weight and HPs by half. This is because they are spreading their collective mass out between each person. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers.

Rook

The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes he will remember both versions and cannot be erased by paradoxes, even if the rest of his world is.

Knight

The avatar can summon and permanently psionically link with a Hippogrif able 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. He can also ride it.

Bishop

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.

Queen

The avatar can run at up to 1236kph (the speed of sound). At this speed it creates a booming shockwave that can shatter glass and deafen people. A sonic boom continues for as long as the object creating it moves faster than sound. The boom is similar to wall of sound sweeping past, and does D4 x10 damage over a 60 metre radius. +10 damage underwater. Anyone caught in the radius will be deafened for D6 minutes.

King

The avatar can transfer his mind into any life forms within his line of sight. Once inside he takes over the body completely (the victim will remember nothing from moment that he is taken over). He can still use his own skills but not any other powers he may have. Victims can make a saving throw at the start and then once every one hour per WIS of the victim.

Green

Pawn

The avatar can create earth duplicates of himself and have them fight alongside him. He can create one double of himself per 2 INT, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; INT 1, WIS 1, CHA 1, STR (character's STR +20), DEX (character's DEX +5), CON (character's CON +40), MR (character's MR -5), and HPs (character's HPs x4).

Rook

The avatar can raise a wall of plants out of the ground with very tough, pliable, tangled brush bearing needle-sharp thorn tips as long as a human's finger. The size can be up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Does D4 damage per 4 WIS for every 30 centimetres the victim walks through

Knight

The avatar can summon and permanently psionically link with a Will O' Wisp able 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. He can also ride it.

Bishop

The character can purify unclean, poisonous, or otherwise contaminated food and water. Up to 10 cubic centimetres of food and drink per INT per level can be thus made suitable for consumption.

Queen

The avatar can command plants. They will obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out. As an extension of the telepathy the character can confer with

any plant within range and question it. It will answer truthfully about anything it knows or sensed passed by it.

King

The character can control animals. They will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. He can also summon any animals in the area. Up to 1 animal per 2 WIS of choice, +2 per level. He can summon any animal within a 100 metres per WIS radius, +100 metres per level.

Blue

Pawn

The avatar can create wind duplicates of himself and have them fight alongside him. He can create one double of himself per 2 INT, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; INT 1, WIS 1, CHA 1, STR (character's STR +10), DEX (character's DEX +5), CON (character's CON +20), MR (character's MR x2), and HPs (character's HPs x2).

Rook

The character can manipulate pressure in the air molecules in order for the air to become an extremely dense wall (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The field has 50 HPs per square metre.

Knight

The avatar can summon and permanently psionically link with a Roc able 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. He can also ride it.

Bishop

The character's aura inspires all within WIS x1 metre of him to be immediately filled with feelings of peacefulness and must sit down to admire the trees.

Queen

The character can fly unaided at WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms.

King

Avian type animals only will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. He can summon any animals in the area. Up to 1 animal per 2 WIS of choice, +2 per level. He can summon any animal within a 100 metres per WIS radius, +100 metres per level.

Grey

Pawn

The avatar can create water duplicates of himself and have them fight alongside him. He can create one double of himself per 2 INT, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; INT 1, WIS 1, CHA 1, STR (character's STR +10), DEX (character's DEX +5), CON (character's CON +20), MR (character's MR x2), and HPs (character's HPs x3).

Rook

The avatar can draw condensation and form a shield or wall of water (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level until concentration broken. Most weapons will have their range halved by the water if not swept away together.

Knight

The avatar can summon and permanently psionically link with a Narwhale able 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. He can also ride it.

Bishop

The avatar can heal himself at phenomenal rates. +8 CON, +25 HPs, +6 vs. Poisons, Gases, Drugs, and Diseases. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

Queen

The avatar can swim at up to 1000 knots per hour. At this speed it creates a booming shockwave underwater that can shatter glass and deafen animals. It does D4 x10 damage over a 60 metre radius. +10 damage underwater. Anyone caught in the radius will be deafened for D6 minutes.

King

Aquatic animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. He can summon any sea life in

the area. Up to 1 animal per 2 WIS of choice, +2 per level. He can summon any animal within a 100 metres per WIS radius, +100 metres per level.

Yellow

Pawn

The avatar can create sand duplicates of himself and have them fight alongside him. He can create one double of himself per 2 INT, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; INT 1, WIS 1, CHA 1, STR (character's STR +10), DEX (character's DEX +5), CON (character's CON +20), MR (character's MR), and HPs (character's HPs x3). The duplicates can also make themselves unstable allowing any physical attack to ooze through. They can then harden around it if desired trapping an attacker's limb.

Rook

The character can create a castle from sand or earth up to (10 centimetres per WIS thick, +30 centimetres per level) x (1 metre per WIS tall, +1 metre per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The castle can be designed and furnished as desired but will only last WIS x1 hour.

Knight

The avatar can summon and permanently psionically link with a Qilin able 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. He can also ride it.

Bishop

Once per melee the avatar can generate a brilliant flash of light to blind all people within a 30 metres radius +1 per level. The effect lasts for 2D6 melees per level and causes -6 on all rolls. He can also shed a lesser amount of light that can be used to see by all in a 15 metre radius +3 per level, equal to 150 watts +25 per level. This light can be seen for a few kilometres at night. Opponents are at -2 to hit with any ranged attack, -5 with melee combat in a very dark area (near blinding). Opponents are at -1 to hit with any ranged attack, -3 with melee combat in a dimly lit area (semi- blinding). Opponents are at -1 to strike with melee attacks in daylight or a well lit area.

Queen

The character can slide over almost any surface at a speed of 30kph, +5kph per level. He is also very difficult to catch or hold on to due to his slippery aura. +4 to any evasion rolls.

King

Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. The character can summon 100 insects per 2 WIS of choice, +100 per level. He can summon any insect within a 100 metres per WIS radius, +100 metres per level. If desired he can make them cover him creating a form of armour with 10 HPs per WIS, +30 HPs per level.

Orange

Pawn

The character can create golem duplicates of himself and have them fight alongside him. He can create one double of himself per 2 INT, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; INT 1, WIS 1, CHA 1, STR (character's STR +30), DEX (character's DEX +5), CON (character's CON +40), MR (character's MR -5), and HPs (character's HPs x5).

Rook

The character can raise a wall or shield of dirt or sand out of the ground (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The wall simply absorbs any kinetic attacks without taking damage or allowing it to pass through. It is much like a wall of quicksand.

Knight

The avatar can summon and permanently psionically link with a Manticore able 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. He can also ride it.

Bishop

The character can cause anything to break by touch. He can affect 1 square centimetre per 2 WIS, +1 per level.

Queen

The character can move through rocks, pebbles and any other form of earth particles at his normal MR rate without being hindered by them. So he could walk through a wall made of earth without needing to become intangible. It simply lets him through.

King

The character can cause any statue or golem that he touches to come alive and obey simple commands. The object can talk (will answer questions) and move (if has wheels)

or legs). Control 1 object per 2 WIS, +1 per level of up to WIS x10kgs size (+10kgs per level).

Purple

Pawn

The avatar can create void duplicates of himself and have them fight alongside him. He can create one double of himself per 2 INT, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; INT 1, WIS 1, CHA 1, STR (character's STR +5), DEX (character's DEX +5), CON (character's CON +20), MR (character's MR +5), and HPs (character's HPs x3). Because of the entropic nature of the void, its punch will do an extra +WIS xD10 damage.

Rook

The avatar can create a black layer of shielding which vaporises anything touching it. The size is up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The shield can destroy up to WIS x10 HPs, plus x1 per level (eg. at third level the HPs would be WIS x12). The total HPs replenishes at a rate of WIS x1 HP (+1 per level) per minute of non use. Can create multiple shields so long as the combined HPs don't exceed the total.

Knight

The avatar can summon and permanently psionically link with a Nightmare able 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. He can also ride it.

Bishop

The avatar can fire a blast of pure entropy doing D6 of disintegration damage per WIS to anything it hits, including incoming attacks. Range is line of sight.

Queen

The character can alter his body's mass enabling him to pass harmlessly through any object. Can render himself + an additional 3kgs per INT, +3kgs per level un-solid. The character is only vulnerable to mind attacks. Once he lets go of an object it turns solid again. Further the character has to concentrate to prevent himself sinking into the ground. Otherwise he could wind up at the centre of the earth.

King

The character can affect normal shadows and indirectly light as well. He can shift the location and size of normal shadows and form them into two-dimensional images that

can do D6 damage per 2 WIS to real targets, +D6 per level. The character can also see through these shadow constructs eyes, but they must remain within a range of WIS x1 metre. He can create one shadow construct per 2 WIS, +1 per level.

Avatar, Constellation

A constellation is a defined area of the celestial sphere. Each culture divides the stars of the night sky into its own set of constellations, usually based on mythology. The ancient Babylonians, and later the Greeks (as recorded by Ptolemy), established most of the northern constellations in international use today. When European explorers mapped the stars of the southern skies, European and American astronomers proposed new constellations for that region, as well as ones to fill gaps between the traditional constellations. After this, Eugène Delporte drew up precise boundaries for each constellation, so that every point in the sky belonged to exactly one constellation.

Everyone has a star sign based on what month they were born. But this character goes a bit further. 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. These constellations are different to the Zodiac class ones.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +6, +6 per level. The character's birthday is important as this will be his primary Constellation sign. Whenever this month comes up all its abilities are +1 for the duration. Further the character must choose one attribute which is permanently +1 also during that month.

Step 2: Skills

Choose skills in the normal manner. Knowledge Astrology is a free bonus skill.

Step 3: Planetary Alignment

The character must choose one Planetary sign as their permanent influence, it cannot be altered later. Whenever the planet is present it has certain effects.

<u>Planet</u>	<u>Notes</u>
Sun	Every day for 11-13 hours a day depending on location and season. During this period the character gains +1 on all rolls based on one prechosen attribute.
Moon	11 hours a night for 3 weeks every month. During this period the character gains +1 on all rolls based on one prechosen attribute.
Mercury	40 minutes at dusk and dawn for 10 months a year depending on location. During this period the character is immune to any mind control and psionic attacks.

<u>Planet</u>	<u>Notes</u>
Venus	2 hours at dusk and dawn for 10 months a year depending on location. During this period the character's CHA is +2 and is immune to any emotional manipulation or reading.
Mars	11 hours a night for 11 months every year. During this period the character is immune to any spirit and supernatural based attacks.
Jupiter	2 hours at dusk and dawn for 11 months every year. During this period the character's STR and CON are +2.
Saturn	2 hours at dusk and dawn for 11 months every year. During this period the character's DEX is +2 and MR +5.
Uranus	2 hours at dusk and dawn for 11 months every year. During this period the character is immune to any magical spells.
Neptune	2 hours at dusk and dawn for 11 months every year. During this period the character's INT and WIS are +2.

Step 4: Abilities

All Avatars start with the following abilities free;

Bestowed - Now we get to the meat of it. The character's abilities change according to which star sign is present in that month. There are 2 available constellations each month so the character chooses which one he wishes to employ. The character has 30 points which can be spent on boosting his astrological abilities. As they earn more experience they may boost more abilities.

Below are the various different abilities imparted by each Constellation symbol when its month comes up. Each ability is gained free each month but if the character wishes he can spend an additional 5 points per ability to increase the effectiveness of that ability.

Andromeda the Chained Lady - November

Located north of the celestial equator, Andromeda, daughter of Cassiopeia, in the Greek myth, who was chained to a rock to be eaten by the sea monster Cetus. Andromeda is most prominent during autumn evenings in the Northern Hemisphere, along with several other constellations named for characters in the Perseus myth.

Binding Chain: The character can create a set of energy chains WIS x1 metre long, +1 metre per level. He can mentally control it to either soften the energy output in order to entangle with it, with a STR equal to his WIS. Or he can harden the energy so it does D6 damage per 5 WIS upon contact, +D6 per level. +D6 and +1 metre each time rebought.

Emission Chain Shrapnel: The ability to expel chain projectiles which do D6 per 5 WIS +D6 per level, over 1 metre per WIS + an equal increase in range per level. +D6 and +1 metre each time rebought.

Nullify Abilities: The ability to neutralize magic. The character can affect one person per 3 WIS, +1 per level. Victims cant cast any spells or invoke any magic from any

object so long as they remain within line of sight of the negator (this includes magic enhancements). +1 person each time rebought.

Imprison: The character can create an energy cage (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

Aquila the Eagle - September

Aquila is a constellation in the northern sky. Its name is Latin for 'eagle' and it represents the bird who carried Zeus's/Jupiter's thunderbolts in Greco-Roman mythology. Aquila is also associated with the eagle who kidnapped Ganymede (associated with Aquarius) to serve as cup-bearer to the gods.

Flight: He can grow a complete pair of feather wings with a top flight speed of WIS x10kph, +10kph per level with a maximum ceiling height of one kilometre. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs. +5kph each time rebought. When not in use his wings disappear.

Razor Claws: He can grow 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus STR damage bonus. If the character metamorphs his body then the claws also alter into the other form. +1 claw each time rebought, but no more than 1 claw per finger.

Control Birds: Birds will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. The character also has empathy with all birds, able to sense their emotional state.

Telescopic Vision: His eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range; this doubles every level. +3 to Thac0 with modern weapons, add +5 to Thac0 with thrown objects.

Auriga the Charioteer - February

Located north of the celestial equator, its name is the Latin word for charioteer, associating it with various mythological charioteers including Erichthonius and Myrtilus. Auriga is most prominent during winter evenings in the Northern Hemisphere, along with the five other constellations that have stars in the Winter Hexagon asterism. Auriga, however, is sometimes named as Myrtilus, who was Hermes's son and the charioteer of Oenomaus. Myrtilus's chariot was destroyed in a race intended for suitors to win the heart of Oenomaus's daughter Hippodamia. Myrtilus earned his position in

the sky when Hippodamia's successful suitor, Pelops, killed him, despite his complicity in helping Pelops win her hand. After his death, Myrtilus's father Hermes placed him in the sky.

Arcane Vehicle: The character gains 1 Arcane Vehicle. A chariot, of course.

Drive: The character can drive any vehicle at maximum ability.

Empower Vehicle: The character can impart one of his own existing powers or spells onto any vehicle. He can affect up to one vehicle per 2 INT. +1 vehicle each time rebought.

Improve Vehicle: The character can by touching a vehicle improve its MR and other features by +1 or +20%. +1 and +20% each time rebought.

Bootes the Herdsman - June

Boötes is a constellation in the northern sky, The name comes from the Greek Bootes, meaning herdsman or plowman (literally, ox-driver; from boos, related to the Latin bovis, "cow"). Exactly whom Boötes is supposed to represent in Greek mythology is not clear. According to one version, he was the son of Demeter, and a ploughman who drove the oxen in the constellation Ursa Major. This is corroborated by the constellation's name, which itself means "oxen-driver" or "herdsman." Another myth associated with Boötes tells that he invented the plow and was memorialized for his ingenuity as a constellation.

Control Animals: Animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. The character also has empathy with all animals, able to sense their emotional state.

Empower Animal: The character can impart one of his own existing powers or spells onto any animal. He can affect up to one animal per 2 INT. +1 animal each time rebought.

Enlarge Animal: The character can enlarge any animal to twice its size. He can affect up to one animal per 2 INT. +1 animal each time rebought.

Summon Animals: He can summon any animals in the area. Up to 1 animal per 2 WIS of choice, +2 per level. He can summon any animal within a 100 metres per WIS radius, +100 metres per level.

Canis, Major the Great Dog - March

Canis Major contains Sirius, the brightest star in the night sky, known as the 'dog star'. In early classical Europe, Canis Major represented the dog Laelaps, a gift from Zeus to Europa; or sometimes the hound of Procris, Diana's nymph; or the one given by Aurora

to Cephalus, so famed for its speed that Zeus elevated it to the sky. It was also considered to represent one of Orion's hunting dogs, pursuing Lepus the Hare or helping Orion fight Taurus the Bull; and is referred to in this way by Aratos, Homer and Hesiod.

Animal Mimicry Canine: Hearing increases by x1 normal range per 5 INT with an additional x1 per level (eg. INT 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.

Smell increases to x1 normal range per 6 INT with an additional x1 per level (eg. INT 15 = x3 range). Can identify the specific odour or scent of anyone that have previously met, and track by smell so long as know the scent.

Bite: The hero's teeth have a STR equal to x5 his hand's STR allowing him to bite through most materials. His teeth also have HPs equal to five times his own. An additional x1 STR bite each time rebought.

Control Dogs: Dogs will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. The character also has empathy with all dogs, able to sense their emotional state.

Summon Dogs: He can summon any dogs in the area. Up to 1 dog per 2 WIS of choice, +2 per level. He can summon any dog within a 100 metres per WIS radius, +100 metres per level.

Cassiopeia the Vain Queen - November

Cassiopeia is a constellation in the northern sky, named after the vain queen Cassiopeia in Greek mythology, who boasted about her unrivalled beauty. Cassiopeia was the wife of Cepheus, King of Aethiopia and mother of Princess Andromeda. Cepheus and Cassiopeia were placed next to each other among the stars, along with Andromeda. She was placed in the sky as a punishment for her boast that Andromeda was more beautiful than the Nereids; she was forced to wheel around the North Celestial Pole on her throne, spending half of her time clinging to it so she does not fall off.

Charisma: CHA increases by 5 (but not beyond 25).

Followers: The character can attract one follower per 4 WIS who will obey only him and do all he commands unquestioningly. +2 followers each time rebought.

Manipulation: He has a limited ability to manipulate the emotions of any living thing. They must be within his line of sight or 20 metre radius. The power functions for as long as he concentrates on using it. The emotion is limited to Happiness which causes a 5% chance per WIS to reconsider actions, not attack, show mercy, halt rampage, etc. +5 metres each time rebought.

Phermones: The character emits pheromones into the air that attracts members of the opposite sex and are so strong that he will have to avoid them because they will follow and swoon over him constantly. Any victims save versus mind-control drugs whenever they come within smelling range of the character or be reduced to any means they can find to impress him. NOTE: The victim must be able to SMELL the pheromone in order to be affected by it. If they are wearing a gas mask or environmental suit, or they have an inability to smell, then they are unaffected by this power.

Centaurus the Bison Man - May

The figure of Centaurus can be traced back to a Babylonian constellation known as the Bison-man. This being was depicted in two major forms: firstly, as a 4-legged bison with a human head, and secondly, as a being with a man's head and torso attached to the rear legs and tail of a bull or bison. It has been closely associated with the Sun god Utu-Shamash from very early times. The Greeks depicted the constellation as a centaur and gave it its current name. The name Centaurus in mythology is given not to a centaur but a deformed human who would later mate with mares and spawn the centaur race.

According to the Roman poet Ovid the constellation honours the centaur Chiron, who was tutor to many of the earlier Greek heroes including Heracles (Hercules), Theseus, and Jason, the leader of the Argonauts. The legend associated with Chiron says that he was accidentally poisoned with an arrow shot by Hercules, and was subsequently placed in the heavens.

Blur: He can vibrate so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. Enemies are -8 Thac0 to hit the character. He can affect himself + an additional 3kgs per WIS. +3kgs each time rebought.

DEX: His DEX increases by +5.

Leap: x3 normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Run: His MR is x2. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Cetus the Sea Monster - December

Cetus is a sea monster in Greek mythology, although it is often called 'the whale' today. It is often now called the Whale, though it is most strongly associated with Cetus the sea-monster, who was slain by Perseus as he saved the princess Andromeda from Poseidon's wrath. Cetus is located in a region of the sky called "The Sea" because many water-associated constellations are placed there, including Eridanus, Pisces, Piscis Austrinus, Capricornus, and Aquarius.

Control: He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per WIS, within line of sight while concentrate. The size of the wave can be up to WIS x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 WIS, until his concentration is broken. +2 metres each time rebought.

Metamorph: The character can transform his body into that of a sea monster with 1 metre height x12 metre length, AC 4, +120 HPs, 300 knots swim MR, and teeth do D100.

Shape: The character can reach out through a pool or lake, forming arms or other shapes out of the water. He can then exert his strength through the water arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of water available for it to draw on. Does D6 damage per 3 metres height.

Purify: The character can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content. 2 metre radius per WIS, +3 metres per level. As a side effect he can also remove toxins from himself or another. He must first make a cut somewhere on the body. From this cut he can then summon out any poison, venom or other toxins from the body.

Corona Australia the Southern Crown - August

Corona Australis has been associated with the myth of Bacchus and Semele. Jupiter had impregnated Semele, causing Juno to become jealous. Juno convinced Semele to ask Jupiter to appear in his full splendour, which the mortal woman could not handle, causing her to burn. After Bacchus, Semele's unborn child became an adult and the god of wine he honoured his deceased mother by placing a wreath in the sky (often viewed as a crown).

Artifact Crown: The character gains 1 Arcane Crown.

Bonus: +2 to INT and WIS, +1 on any INT based skill rolls and WIS saving throws, +5 mana. +1 INT and WIS and +5 mana each time rebought.

Cleanse Soul: The character has the ability to cleanse a soul. It immediately removes any evil stains and changes their alignment to lawful, neutral or chaotic good. It also removes any curses placed on the character.

Trap Soul: The character can literally absorb the victim's soul. The victim's spirit is sent to a peaceful and paradisaical internal limbo within the character's Arcane Crown. While the mind is gone, the victim is in a comatose state until his/her mind is released. The soul can be held for WIS x1 day, and up to one soul per 2 WIS at a time. After this the soul returns to its former body unless it has been destroyed. Plus x1 day each time rebought.

Corona Borealis the North Crown - July

In Greek mythology, Corona Borealis was sometimes considered to represent a crown that was given by Dionysus to Ariadne, the daughter of Minos of Crete. When she wore the crown to her wedding, where she married Bacchus, he placed her crown in the heavens to commemorate the wedding.

Artifact Crown: The character gains 1 Arcane Crown.

Bonus: +5 to INT, +2 on any INT based skill rolls and +10 mana. +1 INT and +10 mana each time rebought.

Bonus: +5 to WIS, +2 on any WIS based skill rolls and +1 on any WIS saving throws. +1 WIS and saving throw each time rebought.

Control: He can alter his aura to one of extreme intimidation. When this is active anyone looking at the character must save vs trauma or break down, start crying and beg for mercy until the power is turned off.

Corvus the Crow - May

The Greek figure of Corvus is modeled on the Babylonian Raven, which was similarly placed sitting on the tail of the Serpent (Greek Hydra). The Babylonian constellation was sacred to Adad, the god of rain and storm; in the second Millennium it would have risen just before the start of the autumnal rainy season. One myth associated with Corvus is that of Apollo and Coronis. Coronis had been unfaithful to her lover, who learned this information from a pure white crow. Apollo then turned its feathers black in a fit of rage.

Another legend associated with Corvus is that a crow stopped on his way to fetch water for Apollo, in order to eat figs. Instead of telling the truth to Apollo, he lied and said that a snake, Hydra, kept him from the water, while holding a snake in his talons as proof. Apollo saw this to be a lie, however, and flung the crow (Corvus), cup (Crater), and the snake (Hydra) into the sky. He further punished the wayward bird by making sure that it would forever be thirsty, both in real life and in the heavens, where the Cup is barely out of reach.

Familiar: The character may summon and permanently psionically link with a crow. 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.

Hide in shadows: The character can step into even the tiniest shadow and render himself invisible to any looking at the shadow. This also affects heat, motion, and many other kinds of sensors.

Metamorph Bird: The character can at will transform into a crow while retaining his own intelligence, powers and any abilities including magical.

Yell: The character can squawk really loud. He can release a concentrated sonic blast against opponents equivalent to 10 decibels per WIS, +10 per level. These do D6 per 5 WIS +D6 per level, over 10 metres per WIS per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half. A table on decibel effects can be found here. +D6 and +10 metres each time rebought.

Cygnus the Swan - September

In Greek mythology, Orpheus was transformed into a swan after his murder, and was said to have been placed in the sky next to his lyre (Lyra). Cygnus, together with other avian constellations near the summer solstice, Vultur cadens and Aquila, may be a significant part of the origin of the myth of the Stymphalian Birds, one of The Twelve Labours of Hercules. Normally, Cygnus is depicted with Delta and Epsilon Cygni as its wings, Deneb as its tail, and Albireo as the tip of its beak.

Control Birds: increases by 50% and he can carry and lift double the normal amount. +50% each time rebought.

Field Aerokinetic: The ability to manipulate a swirling mass of air currents (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The field adds -10 to the casters physical elusiveness against hurled missiles like arrows and spears. This increases to -20 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -5 to the caster's physical elusiveness against swords, etc. The vortex has a STR of 18, +1 per 5 mana, and people must make a strength roll to force their way through the vortex to grab the caster.

Field Hydrokinetic: This is the ability to draw condensation and form a shield or wall of water (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level until concentration broken. Most weapons will have their range halved by the water if not swept away together.

Flight: He can grow a complete pair of feather wings with a top flight speed of WIS x10kph, +10kph per level with a maximum ceiling height of one kilometre. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs. +5kph each time rebought. When not in use his wings disappear.

Dorado the Swordfish - January

Dorado is a constellation in the southern sky. Its name refers to the dolphin which is known as dorado in Spanish, although it has also been depicted as a swordfish. Dorado is notable for containing most of the Large Magellanic Cloud, the remainder being in the constellation Mensa. The South ecliptic pole also lies within this constellation.

Breathe: He has gills which allow him to breathe underwater as naturally as above water. His swim rate is MR x3. An additional x1 each time rebought.

Control: He can mentally control underwater animals though they will obey only simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS. +10 metres each time rebought.

Depth: 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).

Metamorph Arms: He can alter any arm into any form of melee blade weapon doing damage according to the weapon type + STR damage. HPs of weapons = 10 per STR +1 per level with length not exceeding 50% greater than that area of body. His HPs and attributes however do not alter and remain the same as in his normal form.

Draco the Dragon - July

In Greco- Roman legend, Draco was a dragon killed by the goddess Minerva and tossed into the sky upon his defeat. The dragon was one of the Giant Titans, who battled the Olympic gods for ten years. As Minerva threw the dragon, it became twisted on itself and froze at the cold North Celestial Pole before it could right itself.

Breath: The character can exhale a blast of wind with a speed of up to WIS x6kph. This can knock people and objects over, causing loss of initiative and at least one attack. At 80kph any hit cant attack, cast spells, speak, etc and are hurled 2 metres into the air for every 10kph of speed. At 90kph also do D6 per round to anything within it, +D6 per 10kph over 90. An additional x1 each time rebought.

Dragon Metamorph: This is the ability to transform into a dragon while retaining one's own memories, powers and attributes. Requires 1 action to transform. If the character is exposed to something which is a weakness for form then he will revert back to his original form and take the appropriate damage for 1 melee. Complete information on all Dragon forms can be found here. Some examples follow; Black, Blue, Brass, Bronze, Copper, Gold, Green, Red, Silver, White. 1 additional form each time rebought.

Fire Breath: The character can emit from his mouth a continuous gorge of fire which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Anything

combustible instantly catches alight. +D6 damage and +4.5 metre range each time rebought.

Truesight: The character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Eridanus the Winding River - October

According to one theory, the Greek constellation takes its name from the Babylonian constellation known as the Star of Eridu. Eridu was an ancient city in the extreme south of Babylonia; situated in the marshy regions it was held sacred to the god Enki-Ea who ruled the cosmic domain of the Abyss - a mythical conception of the fresh-water reservoir below the Earth's surface. Another association with Eridanus is a series of rivers all around the world. First conflated with the Nile River in Egypt, the constellation was also identified with the Po River in Italy. The stars of the modern constellation Fornax were formerly a part of Eridanus.

Control: He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per WIS, within line of sight while concentrate. The size of the wave can be up to WIS x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 WIS, until his concentration is broken. +2 metres each time rebought.

Expand: In his water form he can draw on other water and add it to his own mass increasing in size. Punch does +D6 per square metre and he gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Hydro Blast: This is the ability to draw condensation from the air and direct it as a jet stream of water doing STR damage D6 per 5 WIS over 1 metre per WIS per level. This pushes the victim back 1 metre per STR point greater than the victim's. A shot to an open mouth can drown a victim. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it. +D6 and +15 metres each time rebought.

Liquid Form: He can transform his whole or part of his body into a watery liquid substance of unknown composition. While in this state his consciousness can control every droplet that comprises his body. The mind continues to function in an astral form even when the head is converted into liquid or dispersed. While in this form he radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any liquid attacks including corrosive, toxic and magical.

Hydra the Water Snake - April

The Greek constellation of Hydra resembles a twisting snake, and features as such in some Greek myths. One myth associates it with a water snake that a crow served Apollo in a cup when it was sent to fetch water; Apollo saw through the fraud, and angrily cast the crow, cup, and snake, into the sky. It is also associated with the monster Hydra, with its many heads, killed by Hercules, represented in another constellation.

Hypnotic Sight: The character can hypnotise victims via direct eye contact. He can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc). Victims can save vs mind control in order to resist it. He can affect 1 victim per 4 INT. +1 victim each time rebought.

Multiple Bodies: The character can create one double of himself per 2 INT, +1 per level (but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers. +1 double per INT each time rebought.

Poison Blood: The character's blood is poisonous and if he can transmit it to a victim by biting through someone's skin. It can kill a human size lifeform in 30 minutes, -1 minute per level. One minute is the minimum it can drop to. As a side effect he is immune to all poisons. -1 minute each time rebought.

Slippery: Can eliminate traction on any part of the character's body. On his feet he can slide over almost any surface at a speed of 30kph. He is also very difficult to catch or hold on to due to his slippery aura. +4 to any evasion rolls. +5kph each time rebought, with a maximum speed of 100kph.

Lepus the Hare - February

Lepus is most often represented as a rabbit being hunted by Orion, whose hunting dogs (Canis Major and Canis Minor) pursue it. The constellation is also associated with some lunar mythology, including the Moon rabbit.

CON: is doubled, HPs increase by x4, AC is reduced by 1. +2 CON and +4 HPs, -1 AC each time rebought.

Hearing: Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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. Hearing increases by x1 each time rebought.

Leap: x3 normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Speed: MR is x2. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Lupus the Wolf - June

In Greek mythology, the constellation was considered an asterism within Centaurus, and was considered to have been an arbitrary animal, killed, or about to be killed, on behalf of, or for, Centaurus. It was not separated from Centaurus until Hipparchus of Bithynia named it Therion (meaning beast) in the 200s BC. No particular animal was associated with it until the Latin translation of Ptolemy's work identified it with the wolf.

Bite: The hero's teeth have a STR equal to x5 his hand's STR allowing him to bite through most materials. His teeth also have HPs equal to five times his own. An additional x1 STR bite each time rebought.

Claws: The character can extend claws which do PS damage +D6 each. +D6 each time rebought.

Control Wolves: Wolves will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. The character also has empathy with all wolves, able to sense their emotional state.

Summon Dogs: He can summon any wolves in the area. Up to 1 wolf per 2 WIS of choice, +2 per level. He can summon any dog within a 100 metres per WIS radius, +100 metres per level.

Lyra the Lyre - August

In Greek mythology, Lyra was associated with the myth of Orpheus, the musician who was killed by the Bacchantes. After his death, his lyre was thrown into the river; Zeus sent an eagle to retrieve the lyre, and ordered both of them to be placed in the sky.

Absorb Sound: He can absorb and dissipate all sound from within a one metre per INT radius surrounding the character. This means that no one (except the character) can hear anything. This makes sneak attacks a much easier reality.

Mind control by Music: The character can emit sound waves which can take control of the body and voice of any one victim per 5 WIS (+1 per level) within hearing range.

Sonic Shield: The ability to create (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Does D6 damage per 5 WIS for every 30 centimetres the victim walks through. Victims are also -6 and cant hear properly for 1 minute per round spent in the field, plugging ears reduces the effects by half.

Sound Emission: The character can release a concentrated sonic blast against opponents equivalent to 10 decibels per WIS, +10 per level. These do D6 per 5 WIS +D6 per level, over 10 metres per WIS per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half.

Monoceros the Unicorn - March

The unicorn was an extremely wild woodland creature, a symbol of purity and grace, which could only be captured by a virgin. In the encyclopedias its horn was said to have the power to render poisoned water potable and to heal sickness.

Cure Disease: The character can cure himself or any that he touches of any disease once per day. Plus once more per day each time rebought.

Horn: The character can grow a horn from his head which does STR +D6 damage. +D6 each time rebought.

Purify: The character purify any putrid or contaminated food and water that he touches once per day. Plus once more per day each time rebought.

Sense Evil: The character can any sense evil within 100 metres, and gains +1 to save against infernal spells.

Orion the mighty Hunter - January

Orion's current name derives from Greek mythology, in which Orion was a gigantic, supernaturally strong hunter of primordial times, born to Euryale, a nymph, and Poseidon (Neptune), god of the sea in the Greco-Roman tradition. One myth recounts Gaia's rage at Orion, who dared to say that he would kill every animal on the planet. The angry goddess tried to dispatch Orion with a scorpion, the reason that the constellations of Scorpius and Orion are never in the sky at the same time. However, Ophiuchus, the Serpent Bearer, revived Orion with an antidote, the reason that the constellation of Ophiuchus stands midway between the Scorpion and the Hunter in the sky.

Bonus: His DEX increases by +5 and gains an additional +2 to his rolls when using any DEX based skills. +1 each time rebought.

Bow: By touching a missile (including arrows, bolts, bullets, stones, etc) the character can cause it to create a replica of itself when fired or thrown at a target. The hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 WIS. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Continuous Hit: The character needs only a successful Thac0 roll to hit with the power. The victim then continues to be automatically hit and suffer damage until a successful

dodge of the attack roll is made, aim is diverted, the attack is blocked, or the attacker runs out of attacks. The character cannot attack anything else while using this power.

Track: The character can psionically locate a chosen target. This differs from normal tracking in that no physical or sensory contact however tenuous is required.

Consequently the power is not hampered by the concealment, erasure, or absence of the target's scent. It can operate over immense distances and even time. The only factors that can hinder the power are those that diminish any psionic activity. He can track a specific person or lifeform anywhere within the same dimension over a time span of 10 years per WIS, +10 per level.

Perseus the Monster Slayer - December

In Greek mythology, Perseus was the son of Danae, who became the hero who slayed Medusa. He later used the Gorgon's head to rescue the princess Andromeda from the monster Cetus.

Artifact Armour: The character gains 1 Arcane Armour.

Artifact Helmet: The character gains 1 Arcane Helmet.

Artifact Shield: The character gains 1 Arcane Shield.

Artifact Sword: The character gains 1 Arcane Sword.

Sagitta the Arrow - October

In ancient Greece, Sagitta was regarded as the weapon that Hercules used to kill the eagle (Aquila) of Jove that perpetually gnawed Prometheus' liver. Others believe the Arrow to be the one shot by Hercules towards the adjacent Stymphalian birds (6th labour) who had claws, beaks and wings of iron, and who lived on human flesh in the marshes of Arcadia - Aquila the Eagle and Cygnus the Swan, and the Vulture - and still lying between them, whence the title Herculea. Eratosthenes claimed it as the arrow with which Apollo exterminated the Cyclopes.

Artifact Arrow: The character gains 1 Arcane Arrow.

Replenishing Quiver: The character gains a special quiver which holds 24 +1 (Thac0) arrows. Once it is emptied it fully replenishes within 24 hours. +1 to arrows each time rebought.

Sagitta Bow: The character gains a bow which is unstrung but when plucked a string materialises composed from energy. It adds +1 to initiative and a rate of fire of 4 per round. +1 to initiative and +1 rate of fire each time rebought.

Shoot around obstacles: The character can fire an arrow at any target he can see or has seen and it will manoeuvre around any obstacles in its way to hit the target.

Ursa Major the Great Bear - April

The constellation of Ursa Major has been seen as a bear by many distinct civilizations. In Greek mythology, Zeus (the king of the gods) lusts after a young woman named Callisto, a nymph of Artemis. Hera, Zeus' jealous wife, transforms the beautiful Callisto into a bear. Callisto, while in bear form, later encounters her son Arcas. Arcas almost shoots the bear, but to avert the tragedy, Zeus turns them into bears and puts them in the sky, forming Ursa Major and Ursa Minor. Callisto is Ursa Major and her son, Arcas is Ursa Minor.

CON: is doubled, HPs increase by x4, AC is reduced by 1. +2 CON and +4 HPs, -1 AC each time rebought.

Control Bears: Bears will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. The character also has empathy with all bears, able to sense their emotional state.

Resist Cold: Cold has 50% of normal affect, +1 save vs any cold related issues. Reduce effects by half again and another +1 save each time rebought.

STR: increases by 50% and he can carry and lift double the normal amount. +50% each time rebought.

Avatar, Cosmic

The universal power to be empowered by cosmic forces (Solar, Lunar, Planetary Bodies, Cosmic Fire, Meteors, etc.) and can use it in a variety of ways, such as enhanced strength, regeneration, enhanced speed, agility, etc.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

Avatars gain the following abilities free;

Cosmos - This character gains all his powers from the forces of the cosmos. He starts with the ability to draw on one force per 5 WIS.

The character has 30 points which can be spent on any of the abilities below. As he earns more experience he may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Additional Ability	10	For each additional force the character wishes to tap into each time.
Cosmic Awareness	5	The character is in tune with the entire scope of reality, and can see what choice one should make when confronted with a situation, see all the variables of any situation, predict the outcomes of certain situations, and then to accelerate oneself along that path of causality immediately. When utilizing this ability the character sees paths projected in front of him, illuminating possible courses of action. He can then foresee the best tactic, and accelerate himself along that path. He can detect if anyone is lying to him or attempting to otherwise deceive him.
Cosmic Sight	5	A form of enhanced visual sense which includes the ability to see Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays. Equal to normal sight range.
Cosmic Vision	5	The hero's eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range; this doubles every level. +3 to Thac0 with modern weapons, add +5 to Thac0 with thrown objects
Communicate by Cosmic Piece	5	By giving a person one of the character's specially created cosmic pieces, they may use it once to telepathically send him a message. After that it is used up.
Create Cosmic Piece	10	The Character has the ability to magically inscribe cards for use by others. While there is a standard suit of cards used he may of course use different images on the cards, tailoring them to suit himself. The person who activates the card will gain the ability listed for 1 minute per mana that he has (the user's mana not the character's).
San Bonus	5	+1 to Sanity rolls
Thermal Sight	5	The hero can see heat images and traces the same way as thermo optic equipment, equal to normal vision range. Can see invisible lifeforms by their heat.
True Sight	5	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.
Will Bonus	5	+1 to Willpower rolls

Step 4: Careers

Possible related careers include; astronomer, astronaut, and academic researcher.

Forces

Listed below are the various aspects of the cosmos the Avatar can draw abilities from.

Black Hole

The user can create and manipulate black holes, a region of space time where gravity prevents anything, including light, from escaping. With this the user can control the size of their black holes, and move it around in space to suck up everything in it's path. Manipulation of black holes can allow the user to Time Travel to the future, as the closer one gets to the event horizon of a black hole, the slower time gets. Meaning that a few minutes or hours may pass for the user near the event horizon, and when they leave, they may find it's hundreds of years in the future. This may also slow the user's age the longer they spend near the event horizon of the black hole in question. The character can jump forward one month per INT + WIS, + an equal amount per level or if rebought.

The character can use black holes to suck things into oblivion, crushing them with its gravity field. The character's black hole draws objects into it with a STR equal to his INT + WIS, + an equal amount per level or if rebought. Once within the hole any item takes D6 damage per INT of the character, + an equal amount per level or if rebought.

Comet

The character has the ice cold powers of a comet. He can create a meteor shower anywhere within visual sight covering a 1 metre per WIS diameter per level. Anyone within the area must dodge one meteor from above per 2 WIS. If struck a victim takes D6 damage per meteor, +D6 per level or each time rebought. He can fire a single comet at anyone within visual range doing D6 damage +D6 per level or each time rebought. By touch the character can freeze a victim doing D6 per 5 WIS +D6 per level.

Taking more than 22 points of damage at once will reduce the victim's bonuses and speed by a cumulative 10%, and wears off in D4 mins. A being that loses all HPs in this manner falls into cryostasis and must be revived. Using heat will revive the victim in 3D4 minutes with little if any side effects. Using this power it is possible to build up amounts of ice, equal in HPs to the damage rolled (each attack keeps adding strength to the ice).

Dark Matter

The ability to control dark matter, a substance scientifically theorized to make up most of the physical universe. Dark Matter is a material that is estimated to make up 84% of the universe's mass and 23% of it's mass-energy. Users can turn Dark Matter into tools, objects, weapons and other items, create semi-living constructs and/or create structures of varying permanence. Users who have mastered this ability can use it for almost any situation, creating anything they need. It is limited to a single piece.

Although the power can create facsimiles of more complex construction, close examination reveals that all the smaller pieces are fused together. However, the character can create complex items by forming them one piece at a time. The Objects disintegrate after being separated from the host for WIS x1 round. Each Object damage is weapon specific.

The character can create in one turn a number of kilograms equal to his WIS. The character must have detailed knowledge of the design of whatever he wants to create. He can only store a finite number of designs in his mind at any one time. This is equal to INT x1. The player must keep a record of which items the character knows how to create. The list can be changed at any time. If no memory slots are available, the new design replaces an old one.

Nebulae Cloud

The user is able to manipulate nebula, an interstellar cloud of dust, hydrogen, helium and other ionized gases which are remnants of a supernovas and the interstellar matter that is believed to form planets. As a result the character can transform any gas type into any other gas type. He can affect an area of WIS x1 metre diametre, +1 metre per level or each time rebought.

Planetary Body, Dwarf

The character can take on the characteristics of a dwarf class planet, and get a lot smaller. When reducing size mass is not compressed into the reduced stature. Rather the mass is somehow extended into an extraphysical dimension from which the mass is later reclaimed automatically once size is increased. Size can be reduced by 10% per INT. This can then be reduced by a further 10% per level.

MR changes from metres per minute to centimetres per minute. If the character retains his mass then only MR reduced as above (all else remains same). If taken twice then gain Atomic Shrinkage which allows you to reduce the size of your atoms, thus reducing overall size and mass. Strength and HPs remains proportional to the hero's current size. This is the only form that enables the hero to reach a microverse.

While this is the most popular form of Shrinking, it has a potentially deadly disadvantage. As the hero's atoms shrink they can no longer interact with other, normal size atoms. As a result the hero cannot breathe, drink, or eat normal-size matter. Fortunately the power envelops the hero with an aura that temporarily reduces all atoms to be consumed.

He can also apply it to other objects. So instead of shrinking himself the character can instead shrink other objects and victims. When reducing size mass is not compressed into the reduced stature. Rather the mass is somehow extended into an extraphysical dimension from which the mass is later reclaimed automatically once size is increased.

Size can be reduced by 10% per INT. This can then be reduced by a further 10% per level.

Planetary Body, Giant

The character can acquire bodily mass from a giant class planet. This extra dimensional mass fortifies all the cellular tissue, including bones and muscles enabling him to support his increased weight and giving additional strength. +4 CON. Can grow +10% per INT. Increase HPs +20, STR +1, MR +1, and weight +22.5kgs for every extra 10% of height.

Or he can instead increase the size and mass of other objects and victims. This process requires the rapid acquisition of bodily mass from an extra-dimensional source. This extra dimensional mass fortifies all the cellular tissue, including bones and muscles enabling organisms to support their increased weight and giving additional strength. Can grow +10% per INT. Increase HPs +20, STR +1, MR +1, and weight +22.5kgs for every extra 10% of height.

Planetary Body, Large

The character can take on the characteristics of a large class planet and withstand massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. The player's bones are nearly unbreakable and his skin is cut resistant. Gain +5 HPs per CON, and a +1 save bonus per 4 WIS vs. magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body. Cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches, poisons, gases, drugs, diseases and radiation have half their effect and damage with a +1 save against each per 5 WIS.

Planetary Body, Medium or Standard

The character can take on the aspects of a normal class planet. He can draw on an existing earth source and surround himself with it so that it now forms an armour, with HPs equal to 20 per WIS. He can then reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height.

Alternatively he can soften the soil making it not unlike quicksand with a (1 metre radius per 3 WIS, +1 per level) x (1 metre depth per 2 WIS, +2 per level). Victims sink at a rate of 60 centimetres per round and are -5 on all combat rolls. The character can dig a hole in the earth by force of will alone. He may choose to have the excavated material pile up at the edge of the hole or to have it slip off deeper into the earth. The hole takes 1 minute to excavate per 100 cubic metres. He can also split the ground open up to (1 metre wide per 3 WIS, +2 per level) x (1 metre deep per 2 WIS, +3 per level) x (1 metre length per WIS, +5 per level).

The second method however is not as precise or controllable as the first. If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6 per second. Anything combustible will instantly catch alight.

Planetary Body, Moon

The character able to draw on the aspects of the dark side of a moon. He can blend with shadows becoming invisible to heat, motion, and many other kinds of sensors. He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected. However strong light (300 watts) will force him out of the shadow.

He can also create an area of darkness of 1 metre radius per INT (+5 metres per level) anywhere within his line of sight. If desired the player can focus this darkness around a single person and exert his will creating an unexplainable fear of the dark on the victim. He must make a saving throw vs. insanity or else he will be permanently afflicted with the phobia. Thereafter the victim will always suffer a -4 or -20% penalty (whichever applies) on all rolls whenever attempting to do anything in darkened conditions.

Quasar

The power to harness the light of a quasi stellar radio source. Once per melee he can generate a brilliant flash of light to blind all people within a 30 metres radius +1 per level. The effect lasts for 2D6 melees per level and causes -6 on all rolls. He can shed a lesser amount of light that can be used to see by all in a 15 metre radius +3 per level, equal to 150 watts +25 per level.

This light can be seen for a few kilometres at night. Opponents are at -2 to hit with any ranged attack, -5 with melee combat in a very dark area (near blinding). Opponents are at -1 to hit with any ranged attack, -3 with melee combat in a dimly lit area (semi-blinding). Opponents are at -1 to strike with melee attacks in daylight or a well lit area. He can create an intense spotlight from any part of his body with a range of 50 metres per 10,000 watts.

Solar Wind

The power to manipulate cosmic winds from a star. The character can create a solar wind with a 1 metre radius per 2 WIS (+2 metres per level) anywhere in his line of sight. The wind has a STR of 20 +1 per 2 WIS, and any failing to resist it will be knocked back. The wind is also fiery and will do D6 burning damage to anyone it touches, +D6 per level or each time rebought. Anything combustible touched by the wind will ignite.

Star

The power to harness the cosmic furnace of a sun. The character can throw fireballs over his normal distance x2. They do D8 per 5 WIS +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight. Or instead he can form a continuous gorge of fire which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level.

Anything combustible instantly catches alight. His most lethal attack allows him to summon and fire radioactive bolts which do D10 rads per WIS +D100 per level, over 1 metre per WIS per level with a 30 centimetre radius at core expanding 1 centimetre for every 5 metres travelled.

Warp Space Dimension

The power to alter and manipulate a space and area. Users can create wormholes to any location in the universe he has visited or has been visually or telepathically shown by warping spatial areas and twisting them around. The character can create a wormhole of up to 1 metre x1 metre per WIS, anywhere within sight. The hero forms two parallel space warps at the desired point of detachment, then shifts the location of the outer warp.

White Dwarf

The ability to control and manipulate remnants of a dead star. The character can use his gravitational power to crush his opponent. He can increase or decrease the gravity in an area of 1 metre radius per 2 WIS +1 metre per level, anywhere within his line of sight. He can manipulate the gravity by a factor of -5% or +5% per WIS, +10% per level.

Those affected by extra gravity will be -1 on all rolls per 10% increase. The character can surround himself with a field of gravity. While not adding any HPs it will draw straight to the ground any kinetic attacks, preventing him from being hit. It has no effect on other attacks such as lasers or mental.

White Hole

The power to create white holes where matter and energy is abstained, reversed and released. Through Gravitational Singularity the user can release matter and energy in a setting, releasing a blast of energy and matter allowing the user to create exposures. While a black hole virtually sucks in anything, a white hole is the complete opposite, where it releases everything, causing the victim to be pushed by strong forces. This includes light, matter, vacuum, gravity and energy which form a constant blast. The white hole has a blast range equal to his INT x1 metre, + an equal amount per level or if rebought. Any hit by the blast take D6 damage per INT of the character, + an equal amount per level or if rebought.

Avatar of Death

Avatars of Death are corpses reanimated by Mortis, which are fuelled by the power of death. Corpses reanimated by Mortis are reconstructed if damaged, keeping the body in working order at all times. Avatars know that dying can be used as a means to an end. Those who have died and returned to life can have power over the eternal cycle, and those who inhabit it. Contrary to what most would think, gods who claim life and death as part of their portfolios do not abhor Avatars.

In fact, most of them are the result of a death god infusing a recently-deceased individual with some semblance of their power. The whys depend on the deity, but the granted powers of their chosen remain the same. Death is that which causes things to wither, rot, weaken, and eventually die. Avatars can sense and manipulate the essence that allows Death, Destruction, Decay, and Corruption to exist throughout the universe, allowing them to control decayed matter or to request assistance from the dead.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but CON +10. Hit points = CON +20, +20 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Religion

Knowledge Undead

Science Biology

Step 4: Abilities

Avatars gain the following abilities free;

Immortal Body - Avatars do not age. They can also absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Heal x2 faster including any wounds and broken bones. They are immune to supernatural possession. The user can appear dead to all/every manner of detecting their state, altering the physical evidence surrounding their alleged death to make it appear real, for example medical equipment will malfunction and show that the user is dead. This allows them to lull their enemies into a false sense of security and evade pursuit.

Additionally Avatars 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>
Aura of Death	10	The Avatar can emit a field around them that kills all plant life that is in it and does 1 point of damage per WIS to animals and humanoids. He can decide what dies within a diametre of WIS x1 metre, +1 metre per level. It causes necrosis, or premature cell death, in others, causing the rapid decay of the victim's flesh.
Command Undead	5	Avatars can dominate the wills and actions of previously living, still-corporeal beings whether humans or animals. Once control is established he can order the undead to perform any task he desires, so long as it is within their ability. Control ceases when the task is accomplished but can be reinstated at that time. This power cannot affect anything living. Intelligent undead may hold a grudge against the hero and later try to destroy her. Worse they might attempt to make the hero into one of themselves. In this instance undead refers to physical and spirit types. The undead will obey simple telepathic commands. The character also has empathy with them able to sense their emotional state. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. She can summon up to 1 undead per 2 WIS of choice, +2 per level. He can summon any undead within a 100 metres per WIS radius, +100 metres per level. Any zombies over that number are in effect free agents who can act independently. Such free zombies never attack their animator though unless they are unique in some way.
Cursed Immortality	5	The Avatar can remove the death of anyone or anything including all aspects of death, forcing them to stay alive regardless of pain, infirmity, medical conditions or anything else. Even when someone is supposed to have died they would remain alive but would continually rot

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		and decay from the inside until their rendered immobile but they will still remain alive and conscious regardless. Unlike immortality in which users are kept in there original condition and status unchanged by the passage of time, this power only removes death so effected targets still feel and experience the passage of time but they will never gain any respite, also whatever problems they had before will remain.
Death Sight	5	Can see the true image of any person 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 (including whether it is harmful or helpful). The user is capable of sensing the coming of death, able to determine when someone is dead or dying or if others have died in a specific location. At times, this extends to seeing the names and lifespans of those who's faces the user sees.
Immune to Change	5	No supernatural or magical afflictions (including fear) of any type will work on the Avatar. This includes lycanthropy, vampirism, diseases, zombiesm or any other form of mystical transformation. Metapowers involving some form of alteration of the Avatar will likewise not work. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Psychometry	5	Avatars can touch an object and read the images and history of any who have previously touched it. It can be used to gain information on what an item is and who may have handled it. It cannot provide a detailed analysis of the item's internal structure or as yet unrealized potential.
Putrefy Area	5	This power makes clean food and water spoil, turn rotten, poisonous, or become otherwise contaminated within a radius of 1 metre per WIS per level making them suitable for consumption. He can manipulate decomposition, the process by which organic substances are broken down into simpler forms of matter. They can increase or decrease the rate of rotting, or stop, prevent or even reverse the effect.
Steal	10	By touching a victim the Avatar can drain 1 HP per WIS +1 per level and add it to his own for 1 hour per WIS.
Talk to Corpse	5	This character can listen to and relate conversations with the departed and undead. Further he can sense the emotional state of the departed and whether they are being truthful.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Undead Followers	5	Avatars can resurrect one corpse per WIS, +1 per level to fight alongside her as a zombie. The followers remain for 1 round per WIS or until destroyed. The same corpse cannot be resurrected again.

Step 5: Careers

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

Avatar, Divine

An Avatar is in incarnation of a fragment of God on Earth. The merging spirit is a bonafide divine being who uses the hero as his avatar. Powers will vary according to the deity chosen.

The character must choose a deity/god/godess to call on/invoke for powers. It is up to the player whether he wishes to take the disadvantage of having his powers submerged until activated by either a word, chant or song. However even if not taken a patron who has been angered by his avatar may revoke the powers he has bestowed until atonement has been made.

Step 1: Attributes

Roll attributes as normal but then add +2 to WIS, STR, DEX, CON and +4 MR. Hit points = CON +12, +12 per level. +1 to save vs. Willpower per 5 WIS.

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All Avatars start with the following abilities free;

Bestowed - The character must choose one or more Deities for his patron. He starts with 30 Points which are spent on any of the abilities made available by his patron, as detailed in the separate table below. As he earns more experience he may buy or rebuy more abilities. The player should work out with his GM whether its ok to have multiple patrons. While it may allow access to more powers those patrons may also have different agendas. Regardless of which patron is picked all powers are mystical in nature so they cant be Drained, Mimicked or Negated by normal meta powers but are fully affected by magic similar to these.

Divine Signs

Each ability costs 5 points but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Air

Air Blast - The ability to fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks doing STR damage D6 per 5 WIS over 1 metre per WIS. This pushes the victim back 1 metre per STR point greater than the victim's. +D6 and +1 metre each time rebought.

Air Motion - The character can change the wind's direction and even increase its speed or stop it altogether within a WIS x10 metre radius. A wind rush can have a speed of up to WIS x6kph, and is able to knock people and objects over. Using this he can ride the wind at WIS x2kph, lifting himself and an extra WIS x5kgs. One final side effect is he can greatly enhance the effectiveness of missile weapons by increasing the force and accuracy with which they strike. It adds a +1 to the attackers Thac0, 1 to damage and doubles the range. +10 metres, +2kph and +5kgs each time rebought.

Air Pocket - The character can surround himself or any within his line of sight with a pocket of air of up to WIS x10 centimetres radius and an MR equal to WIS. Air supply lasts 1 minute per WIS. This can also act to purify air, removing all pollutants, including but not limited to: smoke, poison gas, dust and anything of a particulate size of than a grain of sand or less from its area of effect.

It will not affect natural moisture in the air at all. It will also reduce the duration of any gas based magics or attacks that are affected. He can also use it more surgically by gently forcing a wind into an organism's lungs, inflating it and restoring their ability to breathe. Alternatively this can be used to devastating effect. +30 centimetres, +1 MR and +1 minute each time rebought.

Air Walk - The character can walk on mist, fog, or other vapours as if they were a solid surface. The character uses his normal walking movement on the level and half his normal walking movement while climbing.

Air Wall - The character can create a cyclonic prison of air. The character may walk in and out of the cyclone as if it were clear air. Otherwise the vortex will not permit anything to exit it and will suck in anything that touches it that fails a successful STR versus STR roll with the vortex having a STR of 20 +1 per 2 WIS. Exiting the vortex does D6 per WIS. It is possible to fly over the top but this requires a DEX roll with recapture and 8D6 of impact damage if you fail. The vortex appears to be smoked glass with dust and fog writhing around in it and is remarkably quiet.

Another side to this is his ability to create a similar pocket cyclone around himself. Said cyclone adds -2 to his physical elusiveness against hurled missiles like arrows and spears. This increases to -5 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -1 to the caster's physical elusiveness against swords, etc. The vortex has a STR of 18, +1 per 5 WIS, and people must make a strength roll to force their way through the vortex to grab the caster.

Weather Control - The character can alter the weather in various ways. He can primarily make the sky overcast although it remains the GM's decision how far away the clouds he needs to summon are. Once in position he can bump the clouds together to create loud thunderclaps which will startle most people and usually cause animals to flee. He can create a 1 metre per 2 WIS +1 metre per level radius cloud at ground level in which victims are blind and have trouble breathing with -9 on all rolls.

He can increase and decrease the level of precipitation. He can do all this within a WIS x10 metre radius for WIS x1 minute. This can be used to simply drench someone or be turned into a torrential downpour (movement, actions and any combat rolls reduced by two thirds). The character can call down a lightning bolt anywhere in his line of sight if it is overcast doing D6 per WIS. +2 Thac0 with the bolt. +10 metres, +2 minutes and +D6 each time rebought.

Finally he is in tune with the atmospheric pressure around him, and senses when something moves within it (much like a motion detector). His sense radius is WIS x1 metre. He can sense all electromagnetic fields and locate any operating electrical devices (eg. hidden surveillance devices, power cables, electrical traps, etc) within his line of sight or WIS x10 metres.

Whirlwind - The character can increase the wind speed as such to create a whirlwind with a 1 metre radius per 2 WIS anywhere in his line of sight. It has a rotational speed of WIS x10kph. Any caught in it will be swept up and hurled around unable to perform any actions. +2 metres and +5kph each time rebought.

Animals

Animal Metamorph - This is the ability to transform into 1 animal type per 2 INT while retaining one's own memories, powers and attributes. Requires 1 action to transform. Gain 1 animal form per 2 INT. +1 additional form each time rebought.

Animal Mimicry - The power to totemically draw on certain abilities from animals for a temporary duration. Each animal ability lasts only so long as an animal remains within his line of sight or a 1 metre radius per INT, +2 metres per level. Can copy the abilities of 1 different animal per 5 INT at the same time. If there are more different animals present than can copy then may choose which abilities he copies. +1 animal each time rebought. Examples are given here.

Claws - The character has one 1 centimetre long claw made of bone which extend from one of his fingers. They do D6 plus STR damage bonus. If the character metamorphs his body then the claws also alter into the other form. eg. Metamorph Copper allows for copper claws, Metamorph Light allows for energy claws, etc. +1 claw each time rebought, but no more than 1 claw per finger.

Control Animals - The character is one with the animals and can pass among them without disturbing them (birds will not fly away and animals will not hide). Animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS (+10 each time rebought). The character also has empathy with all animals, able to sense their emotional state. He can summon any animals in the area. Up to 1 animal per 2 WIS of choice (+2 each time rebought). He can summon any animal within a 100 metres per WIS radius, (+100 metres each time rebought).

Control Insects - The ability to command insects. Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS (+10 each time rebought). The character also has empathy with all insects, able to sense their emotional state. The character can summon 100 insects per 2 WIS of choice (+100 each time rebought). He can summon any insect within a 100 metres per WIS radius (+100 each time rebought). If desired he can make them cover him creating a form of armour with 10 HPs per WIS.

Insect Metamorph - This is the ability to transform into any 1 insect form per 2 WIS while retaining one's own memories, powers and attributes (eg. WIS 11 = 5 forms). An additional equal amount of forms each time rebought.

Insect Mimicry - The power to totemically draw on certain abilities from insects for a temporary duration. Each insect ability lasts only so long as an insect remains within his line of sight or a 1 metre radius per INT. Can copy the abilities of 1 different insect per 5 INT at the same time. If there are more different insects present than can copy then may choose which abilities he copies. +2 metres and +1 insect each time rebought. Examples are given here.

Change

Density - The character can render his body intangible to normal matter. This enables him to pass harmlessly through any object. Can render himself + an additional 3kgs per INT unsolid. The character is only vulnerable to mind attacks. Once he lets go of an object it turns solid again. Further the character has to concentrate to prevent himself sinking into the ground. Otherwise he could wind up at the centre of the earth. Plus an additional 3kgs per INT each time rebought.

Digitize - The ability to alter an object into digital form. It can then be stored on a CD, DVD, Hard Drive, storage crystal, or whatever else is available on your world. The storage item must be touched by the character in order to digitize the object into it. Otherwise nothing happens and the object remains unaltered. The character can later release the object from the storage device. For every 1kg of weight around 100 meg of storage is required. This can be spread out over multiple storage devices though all need to be held to release an object. The object or person will be able to fully interact with any virtual world they have been stored in, including the internet. After turning an object

into information the object can then be sent through to another location. The character can alter 10kgs per WIS. +10kgs affected each time rebought.

Mass - The character can absorb the mass of anything that he touches and add it to his own. The more he absorbs the larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can reduce his AC by 1 and increase his STR by 1 and HPs by 2. Living things are not killed by the absorption process and are perfectly fine once released, although likely less than happy about the experience. He can hold the extra mass for 1 round per WIS. +1 round per WIS each time rebought.

Mutate - For 1 minute per 3 INT the character can double or halve either the range or damage of his own powers or anyone that he can touch or see. +1 minute each time rebought.

Recreate - The character can examine objects and later recreate them from memory. He can alter any other object into the one he wants. The only limitation is size. While a gun would be easy to recreate, a truck would require something of equal size. The character can retain a number of different items equal to his WIS. eg. a 3rd level character with a WIS of 11 can recreate 14 different items. If the character's repertoire of items is full one must be forgotten to remember another one. 10 points to buy this power. +1 object each time rebought.

Shapeshift - At its base level this power allows the character to alter or imitate his face shape, hairline, eye colour, hair length and skin colour pigmentation, hands and fingerprints and add and remove 30 centimetres to his height, age and dimensions. Internally he can rearrange own internal organs so they are better protected or not where an attacker expects them to be, and alter or imitate his voice.

If taken again then he can alter any part of his body to resemble anything from imagination. His structure may be no less than half, or more than double his original size. He can alter any limb into any melee weapon doing damage according to the weapon type + STR damage. HPs of weapons = 10 per STR +1 per level with length not exceeding 50% greater than that area of body.

Weight - The ability to increase or reduce the mass of organic and inorganic matter. The character can affect himself or anything within his line of sight lasting until his concentration is broken. He can increase or decrease weight by 45kgs per melee up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but organisms are unable to move once they reach 360kgs. At less than 1kg weight he can glide at 30kph. +5kgs affected each time rebought.

Death

Deadly Breath - Special glands within the throat/lungs allows the character to breath out a cloud of gas up to 1 metre per 3 WIS length x10 centimetre per WIS diameter, +50

centimetres per level. As a side effect he is immune to the effects of all forms of toxins and poisons but not any physical damage done by them, +3 to save vs. drugs. All victims must save vs. poisons/toxins/drugs. +1 metre each time rebought. The different gas types are;

Blindness which prevents the victim from seeing for 3D4 minutes.

Burning Acid which causes major skin irritation and burns flesh. It does 2D6 per melee for 3D6 melees. No save.

Death which will kill an opponent on a failed save. If the save is successful then the victim suffers 4D6 damage.

Death Sign - The character can see a death mark over anyone who is about to die within the next hour per WIS. Plus an equal amount of hours per WIS each time rebought.

Death Stare - Must have eye contact. Once this is achieved the victim must save vs. Willpower or die. Even if the victim saves then he is knocked out for 1 day per WIS of the user. The character is immune to own stare.

Fake Death - This power allows the character to slow his metabolism to such a degree that he becomes comatose and appears dead. Cadaverous appearance, noisome stench, etc.

Lethal Blood - The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes. One minute is the minimum it can drop to. As a side effect he is immune to all poisons. -1 minute each time rebought.

Talk to Departed - This character can listen to and relate conversations with the departed. This is done by going into a trance and allow a spirit to enter his body in order to speak through it. Further he can sense the emotional state of the departed and whether they are being truthful.

Weaken - This is the ability to exacerbate any wound causing it to become putrid, fester and seethe. This prevents any cuts from healing in a proper manner. The wounds grow fetid and do not recover for many months, considerably weakening the victim. The victim takes an additional 1 HP damage per INT of the character and -1 CON per 5 INT per touch. Already severely wounded victims are immediately rendered comatose. Their condition becomes critical and they will die without medical attention. Damage and duration of drugs, toxins and poisons doubled and the victim is -4 on any further saves. Double all pain for 15 minutes per level.

Earth

Command Plants - Plants will obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per WIS. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out. As an extension of the telepathy the character can confer with any plant within range and question it. It will answer truthfully about anything it knows or sensed passed by it. +10 metres each time rebought.

Earth Armour - The character can draw on an existing earth source and surround himself with it so that it now forms an armour, with HPs equal to 20 per WIS.

Earth Shape - The hero can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. Alternatively he can soften the soil making it not unlike quicksand with a 1 metre radius per 3 WIS x 1 metre depth per 2 WIS. Victims sink at a rate of 60 centimetres per round and are -5 on all combat rolls. As a side effect of this he can refine earth materials and cause them to separate into their component minerals. One kilogram per WIS per round may be sorted. +1 metre and +1kg each time rebought.

Earth Sight - by touching any stone or earth material he can see through it up to 1 inch per WIS. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.

Earth Wall - Can form a wall or shield of earth 10 centimetres per WIS thick x 30 centimetres per WIS tall x 15 centimetres per WIS radius anywhere within 2 metres per WIS. The field has 100 HPs per square metre. +30 centimetres and +2 metres each time rebought.

Manipulate Earth - The character can dig a hole in the earth by force of will alone. He may choose to have the excavated material pile up at the edge of the hole or to have it slip off deeper into the earth. The hole takes 1 minute to excavate per 100 cubic metres. He can also split the ground open up to (1 metre wide per 3 WIS, +2 per level) x (1 metre deep per 2 WIS, +3 per level) x (1 metre length per WIS, +5 per level). The second method however is not as precise or controllable as the first. If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6 per second. Anything combustible will instantly catch alight.

Rock Shards - The character can hurl pieces of earth at nearby victims whether rocks or shards. 2kgs per WIS over a range of 2 metres per WIS at a speed of up to 150kph doing

D6 damage per 4.5kgs and per 10kph of speed. +3 metres and +5kgs each time rebought.

Fire

Fireball - Throw fireballs over his normal distance x2. They do D8 per 5 WIS and have a 20% chance of causing anything combustible to catch alight. +D8 per and +10% each time rebought.

Fire Manipulation - He can manipulate any flames within his line of sight of up to a 27 metre radius. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 1 metre per 2 WIS doing 3D6 damage. If there is an existing flame source within his line of sight he can create a 1 metre per 2 WIS radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties. +2 metres and +D6 damage each time rebought.

Fire Wall - Can form a shield or wall of fire 10 centimetres per WIS thick x 30 centimetres per WIS tall x 15 centimetres per WIS radius anywhere within 2 metres per WIS. Does D6 damage per 5 WIS for every 30 centimetres the victim walks through. As a side effect he is immune to the effects from heat but not the damage from fire attacks. +30 centimetres each time rebought.

Flamethrower - Form a continuous gorge of fire which does D6 per 5 WIS over 1 metre per WIS. Anything combustible instantly catches alight. As a side effect he is immune to the effects from heat but not the damage from fire attacks. +D6 damage and +4.5 metre range each time rebought.

Spontaneous Combustion - He can cause any 1 object per round within his line of sight which is combustible to ignite doing D6 per level. If used on human skin it can scar the entire body and melt the skin, making the effective CHA 1. The fire only does 1 point of pain damage every turn, slowly torturing the person to death, but does no real damage except for that of the marring of facial features. This can also be used to spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Thermal Flight - The power to fly by riding a planet's thermal currents (if it has any). Speed is WIS x10kph with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. Speed is also reduced accordingly in colder climates, as determined by the GM. +5kph each time rebought.

Thermal Vision - The hero can see heat images and traces the same way as thermo optic equipment, equal to normal vision range. Can see invisible lifeforms by their heat.

Justice

Adapt - When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to a pool of 30 power points. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks. +5 power points each time rebought.

Neutralize - He also automatically neutralizes any supernaturally derived abilities or enhancements so long as they remain within a radius of WIS x1 metre. A Were will revert to human in his presence. +1 metre each time rebought.

Nullify - He automatically neutralizes any magic aimed at him by nullifying the spellcasting ability of anyone or any object within a radius of WIS x1 metre. This includes magic enhancements. +1 metre each time rebought.

Postcognition - can be used to gain information on what an item is and who may have handled it. It cannot provide a detailed analysis of the item's internal structure or as yet unrealized potential. The character can see up to WIS x1 minute ahead. If rebought he can see up to WIS x5 minutes ahead. If rebought again then WIS x10 minutes ahead. Then WIS x30 minutes ahead. WIS x1 hour ahead. WIS x1 day ahead. WIS x1 week ahead. WIS x1 month ahead. And finally WIS x1 year ahead.

Revelation - The character can bond with another person via touch and learn everything the victim knows unless they save. The knowledge gained lasts for 1 minute per WIS. +1 minute each time rebought.

Soul Weapon - The character can mentally will into existence a weapon of psychic energy which does synaptic damage directly to the victim's brain. Can use this either to paralyse for 1 melee per WIS, or induce shock unless psi save. Once per day per 5 WIS he can will it to do 1 damage per WIS, + half your WIS per level. All weapons are +1 to Thac0 per 2 WIS. Remains until cancelled or KOed but uses up 1 attack per melee while in use.

Types include; Hand Held Weapons (Swords, axes, machetes, staves, maces, and all manner of melee weapons); Thrown Weapons (Short bows, shuriken, throwing axes, and throwing knives). The weapon has 20% more range than a normal weapon of its type. Use limited only by number of melee attacks of character; Whips Can fire a psi-rope WIS x1 metre +1 metre per level. Can mentally control the end of it making it sticky, allowing people to swing on it, climb up it or entangle with STR equal to WIS.

True Sight - This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Knowledge

Clairaudience - Can tune in to any location that have been to before or person that have met and listen for 1 minute per WIS. In this case he can hear distant sounds and voices despite any intervening distance or barriers. The power is not hindered by factors that affect normal sound transmission such as distance, time lag, muffling, distortion or the absence of a transmitting medium. Because of this Clairaudience has superior range over any enhanced hearing. Only Clairaudience enables the hero to hear across a vacuum for example. Distant sounds are sensed at their original volume level. +1 minute each time rebought

Clairvoyance - The character can tune in to any location that have been to before or person that have met. The duration is 1 minute per WIS. The hero can see distant sights without directly seeing it with his eyes. The hero receives a visual simulation of what he would see if he were actually present at the scene. The power is not hindered by any of the factors that affect normal light transmission such as distance, blockage, obscurement, and time lag. It can be used to see things that are impossible for a telescope or Telescopic Vision.

For example current conditions inside a sealed room on the surface of Venus. Normally the power is consciously controlled. Sometimes it functions automatically. This can be the result of improper control, interference, or be triggered by sudden, dramatic events occurring to someone who whom the hero shares an emotional rapport. The power can work against the hero if unwanted visions obscure the hero's sight or distract him at a crucial moment. +1 minute each time rebought.

Insight - The character can detect weaknesses in any opponent or structure within the hero's line of sight. He can sense concealed people or objects within his line of sight. Finally he can detect the lies of anyone talking to him.

Language - The hero 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 language, provided he is physically capable of communicating in it. The number of languages a hero is currently fluent in is limited to his level + INT. When a hero exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the hero has had little use for.

The speed with which a hero 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). The amount of languages known increases by his INT score each time rebought. eg. With an INT of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

Machine Knowledge - The character has the ability to touch any machine and copy its abilities. The character retains the copied powers as long as he wants until he has to trade out something to make room for more. When this happens the rule is first in, first out with all of the properties of the earliest object he mimicked leave at once and then the next object, until there's enough room in the pool for the new one. Can copy the abilities of 1 different machine per 2 INT at the same time. +1 machine each time rebought.

True Memory - This character has a perfect memory. By studying a map or document for 1 minute, -2 seconds per WIS the character will be able to recall them with total accuracy. The character will also be able to recognize faces, costumes, and cars that they have only seen once or twice before. Memories are permanent and can be recalled with crystal clarity at any time.

True Sight - This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Life

Adapt to Environment - Can adapt to any atmosphere within 1 hour, -1 minute per CON. Thereafter can switch between environment types at will (but must first adapt to each individual environment).

Adapt to Temperature - Can adapt to any temperature within 1 hour, -1 minute per CON and become immune to its effects. Thereafter can switch between temperature types at will (but must first adapt to each individual environment).

Converse - The character can cause any non living physical object that he touches to come alive and obey simple commands. The object can talk (will answer questions) and move (if has wheels or legs). Control 1 object per level of up to WIS x10kgs size. +1 object and size +10kgs each time rebought.

Diagnose - By carefully laying on hands, the character can sense the subtle currents of living energy within an organism. He can detect any flaws within this energy flow and diagnose ailments and injuries.

Heal Others - The ability to heal another life form at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; Restore 1 HP per INT per 10 minutes; Reduce the damage and duration of drugs, toxins and poisons by 4% per INT and gives +1 to save per 4 INT; Negate all pain for 1 minute per INT; Immediately bring a comatose patient up to 1 HP per INT and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes.

Heal Self - The ability to heal oneself at phenomenal rates. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective. If rebought can regenerate 1 limb once per day taking D4 hours. If rebought again can regenerate 1 organ per 2 days taking 2D4 hours and are impervious to the transformative bite of vampires and certain werebeasts. If rebought a third time then no longer age and if killed can regenerate completely so long as a single drop of blood remains. However each time that die must take an Insanity. Can only be killed through disintegration.

Suspended Animation - This power allows the character to place himself or anyone he touches to enter a state of suspended animation for 1 hour per WIS. During this period he will not age, cannot move nor react to pain. It is especially useful in medical situations.

Light

Glow - Once per melee he can generate a brilliant flash of light to blind all people within a 30 metres radius. The effect lasts for 2D6 melees per level and causes -6 on all rolls. +1 metre each time rebought. Alternatively he can shed a lesser amount of light that can be used to see by all in a 15 metre radius equal to 150 watts. This light can be seen for a few kilometres at night.

Opponents are at -2 to hit with any ranged attack, -5 with melee combat in a very dark area (near blinding). Opponents are at -1 to hit with any ranged attack, -3 with melee combat in a dimly lit area (semi- blinding). Opponents are at -1 to strike with melee attacks in daylight or a well lit area. +3 metres and +25 watts each time rebought. Finally he can create an intense spotlight from any part of his body with a range of 50 metres per 10,000 watts.

Hologram - Can project a realistic 3D image of anything the person can imagine up to one metre away with a radius of 30 centimetres. The projection can be a realistic simulation of something the character saw, a fanciful creation direct from the hero's mind, or an abstract display of light. +30 centimetres each time rebought.

Laser Absorption - The ability to absorb all forms of energy. The character can absorb any kind of energy attack directed against him be it pure energy, electricity or lightning, fire (not heat), and lasers. The character can absorb up to 2 points of damage per WIS. In terms of other power sources such as batteries or power plants the character can absorb a maximum of 1 megawatt per WIS. If he also has an energy emission power he can add the damage he absorbs into the damage done by the blast. +2 points per WIS and +1 megawatt per WIS each time rebought.

Laser Blast - The power to control amplified light. The character can fire a laser bolt which does D6 per 5 WIS over 1 metre per WIS. As a side effect he is immune to the

effects from radiation but not the physical damage from laser attacks. +D6 damage and +15 metres each time rebought.

Laser Wall - Can form a shield or wall of lasers 10 centimetres per WIS thick x 30 centimetres per WIS tall x 15 centimetres per WIS radius anywhere within 2 metres per WIS. Does D6 damage per 5 WIS for every 30 centimetres victim walks through. As a side effect he is immune to the effects from radiation but not the physical damage from laser attacks. +30 centimetres each time rebought.

Light Form - The ability to turn into a being of pure light. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this dimension to control the energy parcel which has taken the place of his body. While in this light form he is immune to radiation, gases, toxins, laser beams and ion blasts. Explosions do half damage.

Physical attacks (arrows, bullets, people, swords, etc) pass right through him. Nuclear explosions will dissipate the character killing him. Heat (including plasma), cold and water based attacks (tech, magical, psi, etc) all do half damage. He must touch or pass through a victim to do damage. In his energy forms he can fly at 2.997925×10^8 metres per second.

The different forms include cosmic rays, electromagnetism, gamma rays, infrared, microwaves, photons, protons, solar particles, ultraviolet and xrays. While transformed the character has negligible weight, so gravity or weight manipulation powers are useless against him. Photons (particles of light) are pretty much the only massless structure in the universe. When transformed he can see and distinguish all the different energy types, equal to normal sight range.

Stellar Sustenance - Instead of needing to breathe, eat or drink the character can absorb stellar energy via photosynthesis. Further he can absorb any kind of solar or radiation attack directed against him up to a max of 1 megawatt per INT. +1 each time rebought.

Love

Empath - The character can detect the emotional state of any one person within his line of sight or 20 metre radius 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. +5 metres each time rebought.

Entrance - The character via his angelic singing can entrance and effectively paralyse anyone who hears him. The victims must be inside the range of the song and must listen to the song for at least one round in order to be affected. After 2 rounds the song will

cause a restful peace to fall over all creatures in earshot. If the character desires at this point he can use the song to put them to sleep.

Immune - The character is immune to the effects of possession and manipulation, even magical.

Manipulate - The character can transmit either his own emotional state to another or manipulate their emotions to what he desires. They must be within his line of sight or 20 metre radius. The power functions for as long as the hero concentrates on using it. +5 metres each time rebought. Confusion will affect the victim's ability to make decisions, his sense of direction, time or what is going on. -3 on everything. Despair will cause a 3% chance of surrender per WIS, +2% per melee.

Combat rolls halved but fleeing MR is doubled. Fear will cause a 4% chance of fleeing per WIS, +3% per melee. Combat rolls reduced to one third but fleeing MR is doubled. Hate will cause the victim to act rashly, with a 4% chance per WIS to attack the source of his dislike (old hatreds surface), +1 to hit source, -1 all else. Satisfaction will cause a 4% chance per WIS to reconsider actions, not attack, show mercy, halt rampage, etc.

Phermones - The character is especially physically attractive, add +1 to CHA. He emits pheromones into the air that attracts members of the opposite sex. The chemicals are so strong that the character will have to avoid the opposite sex because they will follow and swoon over him constantly. Any members of the opposite sex must roll to save versus mind-control drugs whenever they come within line of sight of the character or be reduced to any means they can find to impress him/her. He can issue a command (eg. stop, look, no, etc) which everyone who hears must obey. Victims are -1 to attack. NOTE: The victim must be able to SMELL the pheromone in order to be affected by it. If they are wearing a gas mask or environmental suit, or they have an inability to smell, then they are unaffected by this power.

Remember - The character can create realistic 3D images, sounds and smells drawn from the victim's memories anywhere within line of sight with a radius of 2 metres per WIS. +5 metres each time rebought. Although not physical images will look, sound and smell real to the victim. These Illusions can be mechanically detected and recorded by such means as photography or television. The Illusion can take any size or appearance the hero desires and is limited only by his imagination.

The Illusion can be a realistic simulation, a fanciful creation direct from the hero's mind, or an abstract display of light. The hero is playing with light itself and can create anything that is visible. Since most people depend on vision to gain information on their surroundings, this power presents the awesome ability to apparently alter the nature of reality. The hero can cast his Illusions anywhere though he must be able to clearly see the area where the Illusion is formed if he wants to make it at all realistic.

Worshippers - The character can attract one follower per 4 WIS who will obey only him and do all he commands unquestioningly. +1 per WIS each time rebought.

Luck

Anchored - This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if If history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Hide - A bio-aura surrounds this character making him invisible to all cameras, electronic sensors, artificial optics, robots, etc. This power does not affect normal sight unless the viewer is relying on an electronic means of perception.

Insight - The character can detect the weakness in any opponent or structure within the hero's line of sight, sense concealed people or objects within his line of sight and detect lies of anyone talking to him.

Kickback - By touching a victim the character can cause their power/s to feedback and do damage to themselves even if they're immune to it. Once touched the victim is affected until he leaves his line of sight. +1 victim each time rebought.

Luck - The character choose to have something lucky happen to any one person per WIS within his line of sight. This may include performing a failed roll, saving against great penalties, turning a minor hit into a critical one, etc. +1 victim each time rebought.

Psychic - Whenever there is impending danger to the character he avoids it by not noticing its there. He becomes distracted by a passing pretty girl and avoids a punch. He bends over to pick up the shiny pebble and dodges a bullet, etc. Gain +1 willpower save per 5 WIS, and +1 minute each time rebought.

Unluck - The character can cause something unlucky to happen to any 1 enemy per WIS within his line of sight. This may include fumbling Thac0 rolls, failing saves, taking critical damage from a minor blow, etc. +1 victim each time rebought.

Magic

Increase Mana - The character's natural mana is increased to INT + WIS x5. Plus an additional x1 each time rebought.

Increase Spell Damage - All spells the character knows have their damage increased by +1. +1 each time rebought.

Increase Spell Duration - All spells the character knows have their duration increases by 50%. +50% each time rebought.

Increase Spell Range - All spells the character knows have their range increased by +50%. +50% each time rebought.

Increase Spell Save - +1 save vs spell. +1 each time rebought.

Learn Spell - The character automatically learns any spell he sees cast in front of him regardless of which sphere it is from.

Teach Spell - By touching a person the character can automatically impart on him any spell he wishes to teach him. However the spell must be from a sphere the learner has access to.

Music

Alter Sound - Finally the character can alter the sound input for anyone in the radius of his influence, or for those he specifically targets. In essence, those who fall victim to this power will hear the sounds of the current area at varying pitches, lengths, tones, volumes, and rhythms. The effect is so disorienting, that all victims suffer a combat penalty of -6 to Thac0 for the before mentioned duration.

Enhanced Hearing - Hearing increases by x1 normal range per 3 WIS (eg. WIS 15 = x5 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. An additional x1 each time rebought.

Enhanced Voice - The character's voice range is doubled. Once per melee he can issue a command (eg. stop, look, duck, etc) which everyone who hears must obey unless save. Victims are then -1 attack next round. 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). The character gains a +2 bonus to any voice skills. Voice range is increased by a factor of x1 and an additional 10 words per level each time rebought.

Perspective Hearing - The character can pick anywhere within his line of sight to tune in to. He can then listen in as if the person were right next to him.

Remove Sound - The character can remove all sound from within a 3 metre per WIS range, over a 1 metre per WIS radius. This also allows him to absorb any kind of sonic attack directed against him of up to 2 points of damage per WIS. If he also has the sonic emission power he can add the damage he absorbs into the damage done by the blast. +3 metre range, +1 metre radius and +1 point of damage per WIS each time rebought.

Sonic Yell - The character can release a concentrated sonic blast against opponents equivalent to 10 decibels per WIS, +10 per level. These do D6 per 5 WIS +D6 per level, over 10 metres per WIS per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half. As a side effect he is immune to the effects of loud noises but not the physical damage from sonic attacks. A table on decibel effects can be found here. +D6 and +10 metres each time rebought.

Sonicportation - The character can transform himself into pure sound and travel nigh-instantaneously to any location within sight before reverting to his physical form. He cannot travel to or through areas where soundwaves cannot propagate such as vacuums. However he can only teleport at the speed of sound.

Night

D'arque Control - He can create an area of darkness of 1 metre radius per INT anywhere within his line of sight. If desired the player can focus this darkness around a single person and exert his will creating an unexplainable fear of the dark on the victim. He must make a saving throw vs. insanity or else he will be permanently afflicted with the phobia. Thereafter the victim will always suffer a -4 or -20% penalty (whichever applies) on all rolls whenever attempting to do anything in darkened conditions. +5 metres each time rebought.

D'arque Form - The ability to transform all or part of one's body into a living shadow. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his form and replacing it with a corresponding amount of D'arqueness. His mind remains in this dimension to control the form which has taken the place of his body. While in this form the character is invisible to heat, motion, and many other kinds of sensors.

He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected. In the 2-D form the character has 100% Stealth, but his speed is limited to half. The character can take himself and up to 100lbs of matter into the 2-D realm. Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow. He has nightvision equal to normal vision.

D'arque Gravity - The character if successful in grabbing hold of another person can use his gravitational power to crush his opponent. The character can also increase his physical grip by forming a gravitational field in his hands and arms. This effectively increases his gripping STR by 8 points. STR damage bonus applies to damage done with these attacks. +2 STR points each time rebought.

D'arque Influence - The character can cause extreme vertigo to any victim affecting their balance and causing extreme dizziness. This can be employed in one of two ways,

switching between the attacks though requires one melee action. It can either affect everyone looking at the character or he can choose to affect a radius of 1 metre per 2 WIS. Those affected are -10 on all rolls, have their actions halved and MR reduced to one third. Further any victim must save vs. trauma or start vomiting. +1 metre each time rebought.

D'arque Walk - The character can rearrange his centre of gravity so that any designated surface becomes "down". If he jumps off the surface then normal gravity takes effect again. This can allow the character to walk along walls or ceilings but without needing to worry about weight or speed restrictions.

D'arqueness Within - Through eye contact with the victim the character can force him to witness the moment of death of all those he has harmed, through his victims' eyes and develop a random insanity. For every minute of eye contact the victim has 10% cumulative chance of going into coma. Victim can save vs. insanity at -1 per level.

Dreamwalk - The character 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. 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.

Skill

Angular Vision - You can focus in two separate directions allowing you to have a greater angle of vision, aim two weapons at once or to take full advantage of extra limbs. Characters with more than two eyes can buy this again for each additional eye.

Alter Attributes - This is the startling ability to temporarily rearrange the points between any of your attributes. For example you may have a STR 15 and INT 10. You are under mental attack and so in order to increase your Psi save you decrease your STR to 10 and increase your INT to 15. In effect you shifted 5 points from your STR to INT. Or using

the same example you could reduce your INT to 5 to increase your STR to 20 for one blow. You may do this once per turn per level.

Dextrous - +2 DEX, +2 Thac0, -1 AC. +1 Thac0 and -1 AC each time rebought.

Fit - This character takes a long time to get tired, four times as long. Fighting, running, carrying and any other feats of endurance have their length of time quadrupled.

Hide - The character can blend into his surroundings and become 100% undetectable if standing still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metres per round and 0% if move any faster.

Hunt - The character can psionically locate a chosen target. This differs from normal tracking in that no physical or sensory contact however tenuous is required. Consequently the power is not hampered by the concealment, erasure, or absence of the target's scent. It can operate over immense distances and even time. The only factors that can hinder the power are those that diminish any psionic activity. He can track a specific person or lifeform anywhere within the same dimension over a time span of 10 years per WIS. +10 years per WIS each time rebought.

Learn - This ability allows the character to gain the skill knowledge needed to use any non electrical or mechanical object by touching it, and absorbing the necessary skill/s from the previous owner or user. The skill level will be equal to that of the previous person's. The skills are retained for 1 day x WIS. +1 day each time rebought.

Time

Age - The character can age any object or organism 1 year per WIS for every melee that touch (unless save). An object can be aged to the point that it weakens or decays. For example a character touching a sword may be able to age it to the point that it rusts, for a door it will age it to the point that it warps, for stone it will weather to the point that it will turn to sand, for food it will decay to the point that it becomes rotten or spoiled etc. The effect lasts for 1 hour per WIS unless the organism dies or the object is destroyed. He can also do the reverse and rejuvenate organisms. +1 year each time rebought.

Anchored - This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if If history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Blur - The character can place himself between two time periods (a fraction of a second between the character's present time line and the future). As a result, the character's

outline appears blurred, shifting and wavering. This distortion grants the subject semi invisibility (-4 to hit). Another effect of this temporal field is to shroud himself from detection by divination and psionic powers, spells and mystic objects such as crystal balls.

Chronal Sense - The character instantly knows what year he is in and how to get home. He can perceive Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared, X-rays, Chronal Wormholes, Gates, Planar Portals, etc and where they go.

Jaunt - The character can jump a short distance ahead in time. During the time of a character's temporal jump the character is not affected by anything that happens in the normal time line. When the character comes back in the next round to the timeline, he/she will notice the after effects that happened during the previous round. This can also be used on others with the subject reappearing in exactly the same orientation and condition as before. For the subject, no time has passed at all. If the space from which the subject departed is occupied, upon its return to the time stream, it appears in the closest unoccupied space, still in the original orientation (determine the closest space randomly if necessary).

Finally this can be used to send bullets, etc one round of time ahead or into the past. If rebought then the character gains the ability to alter his chronal frequency and shift between years in time. If the location is not known then the character simply transports over to the same geographical location in the other time frame. The character can travel over a time span of 10 years per WIS. If rebought again then its 20 years per WIS, a third time its 30 per WIS, etc.

The character can affect him self or a victim and 100kgs per WIS. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character.

Motion - The character can slow objects over a 3 metre radius per WIS anywhere within the character's line of sight. If he cant see then it just centres around him. He can slow 1 person or object by 50% for WIS x1 melee. This will of course also effect actions, dodge ability, etc. He can also speed up objects in exactly the same way. +2 metres and +10% each time rebought.

Repeat - At any point the character can reverse time and repeat an event. You and any other players remember what happened the 'first time', but the NPCs don't. You can now act on what you learned, or avoid things that didn't work out the way you wanted them to. However each event can only be repeated once. You can rewind up to one minute per WIS. +1 minute per WIS each time rebought.

Travel

Dig - The hero can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. Burrowing remains the hero's preferred mode of transportation, when compared to running or especially to inconceivable activities like flying. 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. Examples include explosives, Vibration, etc. If the hero wants to build a relatively permanent tunnel, his movement rate is cut in half as he takes the time to make reinforced walls. 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. If the hero also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults at half speed.

Flight - Choose one of the flight powers from here.

Gate - The character can create a vertical gateway of up to 1 metre x 1 metre for every 4 WIS, anywhere within 2 metres per WIS. This gate can lead to any location that know well, can see or have a detailed picture of. The hero forms two parallel space warps at the desired point of detachment, then shifts the location of the outer warp. +3 metres each time rebought.

Grab - He can teleport any object he is carrying straight into his hands or back into his pockets. The character can rob objects and life forms of their kinetic energy, motion, or momentum and use the energy to accelerate himself even faster. He can affect a 3 metre per WIS range over a 1 metre per WIS radius. He can also lend speed to inanimate objects or allies enabling them to temporarily travel nearly as fast as himself.

He can absorb 1 MR per WIS. eg. with a WIS of 12 at first level he can steal or lend up to 12 MR, at third level it would be 36 MR, etc. This can include bullets in flight, speeding vehicles, falling objects, etc. At super speed levels he automatically gains a specific resistance to friction, wind resistance and wind burn while his lungs are also adapted to breathe high-velocity air. +3 metre range, +1 metre radius and +1 point of MR per WIS each time rebought.

Isomovement - By touching an object the character can teleport himself to the other side of it. The object can be no larger than 1 metre per WIS. The character can move himself or anyone he touches plus 30kgs per WIS. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. eg. the character is trapped in a dead end. He touches the wall which is less than a metre thick and teleports to the other side of it. He can also change his own facing instantly. So rather than having to turn around he can immediately face what is behind him. +20kgs each time rebought.

Run - This character is really fast. The character's MR is increased to 28. MR may now continue to be bought as normal. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. At this speed the character senses the ambient world moving more slowly. Thus there is no risk of encountering a situation and not being mentally capable to handle it, he can both mentally slow time down and physically adapt so as to catch up to the newly heightened temporal perception.

Teleport - The ability to instantly transport oneself from one place to another. The location must be within line of sight, a place well known to the person or a location which have an image of. The character can move himself or anyone within sight plus 30kgs per WIS. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. Certain conditions can prevent the hero from Teleporting such as extremely dense materials like Neutronium or black holes which are impassable. +20kgs each time rebought.

War

360 Vision - The ability to see things from a different location, as if his eyes had floated out to a point and then looked around. This point can be up to 1 metre per 3 WIS away. When using this a hero can see around corners, looking around them as if he were standing beyond them. He can also look back at himself and see his surroundings. The only restriction is that the character must be able to see the point that he wishes to use as his perspective. +3 metres each time rebought.

Ballistic Enhancement - By touching a missile (including arrows, bolts, bullets, stones, etc) the character can cause it to create a replica of itself when fired or thrown at a target. The hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 WIS. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Blend - The character can blend into his surroundings and become 100% undetectable if standing still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metres per round and 0% if move any faster.

Sense Danger - The character gains a sense of imminent danger with a warning time of 1 minute per 5 WIS. Will know direction and threat level. +1 to Perception. Gain +1 willpower save per 5 WIS, and +1 minute each time rebought.

Strong - +4 STR, +4 each time rebought.

Tough - The ability to withstand massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. The players bones are nearly unbreakable and his skin is cut resistant. Gain +5

HPs per CON, and a +1 save bonus per 4 WIS vs. magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body.

Cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches, poisons, gases, drugs, diseases and radiation have half their effect and damage with a +1 save against each per 5 WIS. Gain +10 HPs per CON (instead of +5), a +2 to saves (instead of +1), with effects and damages reduced by three quarters (instead of half) each time rebought.

Virtual Hearing - The character can pick anywhere within his line of sight to tune in to. He can then listen in as if the person were right next to him.

Water

Animal Control - He can mentally control underwater animals though they will obey only simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS. +10 metres each time rebought.

Breathe Water - He can breathe any true water which has oxygen in it. 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).

Ice Wall - Can form a wall or shield of ice (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The field has 100 HPs per square metre. As a side effect he is immune to the effects of cold but not the damage from ice attacks. +1 square metre, +10 HPs and +3 metre range each time rebought.

Purify Water - The character can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content. He can affect a 2 metre radius per WIS. As a side effect he can also remove toxins from himself or another. He must first make a cut somewhere on the body. From this cut he can then summon out any poison, venom or other toxins from the body. +3 metres each time rebought.

Water Blast - This is the ability to draw condensation from the air and direct it as a jet stream of water doing STR damage D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. This pushes the victim back 1 metre per STR point greater than the victim's. A shot to an open mouth can drown a victim. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it. +D6 and +15 metres each time rebought.

Water Shape - He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per WIS, +3 metres per level within line of sight while concentrate. The size of the wave can be up to WIS x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 WIS, +2 metres per level until his concentration is broken. Further can reach out through a pool or lake, forming arms or other shapes out of the water. He can then exert his strength through the water arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of water available for it to draw on. Does D6 damage per 3 metres height.

Water Wall - This is the ability to draw condensation and form a shield or wall of water (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level until concentration broken. Most weapons will have their range halved by the water if not swept away together. Any kinetic attacks are simply caught in the water and slowed to the point of ineffectiveness. Lasers are diffused and rendered harmless. There are no actual HPs. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it.

A more detailed description of the Avatar's Patron;

Air

This is a god of the atmosphere in all its manifestations, from the most clear and still to the most stormy and tumultuous. It is this god that determines how much rain will reach the soil; it is this god that occasionally goes a little crazy and storms until all the living things in the area are terrified. He is a wild and powerful god and a very necessary one. He is influential over the sky, storms, rain, winds, weather, and lightning.

Animals

This god is the protector of animals and insects. He could intend to protect animals from all harm, and thus be the enemy of all hunters and carnivores of all descriptions. Most often he's primarily interested in keeping animal species intact not allowing them to be hunted to extinction, etc. and thus allows a reasonable amount of hunting and trapping to take place. The priests of this god also work hard to keep excess hunting and trapping in check and to remind the flock that the god will avenge abuses.

Change

This god is influential over Chaos, Inevitability, and Evolution.

Death

The god of Death is naturally a terrifying figure whom man regards as an enemy, an unavoidable doom. But this doesn't mean that death gods are evil. Most in fact are amoral. A death god can be the King of the Land of the Dead, the Grim Reaper who cuts down the living, or the Guide of the Souls who helps the departed spirit on to its reward

or next existence. Priests of the death god are often agents who must help people on to the afterlife, especially if such people have successfully thwarted Death in the past. This duty may take the form of assassination, or of mercy killing. In some campaigns spirits sometimes escape the afterlife and return to the land of the living; the death god's priests must hunt them down and capture them for return to their proper place.

Earth

This deity is influential over agriculture, crops, nature, plants, soil, volcanoes, earthquakes, flood, and many other powerful natural forces. This god has shown man how to plant, grow, reap, and utilize crops. Man in turn worships the god as thanks for this bounty. An angry god of this sort can decide that crops fail either on a local level or even worldwide, resulting in mass starvation and (eventually if the god is not appeased) a destruction of civilization; man would return to a hunter gatherer culture living in small nomadic tribes and following herds of beasts, if this were to take place. He could be the god of a specific crop (especially wheat, barley, corn, vines, olives, and other principal crops) or of a specific, lesser attribute of agriculture (sowing, reaping, brewing, etc.).

Fire

This god is the deity of fire in all its aspects: The spark of civilization, the cleanser of sickness and evil, the terrifying natural force, the special gift of the gods to man, the principal force behind some sorts of magic.

Justice or Revenge

This god brings revenge on those who deserve it, rights wrongs, punishes the wicked, and avenges those who cannot avenge themselves. Normally, the god acts through his priests. Priests of this god are approached by those who have been wronged and must learn what they can of the situation, decide who's right and who's wrong, and take steps to punish the guilty party. They must make the punishment fit the crime (a theft does not warrant the killing of the thief in most cases for instance). Since these priests are often approached to punish those whom ordinary laws can't touch (for instance to punish a rich man who can bribe his way out of any charge or punishment) they frequently have to perform their missions secretly so that the local authorities cannot learn of them. These vigilante priests are not appreciated by local governments.

Knowledge

This god concerns himself with reading, writing, recitation, the chronicling of history, and the teaching of youth. Lesser gods of this attribute would involve themselves with only one of the above aspects. He is also a god of common sense. The learned man knows from experience when his words will provoke a fight; the wise man knows it intuitively, instinctively. The priests of this god promote sensible solutions and actions on the part of the flock. They suggest compromises and alternatives. They plan future events. They look for trouble in upcoming events and try to head it off. But this isn't a

god of peace, and so the priests of wisdom will often be advisors to military officers, helping them plan effective strategies.

Life

This god represents the fertility of beasts, crops, and sentient races. He represents new generations of each species, defiance of death, and sexuality. This god's interest is in the safe and successful birthing of children and, subsequently their protection and nurturing.

Light

This god is a god of magic, healing, inspiration, and life, sometimes of madness and heatstroke. He is an enemy of dark creatures, especially the undead.

Love

This god is the patron of love in all its aspects: Romantic love, desire, affection, lust, infatuation, the love between husband and wife, the love shared between close friends, and so on. Lesser gods of this attribute will be gods of only one of the above aspects. One god might be the god of Desire, another the god of Romance, a third the god of Infatuations.

Luck or Fate

This god cautions the mortal races to accept whatever fate that the gods or even a higher Destiny have in store for them. This is the god of acceptance, of resignation, of coping without struggling. He also represents good fortune and good luck that all sentient beings hope will come their way. The priests of this god are practical, common sense people. They'll help the flock pray for luck. But they also recognize that a lot of luck is self made.

They try to analyse the situations of supplicants who seem to have bad luck all the time, and suggest ways for them to change their lives so that good luck is more likely to shine on them. They even meddle to give luck a little push; they'll contrive so that two people who can help each other accomplish a mutual goal will meet, for example. Lesser gods of this attribute will be gods of one particular type of luck. The most popular gods of this type would be gods of gambling luck or luck with romantic affairs.

Magic

This god is the patron of magic in all its forms. At the GM's discretion he could be the source of all magical energies used by the world's mages; or he could just be the god responsible for teaching the most important spells and rituals to mortal mages. Either way he is as beloved of mages as of any other class of characters. Priests of this god in addition to encouraging worship of the god act as scholars of magic. They help preserve libraries of magical information and encourage correspondence and the exchange of ideas (and spells) between mages. Every school of magic or priest sphere of influence could have its own, lesser god: There could be a god of Necromancy, a god of Rune, etc.

Music

This god represents the performing arts vocal and instrumental music, traditional and interpretive dance, even stage tragedy and comedy. He also covers arts and of literature/poetry. His priests are devoted to the advancement of music and dance in the population. They organize events where music is played, dances are performed, and plays are enacted. Sometimes they tour as part of theatrical companies, among bards and other performers. Their quest is to bring light to others through the performing arts.

Night

This god is a god of some forces that humans fear. However this doesn't mean the god is evil. Generally he's not. He's just the embodiment of darkness, including all its benefits and all its dangers. The god of Darkness and Night would be the god of sleep, of dreams, of nightmares, and of nocturnal predators; some of these traits are considered good, some ill.

Skill

This is the god of competition especially of athletic competition. This god stresses fairness, impartiality, and truth in his followers. He is also a proponent of health, exercise, and physical self-improvement.

Time

This god is the deity of the march of time. He represents inevitability not destiny based on the will of individual gods, but the inevitability of change brought on by time. His priests preach the philosophy of patience to the flock, and help all the members of the flock adapt themselves to their changing bodies, lifestyles, and needs as they go through life.

Travel

This is the god of travellers, speed and journeys.

War

This god is the deity of combat and warfare. He exists only to promote and participate in bloody battle. There may be many gods of war none of which cooperate with one another in times of war, especially when their armies are opposed. They help train new warriors, teach battlefield tactics, and make records of the most valiant fights of any war or battle. In painful times of peace these individual sects may cooperate with one another. However they usually only do so to conspire and start up another war.

Water

This god is one of bodies of water. He doesn't concern himself much with mortal doings; sailors pray to him for mercy which he shows when he feels like it, and shows them death when he prefers. He is also the deity of storms upon the sea, and sailors fear him. Lesser gods will be gods of individual rivers, lakes, and seas. In some lands, each of the continent's thousands of rivers will be the domain of a lesser god or goddess.

Step 4: Careers

Possible related careers include; Archaeologist, Mortician, Gravedigger and Academic Researcher (specializing for instance in mythology, etc).

Avatar, Dragon

The character is connected to the Earth's Antipodalverse, a dimension that connects every Dragon, extinct or otherwise, enabling them to mimic any Dragon that currently exists or ever has existed. The Antipodalverse relates to the relationship between organisms in the dragon, kaijuu and monster kingdoms and their connection to the Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner. Also gain the following free ones;

Endurance

Heat Protection

Knowledge Dragons

Knowledge Mythology

Survival

Weather Sense

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Antipodalverse to draw on special Dragon abilities. This can include; flight, strength, breath weapon, and so on. The power to totemically draw on certain Dragon abilities from the Antipodalverse for a temporary duration. Each ability lasts for 1 minute per WIS, +2 minutes per level. Can draw on the abilities of 1 different Dragon per 5 INT at the same time, +1 Dragon per level.

Additionally Avatars 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>
Ally	5	The Avatar may summon and permanently psionically link with an Dragon companion of the character's choice. 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. The GM should generate special stats for this ally.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Dragon Assistance	10	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 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.
Dragon Form	5	This is the ability to tap into the Antipodalverse and transform into any Dragon while retaining his own memories, powers and attributes. Requires 1 action to transform.
Dragon Speak	5	The character can telepathically speak with any dragon he can see.
Heal Dragon	5	The ability to heal any dragon at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; 1) Restore 1 HP per INT, +1 per level per 10 minutes. 2) 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. 3) Negate all pain for 1 minute per INT, +1 minute per level. 4) 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.
Immune	10	The character takes no damage and is immune to the effects of any breath attacks from any dragon. However he is only immune to one type of dragon breath at a time. To change his immunity type requires one round.
Really Tough	10	+1 STR and CON.
Spellcast	10	Dragon magic only. 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. Avatars 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.
Summon Allies	5	The Avatar can summon any Dragons in the area. Up to 1 Dragon per 2 WIS of choice, +2 per level. He can summon any Dragon within a 100 metres per WIS radius, +100 metres per level.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
True Sight	10	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 4: Careers

Possible related careers include; Archaeologist, Museum Curator and Academic Researcher.

Avatar, Kaijuu

The character is connected to the Earth's Antipodalverse, a dimension that connects every Kaijuu, extinct or otherwise, enabling them to mimic any Kaijuu that currently exists or ever has existed. The Antipodalverse relates to the relationship between organisms in the dragon, kaijuu and monster kingdoms and their connection to the Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner. Also gain the following free ones;

Endurance

Heat Protection

Knowledge Monsters

Knowledge Mythology

Survival

Weather Sense

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Antipodalverse to draw on special Kaijuu abilities. This can include; flight, strength, underwater abilities, and so on. The power to totemically draw on certain Kaijuu abilities from the Antipodalverse for a temporary duration. Each ability lasts for 1 minute per WIS, +2 minutes per level. Can draw on the abilities of 1 different Kaijuu per 5 INT at the same time, +1 Kaijuu per level.

Additionally Avatars 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>
Ally	5	The Avatar may summon and permanently psionically link with an Kaijuu companion of the character's choice. 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. The GM should generate special stats for this ally.
Kaijuu Assistance	10	The character may ask a Kaijuu 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 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.
Kaijuu Form	5	This is the ability to tap into the Antipodalverse and transform into any Kaijuu while retaining his own memories, powers and attributes. Requires 1 action to transform.
Kaijuu Speak	5	The character can telepathically speak with any Kaijuu he can see.
Heal Kaijuu	5	The ability to heal any Kaijuu at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; 1) Restore 1 HP per INT, +1 per level per 10 minutes. 2) 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. 3) Negate all pain for 1 minute per INT, +1 minute per level. 4) 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.
Immune	10	The character takes no damage and is immune to the effects of any breath attacks from any Kaijuu. However he is only immune to one type of Kaijuu breath at a time. To change his immunity type requires one round.
Really Tough	10	+1 STR and CON.
Spellcast	10	Combatic magic only. 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. Avatars can tap into the world's natural mana at a rate of INT + WIS x3. Mana is

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Summon Allies	5	The Avatar can summon any Kaijuus in the area. Up to 1 Kaijuu per 2 WIS of choice, +2 per level. He can summon any Kaijuu within a 100 metres per WIS radius, +100 metres per level.
True Sight	10	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 4: Careers

Possible related careers include; Archaeologist, Museum Curator and Academic Researcher.

Avatar of Life

The Entity Ælif formed as the embodiment of life at the beginning of the universe. It is not known whether Ælif was brought into the universe either by accident or by design. Ælif's existence came on the planet Earth which became the source of all life in the universe. After driving away Mortis and the forces of the void, the Ælif sealed itself beneath the magma of the world where its entry into the universe began to affect the cosmos around it. It retained a link to all life and any harm to it would fall upon the living. Through its influence, Ælif led to the development of numerous organisms.

Avatars of Life become the embodiment of all life. They can gain power from the life of others and oneself, use life-force energy as a weapon in the form of energy blasts or constructs, heal others and themselves, transform living beings into something else or steal the life from others causing instant death.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but CON +10. Hit points = CON +20, +20 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Religion

Knowledge Undead

Science Biology

Step 4: Abilities

Avatars gain all the following free;

Immortal Body - Avatars do not age. They can also absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Heal x2 faster including any wounds and broken bones. They are immune to supernatural possession.

Additionally Avatars start with 25 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>
Aura of Life	5	The character can generate a field that augments and enhances life and growth. It covers a diameter of WIS x1 metre, +1 metre per level. It accelerates healing by x2, adds +5 to any disease or poison saves, and encourages the growth of all life so long as he remains near it.
Breath of Life	10	The Avatar can release a breath that can bring anything near him instantly to life. He can bring to life objects or entities that were seen as lifeless and give life to the recently deceased. The deceased must have been dead no longer than WIS x1 day, +1 day per level.
Gift of Life	5	The Avatar can transfer the life-force of one being to another, moving HPs and CON, healing them and even resurrecting them. This requires physical contact with both. However, this may kill the one the character took it from if he is reduced to zero.
Immune to Change	5	No supernatural or magical afflictions (including fear) of any type will work on the Avatar. This includes lycanthropy, vampirism, diseases, zombies or any other form of mystical transformation. Metapowers involving some form of alteration of the Avatar will likewise not

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		work. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Infernal Enemy	5	Avatars gain +1 Thac0 when fighting any Dead, Undead (including spirits and demons) or any other evil supernatural at levels 3, 6, 9, 12, 15 and 18. Additionally choose 1 specific undead enemy; +4 to all combat rolls against this type of undead. This increases by +1 per level.
Language	5	The Avatar can talk to anything living regardless of its lifeform type. He can speak and understand anything the talks to.
Life Sight	5	Avatars can see the life span of others, by both perceiving the health of the lifeform and extrapolating the date of their death. He can also see the true image of any lifeform regardless of any form of concealment, disguise, illusion or invisibility.
Psychometry	5	Avatars can touch an object and read the images and history of any who have previously touched it. It can be used to gain information on what an item is and who may have handled it. It cannot provide a detailed analysis of the item's internal structure or as yet unrealized potential.
Purify Area	5	The character can clean spoilt, rotten and otherwise poisoned food and water within a radius of 1 metre per WIS per level making them suitable for consumption.
Repair mind	5	The character can heal mental illnesses, disorders and other forms of mental trauma, to their healthy state and reverse the effects of mental tampering, such as mind control, memory loss and memory alteration. He can heal any damage done to a victim's mind, including brain damage, brain disease, or any alterations or damage caused by metapowers. Those suffering from amnesia or mental alteration will fully regain their lost memories. The character can heal up to one other person per 3 WIS per day.

Step 5: Careers

Any but tend more to life saving jobs such as paramedic, doctor or researcher.

Avatar, Monster

The character is connected to the Earth's Antipodalverse, a dimension that connects every Monster, extinct or otherwise, enabling them to mimic any Monster that currently exists or ever has existed. The Antipodalverse relates to the relationship between organisms in the dragon, kaijuu and monster kingdoms and their connection to the

Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +12, +12 per level.

Step 2: Skills

Choose skills in the normal manner. Also gain the following free ones;

Endurance

Heat Protection

Knowledge Monsters

Knowledge Mythology

Survival

Weather Sense

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Antipodalverse to draw on special Monster abilities. This can include; the flight of a griffin, the strength of a giant, the breath weapon of a chimera, and so on. The power to totemically draw on certain Monster abilities from the Antipodalverse for a temporary duration. Each ability lasts for 1 minute per WIS, +2 minutes per level. Can draw on the abilities of 1 different Monster per 5 INT at the same time, +1 Monster per level.

Additionally Avatars 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>
Ally	5	The Avatar may summon and permanently psionically link with an Monster companion of the character's choice. 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. The GM should generate special stats for this ally.
Enhance Monster	10	For 1 hour per WIS (+1 hour per level) can add +1 HPs per WIS (+5 per level) to any 1 Monster per WIS within range. 10 metre per WIS radius. +3 metres per level.
Heal Monster	5	The ability to heal any monster at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; 1) Restore 1 HP per INT, +1 per level per 10 minutes. 2) 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		3) Negate all pain for 1 minute per INT, +1 minute per level.
		4) 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.
Monster Control	5	Monsters will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.
Monster Form	5	This is the ability to tap into the Antipodalverse and transform into any Monster while retaining his own memories, powers and attributes. Requires 1 action to transform.
Really Tough	10	+1 STR and CON.
Spellcast	10	Elemental magic only. 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. Avatars 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.
Summon Allies	5	The Avatar can summon any Monsters in the area. Up to 1 Monster per 2 WIS of choice, +2 per level. He can summon any Monster within a 100 metres per WIS radius, +100 metres per level.
True Sight	10	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.
Ultraviolet Vision	5	The user is able to perceive ultraviolet radiation, allowing them to see colours other can't, see well underwater, in the fog and in the rain, see fingerprints left on objects, the light given off by radioactive materials, as well as other traces such as saliva and blood.

Step 4: Careers

Possible related careers include; Archaeologist, Museum Curator and Academic Researcher.

Avatar, Saphromorphic

The character is connected to the Earth's Saphromorphicverse, a dimension that connects every fungoid, extinct or otherwise, enabling them to mimic any fungoid that currently exists or ever has existed. The Saphromorphicverse relates to the relationship between

organisms in the fungal, mould, yeast and mushroom kingdoms and their connection to the Earth. It ties into a being's ability to commune with other organisms as well the ability to adapt another organism's physical characteristics.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner. Also gain the following free ones;

Caving

Knowledge Herbalism

Science Biology

Science Botany

Science Horticulture

Toxicology

Step 3: Abilities

Avatars gain the following abilities free;

Connection - The character can tap into the Saphromorphicverse to draw on special fungoid abilities. He can create, shape and manipulate fungi including yeasts and molds, as well as the mushrooms. He can cause fungi to grow, attack or even rise from the soil and "walk". The character can also shape these fungi into weapons, walls, armour or any other object (size being determined by how much is available). Each manipulation lasts for 1 minute per WIS, +2 minutes per level.

Additionally Avatars 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>
Enhancements	10	When in the presence of other fungi the character gains +1 to one attribute. If taken again then either +1 to two attributes or +2 to one attribute, etc. The amount of fungi nearby must be equal to the character's own size and within a WIS x1 metre diameter.
Immune	5	The character is immune to all non lethal diseases. If bought again he is also immune to lethal ones.
Poison Blood	5	The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes, -1 minute per level. One minute is the minimum it can drop to.
Regenerate	10	Can regenerate 1 limb once per day taking D4 hours.
Soothing Balm	5	The character's sweat can act as an antifungal medication useful for treating mycoses such as athlete's foot, ringworm, candidiasis (thrush), serious systemic infections such as cryptococcal meningitis, and others.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Spellcast	10	Faerie or Earth Elemental magic only. 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. Avatars 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.
Sustenance	5	Instead of needing to breathe, eat or drink the character can absorb sunlight and water via photosynthesis and nutrients from the ground.
The other kind of flying	5	The character can induce a hallucinogenic trip by touching someone. It will last WIS x1 minutes.
True Sight	10	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.
Ultraviolet Vision	5	The user is able to perceive ultraviolet radiation, allowing them to see colours other can't, see well underwater, in the fog and in the rain, see fingerprints left on objects, the light given off by radioactive materials, as well as other traces such as saliva and blood.

Step 4: Careers

Possible related careers include; Beekeeper, Museum Curator and Academic Researcher

Avatar, Tarot

The tarot (first known as trionfi and later as tarocchi, tarock, and others) is a pack of playing cards (most commonly numbering 78), used from the mid-15th century in various parts of Europe to play a group of card games such as Italian tarocchini and French tarot. From the late 18th century until the present time the tarot has also found use by mystics and occultists in efforts at divination or as a map of mental and spiritual pathways.

Occultists call the trump cards and the Fool "the major arcana" while the ten pip and four court cards in each suit are called minor arcana. The cards are traced by some occult writers to ancient Egypt or the Kabbalah. The 78-card tarot deck used by esotericists has two distinct parts:

The Major Arcana (greater secrets), or trump cards, consists of 22 cards without suits: The Magician, The High Priestess, The Empress, The Emperor, The Hierophant, The Lovers, The Chariot, Strength, The Hermit, Wheel of Fortune, Justice, The Hanged

Man, Death, Temperance, The Devil, The Tower, The Star, The Moon, The Sun, Judgement, The World and The Fool.

The Minor Arcana (lesser secrets) consists of 56 cards, divided into four suits of 14 cards each; ten numbered cards and four court cards. The court cards are the King, Queen, Knight and Page/Jack, in each of the four tarot suits. The traditional Italian tarot suits are swords, batons/wands, coins and cups; in modern tarot decks, however, the batons suit is often called wands, rods or staves, while the coins suit is often called pentacles or disks.

This character is somehow in tune with each Tarot sign and significantly influenced by it. It is left up to the GM whether it is caused by supernatural mana or if the symbols themselves are distant entities.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +6, +6 per level.

Step 2: Skills

Choose skills in the normal manner. Knowledge Astrology is a free bonus skill.

Step 3: Abilities

Avatars gain the following abilities free;

Tarot Gift - This character gains all his powers from the Tarot cards. He may either draw real cards or roll on the tables below. The character gains all the powers listed under each card. These abilities remain until he forces a new draw. At the start the character can draw 1 Major Arcana and 1 Minor Arcana.

Determining Tarot Powers:

1) First roll for which Tarot is drawn from the Major Arcana -

01-04 The Fool

05-08 The Magician

09-12 The High Priestess

13-16 The Empress

17-20 The Emperor

21-24 The Hierophant

25-28 The Lovers

29-32 The Chariot

33-36 Strength

37-40 The Hermit

41-45 Wheel of Fortune

46-50 Justice

51-55 The Hanged Man

56-60 Death

61-65 Temperance

66-70 The Devil
 71-75 The Tower
 76-80 The Star
 81-85 The Moon
 86-90 The Sun
 91-95 Judgement
 96-00 The World

2) Next roll for which suit is drawn from the Minor Arcana -

01-25 Rods
 26-50 Coins
 51-75 Swords
 76-00 Cups

3) Finally roll for which card from that suit -

01-07 Ace
 08-14 Two
 15-21 Three
 22-28 Four
 25-35 Five
 36-42 Six
 43-49 Seven
 50-56 Eight
 57-64 Nine
 65-70 Ten
 71-77 Page
 78-85 Knight
 86-92 Queen
 93-00 King

The character has 30 points which can be spent on any of the abilities below. As he earns more experience he may buy or rebuy more abilities.

Ability	Cost	Notes
Additional Major Arcana	50	For each extra Major Arcana card the character wishes to draw each time.
Additional Minor Arcana	10	For each extra Minor Arcana card the character wishes to draw each time.
Communicate by Tarot	5	By giving a person one of the character's specially created Tarot cards, they may use it once to telepathically send him a message. After that it is used up.
Create Tarot	10	The Character has the ability to magically inscribe cards for use by others. While there is a standard suit of cards used he may of course use different images on the cards, tailoring them to suit himself. The person who activates

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		the card will gain the ability listed for 1 minute per mana that he has (the user's mana not the character's).
Presence	5	The character has a supernatural aura and radiates confidence and authority, +1 to reaction. He is immune to intimidation.
San Bonus	5	+1 to Sanity rolls.
See Mana	5	The character can see Mana or Ley Line power anywhere within his normal sight range.
Spellcast	10	Urbana magic only. 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. Avatars 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	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.
Will Bonus	5	+1 to Willpower rolls.

Step 4: Careers

Possible related careers include; Zookeeper, Vet, Museum Curator and Academic Researcher.

Tarot Card Signs

Below are the various different abilities imparted by each Tarot symbol when it comes up. Each ability is gained free each day but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Major Arcana

The Fool

Insanity: Through eye contact with the victim the character can force him to witness the moment of death of all those he has harmed, through his victims' eyes and develop a random insanity. For every minute of eye contact the victim has 10% cumulative chance of going into coma. Victim can save vs. insanity at -1 per level.

Puppet: The character can touch a person and make the victim duplicate the character's movements completely. The puppet will gain all the character's skills but not powers. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 WIS, +1 per level.

Puppet II: This goes a bit further than the other puppet power. It actually allows the character to touch a person and make the victim an exact duplicate of him physically and mentally. The duplicate looks exactly like him, thinks exactly like him, has the same spirit and personality as he does, and has the same powers he has. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 WIS, +1 per level. The puppet reverts back to normal once the character relinquishes control over him or either of them lose consciousness.

Ventriloquist: The character can make his voice audible in a distant location, without the vocal soundwaves actually travelling the intervening distance. The power enables the character to be heard instantaneously at any distance, despite any barriers to normal sound transmission. The character has 100% accuracy, provided he can somehow sense the target area.

The Magician

Astral Walk: 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.

Cast Spells: The character starts with one spell per INT point over 9, plus an equal amount per level that he is. Thus level 4 with an INT 13 = 4×4 levels for a total of 16 spells. The spells can come from any sphere of magic and in any combination. He can tap into the world's natural mana at a rate of $INT + WIS \times 4$. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Save Bonuses: +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.

True Sight: 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.

High Priestess

Cosmic Awareness: The character is in tune with the entire scope of reality. He can see what choice one should make when confronted with a situation, see all the variables of any situation, predict the outcomes of certain situations, and then to accelerate oneself along that path of causality immediately. When utilizing this ability the character sees paths projected in front of him, illuminating possible courses of action. He can then foresee the best tactic, and accelerate himself along that path. This means he can also detect if anyone is lying to him or attempting to otherwise deceive him.

Danger Sense: This power automatically warns the character about impending danger. It actively gives him a sense of imminent danger with a warning time of 1 minute per 5 WIS, +1 minute per level. Will know direction and threat level.

Postcognition: The character has the ability to see the past. The power requires the character to have physical contact with the target whose history is being examined. The character can mentally examine a person, item, or site and mentally relive a specific moments of history. As such it only reveals factors that somehow affected the target. It need not be connected to the person.

It may also come as a dream within the area. Postcognition can be used to gain information on what an item is and who may have handled it. It cannot provide a detailed analysis of the item's internal structure or as yet unrealized potential. Range of 10 metres per WIS, +100 metres per level. How far the person can see into the past is identical to his precogs ability to see into the future.

Precognition: This power gives the character sufficiently clear insight into upcoming events that he might be able to use that foreknowledge to his advantage. Short range precognition can be useful in combat. The character can use his power to discover his opponent's next move. If he wants to hide something he can glance into the future and see where his adversaries are likely to look for it then use that knowledge to improve his chances to hide that object.

If he's planting a bomb he can look into the future to see what types of methods his enemies will try to disarm it then counteract them in advance. If he's trying to pick a lock he can look into the future and see all the methods he's tried that failed making it easier to pick the right method. By glancing a few seconds into the future he can see where his pursuers will look for him and what they'll do to find him, then all he has to do is be somewhere they're not looking. He could be standing right next to them but they'll never know it because they're always looking the wrong way. The possibilities are practically endless.

The character can see up to WIS x1 minute ahead. If second level he can see up to WIS x5 minutes ahead. If third level then WIS x10 minutes ahead. At fourth level WIS x30 minutes ahead. At fifth level WIS x1 hour ahead. At sixth level WIS x1 day ahead. At seventh level WIS x1 week ahead. At eighth level WIS x1 month ahead. And finally at ninth level WIS x1 year ahead.

Empress

Heal: The character can heal himself at phenomenal rates. +8 CON, +25 HPs, +6 vs. Poisons, Gases, Drugs, and Diseases. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

Heal Others: The character can heal another life form at phenomenal rates. 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 per INT, +1 minute per level. 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.

Object to Flesh: The character by touch can turn one person per level who had been turned into an inorganic object back to flesh.

Suspend: The character can place himself or anyone he touches to enter a state of suspended animation for 1 hour per WIS. During this period he will not age, cannot move nor react to pain. It is especially useful in medical situations.

Emperor

Anchor: This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if If history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened.

Forcefield: The ability to create an invisible or semi visible layer of protection around oneself or any within the character's line of sight with a body armour type field of force or an area of 12 metre radius +3 per level, with WIS x100 HPs (+1 per level). Replenish WIS x10 HPs (+1 per level) per minute of non use. Can create multiple fields so long as the combined HPs don't exceed the total.

Hardened Molecular Structure: The character's body can withstand massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. The player's bones are nearly unbreakable and his skin is cut resistant. His HPs increase by +10 per CON.

Mana Free Zone: The character can form a zone of 15 centimetres per WIS radius, +30 centimetres per level around himself which will drain the mana of anything magical passing through including charged magic items.

Hierophant

Cast Spells: The character automatically gains all the spells within the Divine sphere, but cannot ever learn spells from any other sphere. He 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.

Fortitude: The character is 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 Weapon: The character can mentally will into existence a hand held soul weapon of light or dark which can affect both physical and ethereal supernatural creatures. Can use this either to paralyse for 1 melee per WIS, induce shock/coma unless save or disrupt, disrupt an entity's body enough to banish it back to its original plane, or destroy Spirit. Once per day per WIS the character can will his weapon to do 1 damage per WIS, +D4 per level. All weapons are +1 to strike per 2 WIS. Remains until cancelled or KOed but uses up 1 attack per melee while in use.

Judgement: The character can release a burst of holy light within a INT x1 metre radius affecting all within it in the following way; Others are revealed as they truly are regardless of any form of concealment, disguise or illusion. Spirits are banished unless spell save. Undead are destroyed unless they spell save. It can be used once per day per 5 WIS.

Lovers

Empath: The character can detect the emotional state of any one person within his line of sight or 20 metre radius 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. +5 metres per level.

Immune: The character is immune to the effects of possession and manipulation, even magical.

Manipulation: He has a limited ability to manipulate the emotions of any living thing. They must be within his line of sight or 20 metre radius. The power functions for as long as he concentrates on using it. The emotion is limited to Happiness which causes a 5% chance per WIS to reconsider actions, not attack, show mercy, halt rampage, etc. +5 metres per level.

Phermones: The character emits pheromones into the air that attracts members of the opposite sex and are so strong that he will have to avoid them because they will follow and swoon over him constantly. Any victims save versus mind-control drugs whenever they come within smelling range of the character or be reduced to any means they can find to impress him. NOTE: The victim must be able to SMELL the pheromone in order to be affected by it. If they are wearing a gas mask or environmental suit, or they have an inability to smell, then they are unaffected by this power.

The Chariot

360 Vision: The ability to see things from a different location, as if his eyes had floated out to a point and then looked around. This point can be up to 1 metre per 3 WIS away.

When using this a hero can see around corners, looking around them as if he were standing beyond them. He can also look back at himself and see his surroundings. The only restriction is that the character must be able to see the point that he wishes to use as his perspective. +3 metres each time rebought.

Ballistic Enhancement: By touching a missile (including arrows, bolts, bullets, stones, etc) the character can cause it to create a replica of itself when fired or thrown at a target. The hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 WIS. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Claws: The character has 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus STR damage bonus. He has 1 claw +1 per level.

Strong: +4 STR, +4 per level.

Strength

Anchor: This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened.

Control: The character can take control of the body and voice of any one victim per 5 WIS (+1 per level) within his line of sight.

Mind Shield: The character can shield himself from 1 person per 5 WIS, +1 person per level against any psionic attack or intrusion.

Sustenance: Instead of needing to breathe, eat or drink the character can absorb stellar energy via photosynthesis. Further he can absorb any kind of solar or radiation attack directed against him up to a max of 1 megawatt per INT, +1 per level.

Hermit

Bookworm: The character can 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.

Isolate: The character can make anyone he touches forget some or all of their memory and skills. The knowledge is lost for 1 day per WIS, +1 day per level.

Skilled: This ability allows the character to gain the skill knowledge of any person he touched with the skill level being equal. He can likewise share any skills he knows with anyone he touches. The skills are retained for 1 day x WIS, +1 day per level.

Telepathy: The character can mentally communicate with 1 person per 3 WIS (+1 per level) within his line of sight or 100 metre radius, +10 metres per level. From third level on he can create a multi linkup between all people that are communicating with. Can also bond with another person via touch and learn everything the victim knows for 1 minute per WIS, +1 per level unless save.

Wheel of Fortune

Kickback - By touching a victim the character can cause their power/s to feedback and do damage to themselves even if they're immune to it. Once touched the victim is affected until he leaves his line of sight. +1 victim each time rebought.

Luck - The character choose to have something lucky happen to any one person per WIS within his line of sight. This may include performing a failed roll, saving against great penalties, turning a minor hit into a critical one, etc. +1 victim each time rebought.

Psychic - Whenever there is impending danger to the character he avoids it by not noticing its there. He becomes distracted by a passing pretty girl and avoids a punch. He bends over to pick up the shiny pebble and dodges a bullet, etc. Gain +1 willpower save per 5 WIS, and +1 minute each time rebought.

Unluck - The character can cause something unlucky to happen to any 1 enemy per WIS within his line of sight. This may include fumbling Thac0 rolls, failing saves, taking critical damage from a minor blow, etc. +1 victim each time rebought.

Justice

Clever: The character can guess what choice he should make when confronted with a situation, sense all the variables of any situation, and outcomes of certain situations, and then to accelerate along that path of causality immediately. +1 per level on all skill and combat rolls.

Purify: The character has the ability to cleanse a soul. It immediately removes any evil stains and changes their alignment to lawful, neutral or chaotic good. It also removes any curses placed on the character.

Vision, Aura: The ability to see someone's aura, sometimes thought of as the soul. This allows you to tell their power level, state of health, current emotional state, etc.

Vision True: The character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility.

The Hanged Man

Density - The character can render his body intangible to normal matter. This enables him to pass harmlessly through any object. Can render himself + an additional 3kgs per INT unsolid. The character is only vulnerable to mind attacks. Once he lets go of an object it turns solid again. Further the character has to concentrate to prevent himself sinking into the ground. Otherwise he could wind up at the centre of the earth. Plus an additional 3kgs per INT each time rebought.

Digitize - The ability to alter an object into digital form. It can then be stored on a CD, DVD, Hard Drive, storage crystal, or whatever else is available on your world. The storage item must be touched by the character in order to digitize the object into it. Otherwise nothing happens and the object remains unaltered. The character can later release the object from the storage device. For every 1kg of weight around 100 meg of storage is required. This can be spread out over multiple storage devices though all need to be held to release an object. The object or person will be able to fully interact with any virtual world they have been stored in, including the internet. After turning an object into information the object can then be sent through to another location. The character can alter 10kgs per WIS. +10kgs affected each time rebought.

Shapeshift - At its base level this power allows the character to alter or imitate his face shape, hairline, eye colour, hair length and skin colour pigmentation, hands and fingerprints and add and remove 30 centimetres to his height, age and dimensions. Internally he can rearrange own internal organs so they are better protected or not where an attacker expects them to be, and alter or imitate his voice.

Weight - The ability to increase or reduce the mass of organic and inorganic matter. The character can affect himself or anything within his line of sight lasting until his concentration is broken. He can increase or decrease weight by 45kgs per melee up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but organisms are unable to move once they reach 360kgs. At less than 1kg weight he can glide at 30kph. +5kgs affected per level.

Death

Deadly Breath - Special glands within the throat/lungs allows the character to breath out a cloud of gas up to 1 metre per 3 WIS length x10 centimetre per WIS diameter, +50 centimetres per level. As a side effect he is immune to the effects of all forms of toxins and poisons but not any physical damage done by them, +3 to save vs. drugs. All victims must save vs. poisons/toxins/drugs. +1 metre each time rebought. The different gas types are;

Blindness which prevents the victim from seeing for 3D4 minutes.

Burning Acid which causes major skin irritation and burns flesh. It does 2D6 per melee for 3D6 melees. No save.

Death which will kill an opponent on a failed save. If the save is successful then the victim suffers 4D6 damage.

Death Sign - The character can see a death mark over anyone who is about to die within the next hour per WIS. Plus an equal amount of hours per WIS each time rebought.

Fake Death - This power allows the character to slow his metabolism to such a degree that he becomes comatose and appears dead. Cadaverous appearance, noisome stench, etc.

Talk to Departed - This character can listen to and relate conversations with the departed. This is done by going into a trance and allow a spirit to enter his body in order to speak through it. Further he can sense the emotional state of the departed and whether they are being truthful. mories, powers and attributes. Requires 1 action to transform.

Temperance

Adapt: When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to a pool of 30 power points. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks. +5 power points each time rebought.

Immune: This character is totally immune to 1 form of attack. Choose from; Magic, Supernatural or 1 type of metapower (eg. if immune to Explode then immune to all explosions). Choose one additional Immunity each time rebought.

Neutralize: He also automatically neutralizes any supernaturally derived abilities or enhancements so long as they remain within a radius of WIS x1 metre. A Were will revert to human in his presence. +1 metre each time rebought.

Nullify: He automatically neutralizes any magic aimed at him by nullifying the spellcasting ability of anyone or any object within a radius of WIS x1 metre. This includes magic enhancements. +1 metre each time rebought.

The Devil

Aura - The character can disguise one's true aura concealing experience, health, powers, magic, etc. After third level the character can also alter the auras of other living organisms within his line of sight. This transference can lead to innocent beings being considered powerful beings or practitioners of magic. Can affect up to 1 organism within line of sight per 5 WIS, +1 per level.

Blend - The character can blend into his surroundings and become 100% undetectable if standing still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metres per round and 0% if move any faster.

Hide - A bio-aura surrounds this character making him invisible to all cameras, electronic sensors, artificial optics, robots, etc. This power does not affect normal sight unless the viewer is relying on an electronic means of perception.

Remember - The character can create realistic 3D images, sounds and smells drawn from the victim's memories anywhere within line of sight with a radius of 2 metres per WIS. +5 metres each time rebought. Although not physical images will look, sound and smell real to the victim. These Illusions can be mechanically detected and recorded by such means as photography or television. The Illusion can take any size or appearance the hero desires and is limited only by his imagination.

The Illusion can be a realistic simulation, a fanciful creation direct from the hero's mind, or an abstract display of light. The hero is playing with light itself and can create anything that is visible. Since most people depend on vision to gain information on their surroundings, this power presents the awesome ability to apparently alter the nature of reality. The hero can cast his Illusions anywhere though he must be able to clearly see the area where the Illusion is formed if he wants to make it at all realistic.

The Tower

Backfire: By touching a victim the character can cause their power/s to feedback and do damage to themselves even if they're immune to it. Once touched the victim is affected until he leaves his line of sight.

Devolve: The character can touch a victim and alter his mind and body to regress back down the evolutionary path of his species. Duration is equal to WIS x1 minute. The victim's INT and WIS scores drop by D6 but STR and CON rise by the same amount.

Luck: When fighting against an opponent the character can have something lucky happen like performing a failed roll, saving against great penalties, turning a minor hit into a critical one, etc.

Unluck: He can cause something unlucky to happen to any 1 enemy per WIS within his line of sight. This may include fumbling Thac0 rolls, failing saves, taking critical damage from a minor blow, etc.

The Star

Direction: The character has an absolute sense of direction always knowing which way is polar north.

Discovery: He can detect any concealed person or object within his line of sight.

Faith: The character can give any of his allies within hearing range a +1 bonus to any rolls simply by verbally encouraging them. +1 per level.

Inspirational: Allies are immune to panic or being routed in combat so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech. They gain a +1 save per level of the character.

The Moon

D'arque Gravity - The character if successful in grabbing hold of another person can use his gravitational power to crush his opponent. The character can also increase his physical grip by forming a gravitational field in his hands and arms. This effectively increases his gripping STR by 8 points. STR damage bonus applies to damage done with these attacks. +2 STR points each time rebought.

D'arque Influence - The character can cause extreme vertigo to any victim affecting their balance and causing extreme dizziness. This can be employed in one of two ways, switching between the attacks though requires one melee action. It can either affect everyone looking at the character or he can choose to affect a radius of 1 metre per 2 WIS. Those affected are -10 on all rolls, have their actions halved and MR reduced to one third. Further any victim must save vs. trauma or start vomiting. +1 metre each time rebought.

D'arque Walk - The character can rearrange his centre of gravity so that any designated surface becomes "down". If he jumps off the surface then normal gravity takes effect again. This can allow the character to walk along walls or ceilings but without needing to worry about weight or speed restrictions.

Dreamwalk - The character 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. 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.

The Sun

Field of Fire: Can form a shield or wall of fire (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Does D6 damage per 5 WIS for every 30 centimetres the victim walks through.

Fire Ball: Throw fireballs over his normal distance x2. They do D8 per 5 WIS +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight.

Flame On: The character can change the nature of normal weapons into flaming ones. This may be either melee weapons or batches of missile weapons (arrows, bullets, bolts) which are within his line of sight. The flaming characteristic of a weapon does not appear until he concentrates on it, and then lasts until the first time it hits something or can no longer see it. Weapons do an additional +D4 per 3 WIS. This however can be regulated. So if he could normally do +4D4 then he can choose to do anywhere between +D4 to +4D4.

Flamethrower: Form a continuous gorge of fire which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Anything combustible instantly catches alight.

Judgement

Rebirth: The character can bring back to life one person per level provided they have been dead no longer than 1 day per WIS.

Reborn: The character can come back from the dead once per level.

Remove Curse: The character can cure anyone of any curse placed upon them regardless of whether meta or supernatural based.

Replay: At any point the character can reverse time and repeat an event. You and any other players remember what happened the 'first time', but the NPCs don't. You can now act on what you learned, or avoid things that didn't work out the way you wanted them to. However each event can only be repeated once. You can rewind up to one minute per WIS, +1 minute per level.

The World

Failure: The character can make one person per level within his line of sight or 20 metre radius (+5 metres per level) fail his next roll.

Satisfaction: The character can make one person per level within his line of sight or 20 metre radius (+5 metres per level) feel extremely happy and reconsider his actions, not attack, show mercy, halt rampage, etc.

Success: The character can reroll on any skill, combat or other up to once per level on each roll.

Success Others: The character can allow any that he touches to reroll on any skill, combat or other up to once per level on each roll.

Minor Arcana Cups

Ace of Cups

The character may summon and psionically link with a 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.

Two of Cups

Any victim who can see or hear the character must save vs Willpower or start believing that he is his best friend.

Three of Cups

The character can heal at phenomenal rates. +6 vs. Poisons, Gases, Drugs, and Diseases. He can recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring.

Four of Cups

The character becomes totally immune to the effects of anything magical including any that might benefit him.

Five of Cups

Any enemy the character is directly fighting has all his rolls halved and is unable to use any bonuses.

Six of Cups

The character is able to remember anything from any part of his life.

Seven of Cups

The character can is immune to any form of control or possession.

Eight of Cups

Any enemies within the character's line of sight have any criticals they roll automatically become fumbles.

Nine of Cups

The character gains +6 on all combat rolls.

Ten of Cups

Anyone within WIS x1 metre of the character is immediately filled with feelings of peacefulness and must sit down to admire the trees.

Page of Cups

The character gains an Ally as per the Advantage.

Knight of Cups

By the sound of his voice the character can convince someone of what he is telling them unless they successfully save. These aren't the droids you're looking for.

Queen of Cups

The character receives precognitive flashes which can be used to determine correctly the procedure for overcoming a problem or surviving (eg. escape a trap, defuse a bomb, etc).

King of Cups

INT Bonus +6.

Minor Arcana Coins

Ace of Coins

The character comes into possession of a Unique Artifact. Use the Artifact creation rules.

Two of Coins

The character can understand any writing he reads.

Three of Coins

Anyone looking at the character must save vs trauma or break down, start crying and beg for mercy until the power is turned off.

Four of Coins

The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes he will remember both versions and cannot be erased by paradoxes, even if the rest of his world is.

Five of Coins

The character can cause something unlucky to happen to any 1 enemy per WIS within his line of sight. This may include fumbling Thac0 rolls, failing saves, taking critical damage from a minor blow, etc.

Six of Coins

Any victim within the character's line of sight will start acting rashly, and view his allies with paranoid suspicion.

Seven of Coins

CHA Bonus +6.

Eight of Coins

WIS Bonus +6.

Nine of Coins

Anyone within line of sight of the character will fail all their skill rolls.

Ten of Coins

The character gains Wealth as per the Advantage.

Page of Coins

The character gains +6 on all his skill rolls.

Knight of Coins

Anyone within line of sight of the character has their attacks, MR and all movements halved.

Queen of Coins

Anyone looking at the character must save vs trauma or be overwhelmed with terror and flee. Even successful saves will result in rolls being halved for the next D6 minutes.

King of Coins

The character gains +6 on all his combat rolls including any skills used during combat.

Minor Arcana Swords

Ace of Swords

The character comes into possession of a Unique Vehicle. Use the Vehicle creation rules.

Two of Swords

By the sound of his voice the character can convince someone of what he is telling them unless they successfully save. You know we're really you're friends.

Three of Swords

Any victim within the character's line of sight will become disorientated about where he is or why he is there.

Four of Swords

The character has the ability to place physical objects into a pocket dimension. It travels near the character at all times and is not centred upon any physical object. It takes 1 melee action to pull objects out of or put them into the pocket. The pocket dimension has a maximum storage capacity of WIS x9kgs, +4.5kgs per level. The size of the object matters not, just the mass. The character can sense what is going on inside the pocket. Further, those attempting to open the pocket dimension are immediately known to the character. In an emergency the character can place himself in the pocket but it will remain in the same spot. While he can breathe in there he wont have any food or water except what he takes in with him.

Five of Swords

The character can turn off the meta powers of anyone he looks at for as long as he continues looking at them.

Six of Swords

The character can swim and breathe underwater as if he were a fish.

Seven of Swords

DEX bonus +6.

Eight of Swords

Any victim within the character's line of sight will be overcome with feelings of greed and will make an offer to betray his allies.

Nine of Swords

Anyone within line of sight of the character will fail all their skill rolls.

Ten of Swords

The character can cause 1 point damage pain per WIS to anyone in his sight. If this exceeds the victim's CON then he is incapacitated, otherwise -1 on all rolls for every 2 CON effected.

Page of Swords

The character can tune in to any location that have been to before or person that have met. The duration is 1 minute per WIS, +1 per level.

Knight of Swords

The character gains +6 on all his combat rolls including any skills used during combat.

Queen of Swords

Any victim within the character's line of sight will be overcome with depression and will either surrender or just wander off.

King of Swords

The character can take control of the body and voice of any one victim per 5 WIS (+1 per level) within his line of sight.

Minor Arcana Rods

Ace of Rods

The character comes into possession of a highly advanced and possible alien weapon.

Two of Rods

The character can carry and transmit any existing non lethal disease via skin contact.

Three of Rods

The character 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.

Four of Rods

Anyone within WIS x1 metre of the character is immediately filled with feelings of peacefulness and must sit down to admire the trees.

Five of Rods

Any victim within the character's line of sight will start acting rashly, and view his allies with paranoid suspicion.

Six of Rods

The character gains +6 on all his combat rolls including any skills used during combat.

Seven of Rods

By the sound of his voice the character can convince someone of what he is telling them unless they successfully save. You'd rather pay double for that.

Eight of Rods

The character's MR is doubled.

Nine of Rods

The character gains an Ally as per the Advantage.

Ten of Rods

The character can have something lucky happen to himself or any one person per WIS within his line of sight. This may include performing a failed roll, saving against great penalties, turning a minor hit into a critical one, etc.

Page of Rods

The character can create one double of himself per 2 INT, +1 per level (but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time.

Knight of Rods

When the character's HPs drop to less than 10% he automatically teleports to somewhere he considers safe.

Queen of Rods

The character gains Wealth as per the Advantage.

King of Rods

Anyone that the character talks to are forced to tell the truth in response.

Avatar, Zodiac Chinese

Unlike the Western version of the Zodiac, the Chinese use only animals to create their cycle and each animal gets their own year instead of a single month. There are 12 animals in all, with a full cycle of the Zodiac taking 12 years. Usually when a Chinese person reaches their 60th birthday they have a big celebration because they have completed a full cycle of five cycles of the 12 years; a major feat in Eastern Culture. The twelve animals in order are: Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Sheep, Monkey, Rooster, Dog, and Pig.

This class is significantly different to the western Zodiac Avatar in that the astrological signs are assigned by year, month, day and the hours of the day. So while a person might appear to be a dragon because they were born in the year of the dragon, they might also be a snake, a rabbit and an ox.

Step 1: Attributes

Roll attributes as normal. Hit points = CON +6, +6 per level. The character's birthday is important as this will determine his Zodiac signs.

Step 2: Skills

Choose skills in the normal manner. Knowledge Astrology is a free bonus skill.

Step 3: Planetary Alignment

Chinese Astrology is not affected by the planets.

Step 4: Abilities

All Avatars start with the following abilities free;

Bestowed - This time its a little more complicated than the western class. After the character has determined his full date of birth he then works out his permanent powers according to and in the following order;

- 1) The year of his birth
- 2) The month of his birth
- 3) The day of his birth
- 4) and finally the hours he was born between

We're not done yet. The following bonuses also occur according to when you were born;

Birth Month - Whenever your birth month comes up you gain +1 on all abilities related to that animal for that entire month.

Birth Day - Whenever your birth date comes up each month you gain +1 on all abilities related to the animal for that entire day.

Birth Hours - Whenever your birth hours come up each day you gain +1 on all abilities related to the animal for those hours.

Astrological Signs Dates

After determining your date of birth look below for the corresponding Year, Month, Day and Hours to determine which Animals you gain your abilities from. Then check the Astrological Signs Abilities table.

Rat

Years 1960, 1972, 1984, 1996, 2008, 2020
Months December 7th - January 5th
Days 4th, 16th, 28th 1
Hours 1pm – 1am

Ox

Years 1961, 1973, 1985, 1997, 2009, 2021
Months January 6th - February 3rd
Days 5th, 17th, 29th
Hours 1am – 3am

Tiger

Years 1962, 1974, 1986, 1998, 2010, 2022
Months February 4th - March 5th
Days 6th, 18th, 30th
Hours 3am – 5am

Rabbit

Years 1963, 1974, 1987, 1999, 2011, 2023
Months March 6th - April 4th
Days 7th, 19th, 31st
Hours 5am – 7am

Dragon

Years 1952, 1964, 1976, 1988, 2000, 2012, 2024
Months April 5th - May 4th
Days 8th, 20th
Hours 7am – 9am

Snake

Years 1953, 1965, 1977, 1989, 2001, 2013, 2025
Months May 5th - June 5th
Days 9th, 21st
Hours 9am – 11am

Horse

Years 1954, 1966, 1978, 1990, 2002, 2014
Months June 6th - July 6th
Days 10th, 22nd
Hours 11am – 1pm

Sheep

Years 1955, 1967, 1979, 1991, 2003, 2015
Months July 6th - August 6th
Days 11th, 23rd
Hours 1pm – 3pm

Monkey

Years 1956, 1968, 1980, 1992, 2004, 2016
Months August 7th - September 7th
Days 12th, 24th
Hours 3pm – 5pm

Rooster

Years 1957, 1969, 1981, 1993, 2005, 2017
Months September 8th - October 7th
Days 1st, 13th, 25th
Hours 5pm – 7pm

Dog

Years 1958, 1970, 1982, 1994, 2006, 2018
Months October 8th - November 6th
Days 2nd, 14th, 26th
Hours 7pm – 9pm

Pig

Years 1959, 1971, 1983, 1995, 2007, 2019
Months November 7th - December 6th
Days 3rd, 15th, 27th
Hours 9pm – 11pm

The character has 30 points which can be spent on his astrological abilities. See the table below for the available abilities. Each ability costs 5 points but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities. As he earns more experience he may buy or rebuy more abilities.

Astrological Signs Abilities

Below are the various different abilities imparted by each Zodiac symbol by year, month, day and hours. Each ability is gained free but must correspond to either his birth year, month, day or hours. If the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Rat

Permanent power from birth year: Rats can climb any surface at one third the normal running MR (except loose rocks, ice or any other slippery surface). +2 MR for this each time rebought.

Permanent power from birth month: Rats can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. He 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. If he also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults at half speed. Burrowing MR doubles each time rebought.

Permanent power from birth day: 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. Range increases by x1 each time rebought.

Permanent power from birth hour: Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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. Hearing increases by x1 each time rebought.

Ox (Water buffalo in Vietnam)

Permanent power from birth year: STR increases by 50% and he can carry and lift double the normal amount. +50% each time rebought.

Permanent power from birth month: CON is doubled. +2 CON each time rebought.

Permanent power from birth day: Heat only has 50% of normal affect, +1 save vs any heat related issues. Reduce effects by half again and another +1 save each time rebought.

Permanent power from birth hour: HPs increase by x4, AC is reduced by 1. +4 HPs, -1 AC each time rebought.

Tiger

Permanent power from birth year: DEX and MR increase by 50%, and gain +1 on all dexterity skills. Night vision is equal to normal range. An additional +1 each time rebought.

Permanent power from birth month: The character gains 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus STR damage bonus. He gains 1 claw per hand, +1 per hand each time rebought.

Permanent power from birth day: Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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. Hearing increases by x1 each time rebought.

Permanent power from birth hour: 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. Range increases by x1 each time rebought.

Rabbit

Permanent power from birth year: MR is x2. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Permanent power from birth month: Can vibrate so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. Enemies are -8 Thac0 to hit the character. He can affect himself + an additional 3kgs per WIS. +3kgs each time rebought.

Permanent power from birth day: x3 normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Permanent power from birth hour: Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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. Hearing increases by x1 each time rebought.

Dragon

Permanent power from birth year: The character can exhale a blast of wind with a speed of up to WIS x6kph. This can knock people and objects over, causing loss of initiative and at least one attack. At 80kph any hit cant attack, cast spells, speak, etc and are hurled 2 metres into the air for every 10kph of speed. At 90kph also do D6 per round to anything within it, +D6 per 10kph over 90. The character can hold his own breath for 1 minute per CON. An additional x1 and +1 minute each time rebought.

Permanent power from birth month: The character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Permanent power from birth day: The ability to literally walk or run on air. The character can walk off a building and maintain the same height or move up and down as if they were using stairs. Maximum ceiling height of 100 metres per WIS. +50 metres each time rebought.

Permanent power from birth hour: HPs increase by x4, AC is reduced by 1. +4 HPs, -1 AC each time rebought.

Snake

Permanent power from birth year: Can eliminate traction on any part of the character's body. On his feet he can slide over almost any surface at a speed of 30kph. He is also very difficult to catch or hold on to due to his slippery aura. +4 to any evasion rolls. +5kph each time rebought, with a maximum speed of 100kph.

Permanent power from birth month: The ability to make your body elastic and malleable enabling distortion and elongation. Neck and fingers can extend by 20 centimetres per INT, +20 centimetres per level. Arms can extend by 30 centimetres per INT, +30 centimetres per level. Legs can extend by 50 centimetres per INT, +50 centimetres per level. The body can extend by 1 metre per INT, +1 metre per level. Or flatten to -1 centimetre thickness per level, may glide (see Animal Mimicry Bird entry). Kinetic attacks, collisions, explosions and falls only do half damage. Can increase each elongation by +50% each time rebought.

Permanent power from birth day: The character's blood is poisonous and if he can transmit it to a victim by biting through someone's skin. It can kill a human size lifeform in 30 minutes, -1 minute per level. One minute is the minimum it can drop to. As a side effect he is immune to all poisons. -1 minute each time rebought.

Permanent power from birth hour: The character can hypnotise victims via direct eye contact. He can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc). Victims can save vs mind control in order to resist it. He can affect 1 victim per 4 INT. +1 victim each time rebought.

Horse

Permanent power from birth year: MR is x3. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Permanent power from birth month: x3 his normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Permanent power from birth day: Leg damage is augmented to STR damage x2. Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to thaco and AC, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative. An additional x1 damage each time rebought.

Permanent power from birth hour: CON is doubled. +2 CON each time rebought.

Sheep (Ram in Vietnam)

Permanent power from birth year: This power turns the character's stomach into a bottomless pit, capable of eating nearly anything. The stomach of this person transforms 95% of everything eaten into pure energy meaning that no matter how much the hero eats, it will be nearly impossible for them to get fat. The person will be able to eat even non-foods, like stone, metal, or plastic. Eating large weapons all at once will upset the mutant's stomach, causing him stomach pains and some major gas problems leaving him -2 to thaco, AC, and initiative for D4 hours. The hero's teeth have a STR equal to x5 his hand's STR allowing him to bite through most materials. His teeth also have HPs equal to five times his own. An additional x1 STR bite each time rebought.

Permanent power from birth month: Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Permanent power from birth day: +5 to save vs cold and even then only suffers 50% of the normal effects of cold. An additional -10% effects and +1 save each time rebought.

Permanent power from birth hour: CON is doubled. +2 CON each time rebought.

Monkey

Permanent power from birth year: His DEX increases by +2. +1 each time rebought.

Permanent power from birth month: Can climb any surface at one third the normal running MR (except loose rocks, ice or any other slippery surface). +2 MR to climb each time rebought.

Permanent power from birth day: He can leap at double his normal range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Permanent power from birth hour: A prehensile tail which can be hidden under the character's clothes and can be used to perform a variety of tasks such as handle objects, pick locks, ensnare a target, and even deliver a powerful blow. In blunt combat the tail functions as one or more attacks. A prehensile tail possesses a sense of touch identical to that of the person's hands, damage is felt.

Rooster

Permanent power from birth year: The Rooster can crow really loud. He can release a concentrated sonic blast against opponents equivalent to 10 decibels per WIS, +10 per level. These do D6 per 5 WIS +D6 per level, over 10 metres per WIS per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half. A table on decibel effects can be found here. +D6 and +10 metres each time rebought.

Permanent power from birth month: The ability to literally walk or run on air. The character can walk off a building and maintain the same height or move up and down as if they were using stairs. Maximum ceiling height of 100 metres per WIS. +50 metres each time rebought.

Permanent power from birth day: The character's eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range, +3 to thaco with modern weapons, add +5 to thaco with thrown objects. A table on sight ranges can be found here. Doubles in range each time rebought.

Permanent power from birth hour: The character gains 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus STR damage bonus. He gains 1 claw per hand, +1 per hand each time rebought.

Dog

Permanent power from birth year: 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. Range increases by x1 each time rebought.

Permanent power from birth month: Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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. Hearing increases by x1 each time rebought.

Permanent power from birth day: Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Permanent power from birth hour: The hero's teeth have a STR equal to x5 his hand's STR allowing him to bite through most materials. His teeth also have HPs equal to five times his own. An additional x1 STR bite each time rebought.

Pig (Boar in Japan and Elephant in Northern Thailand)

Permanent power from birth year: This power turns the character's stomach into a bottomless pit, capable of eating nearly anything. The stomach of this person transforms 95% of everything eaten into pure energy meaning that no matter how much the hero eats, it will be nearly impossible for them to get fat. The person will be able to eat even non-foods, like stone, metal, or plastic. Eating large weapons all at once will upset the mutant's stomach, causing him stomach pains and some major gas problems leaving him -2 to thaco, AC, and initiative for D4 hours. The hero's teeth have a STR equal to x5 his hand's STR allowing him to bite through most materials. His teeth also have HPs equal to five times his own. An additional x1 STR bite each time rebought.

Permanent power from birth month: The character has an almost perfect memory. By studying a map or document for 1 minute, -2 seconds per WIS the character will be able to recall them with total accuracy. The character will also be able to recognize faces, costumes, and cars that they have only seen once or twice before. Memories are permanent and can be recalled with crystal clarity at any time.

Permanent power from birth day: CON is doubled. +2 CON each time rebought.

Permanent power from birth hour: Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Step 5: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Avatar, Zodiac Hellenic

The word Zodiac comes from the Greek zodiakos kyrklos meaning "circle of little animals". The concept was adopted from the Babylonians who had previously determined that the sun passed through twelve "signs" whose figures (lion, bull, crab, etc.) could be drawn by connecting the dots (stars) in certain constellations. The Greeks then explained with myths how the figures (animals and people) came to be in the sky. The zodiac was initially divided by the ancients into 12 equal parts, proceeding from west to east (each part 30 degrees), and distinguished by a sign; these originally corresponded to the constellations bearing their names, but through the inexorable precession of equinoxes, this is no longer the case.

Everyone has a star sign based on what month they were born. But this character goes a bit further. 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. Hit points = CON +6, +6 per level. The character's birthday is important as this will be his primary Zodiac sign. Whenever this month comes up all its abilities are +1 for the duration. Further the character must choose one attribute which is permanently +1 also during that month.

Step 2: Skills

Choose skills in the normal manner. Knowledge Astrology is a free bonus skill.

Step 3: Planetary Alignment

The character must choose one Planetary sign as their permanent influence, it cannot be altered later. Whenever the planet is present it has certain effects.

<u>Planet</u>	<u>Notes</u>
Sun	Every day for 11-13 hours a day depending on location and season. During this period the character gains +1 on all rolls based on one prechosen attribute.
Moon	11 hours a night for 3 weeks every month. During this period the character gains +1 on all rolls based on one prechosen attribute.
Mercury	40 minutes at dusk and dawn for 10 months a year depending on location. During this period the character is immune to any mind control and psionic attacks.
Venus	2 hours at dusk and dawn for 10 months a year depending on location. During this period the character's CHA is +2 and is immune to any emotional manipulation or reading.
Mars	11 hours a night for 11 months every year. During this period the character is immune to any spirit and supernatural based attacks.
Jupiter	2 hours at dusk and dawn for 11 months every year. During this period the character's STR and CON are +2.

<u>Planet</u>	<u>Notes</u>
Saturn	2 hours at dusk and dawn for 11 months every year. During this period the character's DEX is +2 and MR +5.
Uranus	2 hours at dusk and dawn for 11 months every year. During this period the character is immune to any magical spells.
Neptune	2 hours at dusk and dawn for 11 months every year. During this period the character's INT and WIS are +2.

Step 4: Abilities

All Avatars start with the following abilities free;

Bestowed - Now we get to the meat of it. The character's abilities change according to which star sign is present in that month. The character has 20 points which can be spent on boosting his astrological abilities. See the table below. Regardless of which is picked all powers are mystical in nature so they cant be Drained, Mimicked or Negated by normal meta powers but are fully affected by magic similar to these.

The character has 30 points which can be spent on his astrological abilities. See the table below for the available abilities. Each ability costs 5 points but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities. As he earns more experience he may buy or rebuy more abilities.

Astrological Signs

Below are the various different abilities imparted by each Zodiac symbol when its month comes up. Each ability is gained free each month but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Aries

March 21st - April 20th

The character's legs become very powerful for the duration of this sign. Available abilities;

Leap: x3 his normal range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Leg Damage: Augmented to STR damage x2. Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to thaco and AC, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative. An additional x1 damage each time rebought.

Stomp: The character can then stamp one of his feet on the ground and create a fissure of up to (1 centimetre per WIS diametre) x (10 centimetres length per WIS) and x (20 centimetres per WIS deep). +1, 10 and 20 centimetres respectively each time rebought.

Taste: Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Taurus

April 21st - May 21st

The character's musculature is increased for the duration of this sign. Available abilities;

CON: is doubled, HPs increase by x4, AC is reduced by 1. +2 CON and +4 HPs, -1 AC each time rebought.

STR: increases by 50% and he can carry and lift double the normal amount. +50% each time rebought.

Horns: he may grow 2 horns on his head at will which do double his STR in damage while immune to damage themselves. The horns may be retracted at any time. +50% damage each time rebought.

Resist Heat: Heat only has 50% of normal affect, +1 save vs any heat related issues. Reduce effects by half again and another +1 save each time rebought.

Gemini

May 22nd - June 21st

The character can multiply in a very different way for the duration of this sign.

Available abilities;

Double: The character can create one double of himself per 4 INT (with clothes but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. +1 double each time rebought.

Duplicate: He can also touch objects and duplicate them. The only limitation is size. He can duplicate up to his own body weight in size per level. Double the body weight limit each time rebought.

Hologram: He can project a realistic 3D image of himself or anything within his sight up to one metre away with a radius of 30 centimetres. Double range and radius each time rebought.

Puppet Control: This power allows the character to touch a person and make the victim duplicate the character's movements completely. The puppet will gain all the character's skills but not powers. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 WIS, +1 victim each time rebought.

Cancer

June 22nd - July 22nd

The character's skin becomes much tougher for the duration of this sign. Available abilities;

Armour: He can create a complete body covering of a super hardened bone substance which can be extended and retracted as desired. It has an AC of -1 per character's CON, and an HPs equal to the character's CON x50. The character has enough air to last his CON x1 minute. It can withstand deep water up to CON x100 fathoms, CON x -100C degrees cold, and CON x 100C heat. +25 HPs and -1 AC each time rebought.

Pincers: He can change his arms into crab like claws which have double his normal STR for lifting and pincer style holding, x2 damage. An additional x1 each time rebought.

Swim: He can swim at 100% normal skill and hold his breath for x2 the normal rate. Increase MR and breath by x1 each time rebought.

Resist Heat: Heat only has 50% of normal affect, +1 save vs any heat related issues. Reduce effects by half again and another +1 save each time rebought.

Leo

July 23rd - August 21st

The character's agility and speed are increased for the duration of this sign. Available abilities;

Feline: DEX and MR increase by 50%, and gain +1 on all dexterity skills. Night vision is equal to normal range. An additional +1 each time rebought.

Claws: The character gains 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus STR damage bonus. He gains 1 claw per hand, +1 per hand each time rebought.

Control: Feline animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS. +10 metres each time rebought.

Hearing: Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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. Hearing increases by x1 each time rebought.

Virgo

August 22nd - September 23rd

The character becomes much more attractive for the duration of this sign. Available abilities;

Charisma: CHA increases by 5 (but not beyond 25).

Phermones: The character emits pheromones into the air that attracts members of the opposite sex and are so strong that he will have to avoid them because they will follow and swoon over him constantly. Any victims save versus mind-control drugs whenever they come within smelling range of the character or be reduced to any means they can find to impress him. NOTE: The victim must be able to SMELL the pheromone in order to be affected by it. If they are wearing a gas mask or environmental suit, or they have an inability to smell, then they are unaffected by this power.

Manipulation: He has a limited ability to manipulate the emotions of any living thing. They must be within his line of sight or 20 metre radius. The power functions for as long as he concentrates on using it. The emotion is limited to Happiness which causes a 5% chance per WIS to reconsider actions, not attack, show mercy, halt rampage, etc. +5 metres each time rebought.

Followers: The character can attract one follower per 4 WIS who will obey only him and do all he commands unquestioningly. +2 followers each time rebought.

Libra

September 24th - October 23rd

The character becomes the centre of balance for the duration of this sign. Available abilities;

Adapt: When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to a pool of 30 power points. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks. +5 power points each time rebought.

Nullify: He automatically neutralizes any magic aimed at him by nullifying the spellcasting ability of anyone or any object within a radius of WIS x1 metre. This includes magic enhancements. +1 metre each time rebought.

Neutralize: He also automatically neutralizes any supernaturally derived abilities or enhancements so long as they remain within a radius of WIS x1 metre. A Were will revert to human in his presence. +1 metre each time rebought.

Immune: This character is totally immune to 1 form of attack. Choose from; Magic, Supernatural or 1 type of metapower (eg. if immune to Explode then immune to all explosions). Choose one additional Immunity each time rebought.

Scorpio

October 24th - November 21st

The character gains scorpion abilities for the duration of this sign. Available abilities;

Climb: Can climb any surface at one third the normal running MR (except loose rocks, ice or any other slippery surface). +2 MR to climb each time rebought.

Tail: The character can at will grow a scorpion like tail. If he strikes a victim with it it injects a deadly toxin which will kill the victim on a failed save. If the save is successful then the victim suffers 4D6 damage. +D6 each time rebought.

Control: He can control up to 100 insects per 2 WIS of choice, via simple telepathic commands. This works within line of sight or a radius of 10 metres per WIS. +100 insects and +10 metres each time rebought.

Dig: He can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. He 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. If he also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults at half speed. Burrowing MR doubles each time rebought.

Sagittarius

November 22nd - December 21st

The character becomes really agile for the duration of this sign. Available abilities;

DEX: His DEX increases by +5.

Skill: By touching an object he automatically gains the skill for using it and it then becomes a permanent skill for him. There is no limit on how many skills the character can learn and it does include fighting techniques.

Bonus: He gains an additional +2 to his rolls when using any DEX based skills. +1 each time rebought.

Bow: By touching a missile (including arrows, bolts, bullets, stones, etc) the character can cause it to create a replica of itself when fired or thrown at a target. The hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 WIS. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Capricorn

December 22nd - January 19th

The character becomes really fast for the duration of this sign. Available abilities;

Run: His MR is x2. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Blur: He can vibrate so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. Enemies are -8 Thac0 to hit the character. He can affect himself + an additional 3kgs per WIS. +3kgs each time rebought.

Air Blast: He can move his arms together quickly enough so as to fire a blast of rapidly spinning air molecules that hit like a ton of bricks doing STR damage D6 per 5 WIS, over 1 metre per WIS. This pushes the victim back 1 metre per STR point greater than the victim's. +D6 damage and +1 metre each time rebought.

Leap: x3 normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Aquarius

January 20th - February 18th

The character gains control over water for the duration of this sign. Available abilities;

Liquid Form: He can transform his whole or part of his body into a watery liquid substance of unknown composition. While in this state his consciousness can control every droplet that comprises his body. The mind continues to function in an astral form even when the head is converted into liquid or dispersed. While in this form he radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any liquid attacks including corrosive, toxic and magical.

Expand: In his water form he can draw on other water and add it to his own mass increasing in size. Punch does +D6 per square metre and he gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Control: He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per WIS, within line of sight while concentrate. The size of the wave can be up to WIS x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 WIS, until his concentration is broken. +2 metres each time rebought.

Hydro Blast: This is the ability to draw condensation from the air and direct it as a jet stream of water doing STR damage D6 per 5 WIS over 1 metre per WIS per level. This pushes the victim back 1 metre per STR point greater than the victim's. A shot to an open mouth can drown a victim. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it. +D6 and +15 metres each time rebought.

Pisces

February 19th - March 20th

The character becomes a natural in the water for the duration of this sign. Available abilities;

Breathe: He has gills which allow him to breathe underwater as naturally as above water. His swim rate is MR x3. An additional x1 each time rebought.

Depth: 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).

Control: He can mentally control underwater animals though they will obey only simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS. +10 metres each time rebought.

Metamorph: This is the ability to transform into any aquatic animal type while retaining one's own memories, powers and attributes. Requires 1 action to transform.

Avatar, Zodiac Vedic

The foundation of Jyotisha is the notion of bandhu of the Vedas or scriptures, which is the connection between the microcosm and the macrocosm. The practice of Jyotisha primarily relies on the sidereal zodiac, which is different from the tropical zodiac used in Western astrology in that an ayanamsa adjustment is made for the gradual precession of the vernal equinox. Historically the study of astrology in India was an important factor in the development of astronomy in the Early Middle Ages.

Everyone has a star sign based on what month they were born. But this character goes a bit further. He is in tune with his 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. Hit points = CON +6, +6 per level. The character's birthday is important as this will be his primary Zodiac sign. Whenever this month comes up all its abilities are +1 for the duration. Further the character must choose one attribute which is permanently +1 also during that month.

Step 2: Skills

Choose skills in the normal manner. Knowledge Astrology is a free bonus skill.

Step 3: Planetary Alignment

The character must choose one Planetary sign as their permanent influence, it cannot be altered later. Whenever the planet is present it has certain effects.

<u>Planet</u>	<u>Notes</u>
Sun	Surya appears every day for 11-13 hours a day depending on location and season. During this period the character gains +1 on all rolls based on one prechosen attribute.
Moon	Chandra appears for 11 hours a night for 3 weeks every month. During this period the character gains +1 on all rolls based on one prechosen attribute.
Mercury	Budha appears for 40 minutes at dusk and dawn for 10 months a year depending on location. During this period the character is immune to any mind control and psionic attacks.
Venus	Shukra appears for 2 hours at dusk and dawn for 10 months a year depending on location. During this period the character's CHA is +2 and is immune to any emotional manipulation or reading.
Mars	Mangala appears for 11 hours a night for 11 months every year. During this period the character is immune to any spirit and supernatural based attacks.
Jupiter	Brihaspati appears for 2 hours at dusk and dawn for 11 months every year. During this period the character's STR and CON are +2.
Saturn	Shani appears for 2 hours at dusk and dawn for 11 months every year. During this period the character's DEX is +2 and MR +5.

Step 4: Abilities

All Avatars start with the following abilities free;

Bestowed - Unlike the western Zodiac the character's abilities do not change each month, they are fixed. The character has 20 points he may spend on his astrological abilities. See the table below.

The character has 30 points which can be spent on his astrological abilities. See the table below for the available abilities. Each ability costs 5 points but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities. As he earns more experience he may buy or rebuy more abilities.

Step 5: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Astrological Signs

Below are the various different abilities imparted by each Zodiac symbol according to the character's birth month. Each ability is gained free but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Mesha

March 21st - April 20th

The character's legs become very powerful for the duration of this sign. Available abilities;

Leap - x3 his normal range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Leg Damage - Augmented to STR damage x2. Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to thaco and AC, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative. An additional x1 damage each time rebought.

Stomp - The character can then stamp one of his feet on the ground and create a fissure of up to (1 centimetre per WIS diameter) x (10 centimetres length per WIS) and x (20 centimetres per WIS deep). +1, 10 and 20 centimetres respectively each time rebought.

Taste - Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

Vrisha

April 21st - May 21st

The character's musculature is increased for the duration of this sign. Available abilities;

CON - is doubled, HPs increase by x4, AC is reduced by 1. +2 CON and +4 HPs, -1 AC each time rebought.

STR - increases by 50% and he can carry and lift double the normal amount. +50% each time rebought.

Horns - he may grow 2 horns on his head at will which do double his STR in damage while immune to damage themselves. The horns may be retracted at any time. +50% damage each time rebought.

Resist Heat - Heat only has 50% of normal affect, +1 save vs any heat related issues. Reduce effects by half again and another +1 save each time rebought.

Mithuna

May 22nd - June 21st

The character can multiply in a very different way for the duration of this sign. Available abilities;

Double - The character can create one double of himself per 4 INT (with clothes but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. +1 double each time rebought.

Duplicate - He can also touch objects and duplicate them. The only limitation is size. He can duplicate up to his own body weight in size per level. Double the body weight limit each time rebought.

Hologram - He can project a realistic 3D image of himself or anything within his sight up to one metre away with a radius of 30 centimetres. Double range and radius each time rebought.

Puppet Control - This power allows the character to touch a person and make the victim duplicate the character's movements completely. The puppet will gain all the character's skills but not powers. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 WIS, +1 victim each time rebought.

Karka

June 22nd - July 22nd

The character's skin becomes much tougher for the duration of this sign. Available abilities;

Armour - He can create a complete body covering of a super hardened bone substance which can be extended and retracted as desired. It has an AC of -1 per character's CON, and an HPs equal to the character's CON x50. The character has enough air to last his CON x1 minute. It can withstand deep water up to CON x100 fathoms, CON x -100C degrees cold, and CON x 100C heat. +25 HPs and -1 AC each time rebought.

Pincers - He can change his arms into crab like claws which have double his normal STR for lifting and pincer style holding, x2 damage. An additional x1 each time rebought.

Swim - He can swim at 100% normal skill and hold his breath for x2 the normal rate. Increase MR and breath by x1 each time rebought.

Resist Heat - Heat only has 50% of normal affect, +1 save vs any heat related issues. Reduce effects by half again and another +1 save each time rebought.

Simha

July 23rd - August 21st

The character's agility and speed are increased for the duration of this sign. Available abilities;

Feline - DEX and MR increase by 50%, and gain +1 on all dexterity skills. Night vision is equal to normal range. An additional +1 each time rebought.

Claws - The character gains 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus STR damage bonus. He gains 1 claw per hand, +1 per hand each time rebought.

Control - Feline animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS. +10 metres each time rebought.

Hearing - Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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. Hearing increases by x1 each time rebought.

Kanya

August 22nd - September 23rd

The character becomes much more attractive for the duration of this sign. Available abilities;

Charisma - CHA increases by 2 (but not beyond 25). +1 each time rebought.

Phermones - The character emits pheromones into the air that attracts members of the opposite sex and are so strong that he will have to avoid them because they will follow and swoon over him constantly. Any victims save versus mind-control drugs whenever they come within smelling range of the character or be reduced to any means they can find to impress him. NOTE: The victim must be able to SMELL the pheromone in order to be affected by it. If they are wearing a gas mask or environmental suit, or they have an inability to smell, then they are unaffected by this power.

Manipulation - He has a limited ability to manipulate the emotions of any living thing. They must be within his line of sight or 20 metre radius. The power functions for as long as he concentrates on using it. The emotion is limited to Happiness which causes a 5% chance per WIS to reconsider actions, not attack, show mercy, halt rampage, etc. +5 metres each time rebought.

Followers - The character can attract one follower per 4 WIS who will obey only him and do all he commands unquestioningly. +2 followers each time rebought.

Tula

September 24th - October 23rd

The character becomes the centre of balance for the duration of this sign. Available abilities;

Adapt - When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to a pool of 30 power points. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks. +5 power points each time rebought.

Nullify - He automatically neutralizes any magic aimed at him by nullifying the spellcasting ability of anyone or any object within a radius of WIS x1 metre. This includes magic enhancements. +1 metre each time rebought.

Neutralize - He also automatically neutralizes any supernaturally derived abilities or enhancements so long as they remain within a radius of WIS x1 metre. A Were will revert to human in his presence. +1 metre each time rebought.

Immune - This character is totally immune to 1 form of attack. Choose from; Magic, Supernatural or 1 type of metapower (eg. if immune to Explode then immune to all explosions). Choose one additional Immunity each time rebought.

Vrikchika

October 24th - November 21st

The character gains scorpion abilities for the duration of this sign. Available abilities;

Climb - Can climb any surface at one third the normal running MR (except loose rocks, ice or any other slippery surface). +2 MR to climb each time rebought.

Tail - The character can at will grow a scorpion like tail. If he strikes a victim with it it injects a deadly toxin which will kill the victim on a failed save. If the save is successful then the victim suffers 4D6 damage. +D6 each time rebought.

Control - He can control up to 100 insects per 2 WIS of choice, via simple telepathic commands. This works within line of sight or a radius of 10 metres per WIS. +100 insects and +10 metres each time rebought.

Dig - He can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. He 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. If he also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults at half speed. Burrowing MR doubles each time rebought.

Dhanu

November 22nd - December 21st

The character becomes really agile for the duration of this sign. Available abilities;

DEX - His DEX increases by +2. +1 each time rebought.

Skill - By touching an object he automatically gains the skill for using it and it then becomes a permanent skill for him. There is no limit on how many skills the character can learn and it does include fighting techniques.

Bonus - He gains an additional +2 when using any DEX based skills. +1 each time rebought.

Bow - By touching a missile (including arrows, bolts, bullets, stones, etc) the character can cause it to create a replica of itself when fired or thrown at a target. The hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 WIS. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Makara

December 22nd - January 19th

The character becomes really fast for the duration of this sign. Available abilities;

Run - His MR is x2. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. An additional x1 each time rebought.

Blur - He can vibrate so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. Enemies are -8 Thac0 to hit the character. He can affect himself + an additional 3kgs per WIS. +3kgs each time rebought.

Air Blast - He can move his arms together quickly enough so as to fire a blast of rapidly spinning air molecules that hit like a ton of bricks doing STR damage D6 per 5 WIS, over 1 metre per WIS. This pushes the victim back 1 metre per STR point greater than the victim's. +D6 damage and +1 metre each time rebought.

Leap - x3 normal leap range and gains the seeming ability to run part way up a wall before jumping off. An additional x1 each time rebought.

Kumbha

January 20th - February 18th

The character gains control over water for the duration of this sign. Available abilities;

Liquid Form - He can transform his whole or part of his body into a watery liquid substance of unknown composition. While in this state his consciousness can control every droplet that comprises his body. The mind continues to function in an astral form even when the head is converted into liquid or dispersed. While in this form he radiates

no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any liquid attacks including corrosive, toxic and magical.

Expand - In his water form he can draw on other water and add it to his own mass increasing in size. Punch does +D6 per square metre and he gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Control - He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per WIS, within line of sight while concentrate. The size of the wave can be up to WIS x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 WIS, until his concentration is broken. +2 metres each time rebought.

Hydro Blast - This is the ability to draw condensation from the air and direct it as a jet stream of water doing STR damage D6 per 5 WIS over 1 metre per WIS per level. This pushes the victim back 1 metre per STR point greater than the victim's. A shot to an open mouth can drown a victim. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it. +D6 and +15 metres each time rebought.

Meena

February 19th - March 20th

The character becomes a natural in the water for the duration of this sign. Available abilities;

Breathe - He has gills which allow him to breathe underwater as naturally as above water. His swim rate is MR x3. An additional x1 each time rebought.

Depth - 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).

Control - He can mentally control underwater animals though they will obey only simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS. +10 metres each time rebought.

Metamorph - This is the ability to transform into any aquatic animal type while retaining one's own memories, powers and attributes. Requires 1 action to transform.

Banshee

In Scottish mythology the creature is called the bean sith or bean-nighe and is seen washing the blood stained clothes or armour of those who are about to die. Similar creatures are also found in Irish, Welsh, Norse and American folklore. The banshee can appear in a variety of guises. Most often she appears as an ugly, frightening hag, but she can also appear as a stunningly beautiful woman of any age that suits her. The banshee may also appear in a variety of other forms, such as that of a hooded crow, stoat, hare and weasel - animals associated in Ireland with witchcraft.

Modern Banshees are people who died through a truly grisly murder and have returned seeking their killer. They continue walking this plane unable to enter the afterlife, yet able to foresee the deaths of all they encounter.

Step 1: Age

Determine your character's starting year. Either you have just become a Banshee or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but WIS and CON +5, MR +20. Hit points = CON +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Banshees gain the following abilities free;

Immortal Body - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Banshees are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, and disease. By looking at a person Banshees can sense if they are about to die within the next 24 hours, and if so how.

Additionally Amazons 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>
Enhanced Hearing	10	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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.
Fear Scream	5	The ability to instil fear in others through eye contact or within a 5 metre radius +5 metres per level. Victims who fail to save break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. The base victim save is -1 per WIS of the user, +1 every 2 levels. Immune to all fear attacks including magical.
Immune Sonic	10	This Banshee is immune to the effects of loud noises and sonic attacks.
Project Voice	5	This Banshee has an exceptional voice. His normal voice range is doubled.
Radar Scream	5	The Banshee can detect objects in total darkness including shape, distance, direction and speed via his scream. It has a radius of 10 metres per WIS, +30 metres per level radius. +4 Initiative, +2 AC, +3 thaco and +1 Attack. The ability is halved in heavy rain, snow and other multiple obscuring objects.
Seductive voice	5	Once per melee he can issue a command (eg. stop, look, duck, etc) which everyone who hears must obey unless save. Victims are then -1 attack next round. 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). The character gains a +2 bonus to any voice skills.
Sonic Scream	5	The character can release a concentrated sonic blast against opponents equivalent to 10 decibels per WIS, +10 per level. These do D6 per 5 WIS +D6 per level, over 10 metres per WIS per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half.
Spellcast	10	The cost is for each sphere of magic the Banshee wants to learn from, however the first sphere must be Faerie. 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. Banshees 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Stun Scream	5	The Banshee can scream causing 1 point of pain per WIS to the victim's WIS. If this exceeds the victim's WIS then he collapses for 1 melee per WIS, otherwise he is -1 on all rolls for every 2 WIS effected. Gain +1 psi save per 5 WIS, and +1 every 2 levels.
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

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

Step 6: Disadvantages

Because of a Banshee's close link with death people feel uncomfortable around them and cannot remain in their presence any longer than 1 hour per 2 WIS of the person. +20 points

Biocenosis

The body of the character is a collection of individual bodies held tightly together and functioning as a single unit. Unlike a gestalt the individuals retain their distinct physical forms (though admittedly it may be hard to actually spot any given individual if they are tiny).

Step 1: Attributes

Roll attributes as normal for the collective body. Each individual unit will have to be worked out according to what they are. Eg. bees, ants, birds, etc.

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

Step 2: Skills

Choose skills in the normal manner.

Step 3: Abilities

All characters start with the following abilities free;

Swarm Form - The character's body is composed of WIS x100 smaller bodies, usually but not exclusively insects. Not truly solid Bios simply create holes in their body to avoid making contact with the attacking force. However, such beings have a peculiar weakness: a successful grappling attack breaks the body into two masses. The body can

automatically rejoin in D4 turns unless something prevents this, like teleporting half the body into a parallel dimension.

The individual bodies do not physically suffer while they are joined together; breathing is assumed to occur without difficulty. However the Bio Cenosis will probably have to break apart in order to allow the individual units to eat. The individual entities can be of any nature, whether animal, plant, or machine; the individual components may be sentient or not.

Because of its peculiar dual nature, a Bio Cenosis has two sets of primary abilities. The first set represents the average abilities possessed by the individual component entities; the second set is that of the Bio Cenosis. The majority of powers can only be manifested by the Bio Cenosis. Individual entities can at best exhibit first level versions of the available powers; otherwise, why bother to be a Bio Cenosis in the first place? The Bio Cenosis's abilities may be affected by the loss or addition of more individual entities to its form. The Bio Cenosis can be any size, depending on the size and number of the individuals entities that compose it.

Bio Cenosis additionally 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>
Additional Bodies	10	With this ability the Bio may split his mass into one additional body which he can still control. However with each new duplicate, each body reduces its height, weight and HPs by half. This is because they are spreading their collective mass out between each person. Any meta powers will also either be spread between the bodies evenly or have their effectiveness reduced in each body.
Additional Mass	5	The Bio may incorporate an additional 100 units into its collective. These can be of the same type as before or a completely different lifeform.
Control Lifeforms	10	The character can dominate the wills and actions of any lifeform identical to the type which already compose his body. He can control up to 4 units per WIS, plus half the total amount per level.
Immune to Possession	5	This prevents anyone else from taking over the individuals within your collective body.
Independent Fists	5	Both fists may be detached to fight independent of the main body. They still use the same rolls and bonuses for Thac0 and any skills. In effects this give the character 3 separate attacks with no penalty.
Levitation	5	The character can levitate the himself and up to WIS x2 metres (+2 metres per level), and fly at a rate of WIS x3kph (+3kph per level).

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Meta Powers	15	The Bio has super powers. He starts with 10 points to buy them with. Each time this ability is bought he gains another 10 spending points.
Telekinesis	5	The character can handle material objects without having to make direct or indirect physical contact (pushing or blowing for example). He can perform any action that could be accomplished using normal strength. Line of sight range. Can move up to 20kgs (+1 per level) per WIS or push/punch with STR 2 per WIS.
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.
Unit Explosion	5	The character can cause any unit from his main body to split off and at any point explode like a fragmentation grenade doing D6 per WIS to all caught in an area of 2 metres per WIS. He can even command it to lie in and wait for someone to pass. The unit will only be able to remember for WIS x1 hour however.

Step 4: Careers

Possibly, if you covered your entire body so noone could see your true form.

Bonded Spirit

A lifeform from another dimension has entered this world and melded with you. Through mutual consent or not. As a result you now share each others collective memories and have been imbued with certain abilities. The lifeform can include a summoned demon or other spirit which has been merged with your soul to grant you mystical abilities.

Step 1: Age

The character's age can either be standard and he has only just bonded, or determine age according to the table;

01-20	100 xD4 years
21-40	100 xD6 years
41-60	100 xD8 years
61-75	100 xD10 years
76-90	100 xD12 years
91-00	100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

+4 to WIS, +3 to CON, STR and DEX. Also +10 to MR, +1 HP per year alive and starting HPs is CON +10, +10 per level. Total immunity to all forms of control and possession whether mental, magical or otherwise. Characters 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.

Step 3: Skills

Choose skills in the normal manner, then for every 100 years alive select 1 additional skill. The Symbiote through its bond with the character will also provide him with some additional skills for free;

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Knowledge Undead

Step 4: Abilities

Bonded gain the following free;

Bond - Gain Enhanced Regeneration at rank 4 (i.e. immortality).

Bonded also have 35 Points to spend on any of the following 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. His Bonded spirit companion will remain with him as he travels through the astral plane. While in this form he can still use all his abilities and cast any of his spells.
Banish	5	This power only affects summoned beings, the character's Symbiote can remove the magical anchor holding it here. This can be done by touch or if the being enters a INT x1

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		metre radius. Any summoned are instantly dispelled back to their origin point.
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.
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 character wants to learn from. The first sphere 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 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination. Note the Symbiote does all the actual casting.
Sway	5	This power only affects summoned beings, the character can attempt to bind them to his will via his Symbiote. This requires a Will save and can even be used against summoned beings controlled by another.
Tongues	5	The character instantly learns the language of any being he comes into contact with via his Symbiote and can then converse with them. This only lasts until they are separated, at which point he forgets the language.
True Sight	5	The Bonded Spirit allows the character to 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 5: Careers

Whatever the character desires but he could fake being a real mage. Except to anyone who can see the duality of his aura that is.

Symbiote Creation Table

Roll in each of the sections to flesh out what the Symbiote is.

Step 1: Intelligence

Determine the Symbiotes INT and WIS level by rolling once for each attribute on the following table (when rolling the D6s no extra rolls apply, its just a straight 3D6 or whatever);

01-43	3D6
44-63	3D6+1
64-77	3D6+2
78-87	3D6+4
88-94	4D6
95-00	5D6

Step 2: Ego

Once that's done you'll need to determine the Symbiote's Ego by adding its INT to its WIS. Then do the same for your character. For every 5 points that the it's ego is greater than yours roll on the table below for a demand that it has. Failure to follow its demands could have severe consequences (such as being paralysed at a critical combat moment). If you roll the same demand twice then reroll until you get a new one;

01-20	Demands removal of all other associates the Symbiote doesn't like or who have upset it.
21-40	Demands total obedience from the character so the Symbiote can pursue its own agenda.
41-60	The character must create a new religion with the Symbiote as its god and try to convert others to worship it.
61-80	The character must begin associating with people the Symbiote likes.
81-00	The character must destroy all other Symbiotes encountered.

Step 3: Alignment

Roll on the Disposition and Motivation tables here. Using what you roll as a guide determine its likely alignment. Depending on the size of its ego, its alignment may well begin to influence your own.

Step 4: Disadvantages

The bonding process is never an easy one especially given that two alien lifeforms will never be truly compatible. The disadvantage gained depends on whether the joining was forced or desired..

Bonding was desired by both: If losing a battle or having witnessed something traumatic the Symbiote's feelings will overwhelm the character. The severity and any possible consequences to be determined by you and your GM.

Bonding was forced: On occasion the Symbiote will mentally battle you for control of your body. The severity and any possible consequences to be determined by you and your GM.

D'arque Lord

Complete details on this class can be found in BH31: The book of D'arqueness.

Elementals

Elementals are sentient beings that possess bodies made of one of the elements that make up our reality. At their most basic this includes air, earth, fire, and water.

One with the element of your birth.. forever intertwined with it.

Elementals are latent humans who have died at the hands of their chosen element and been reborn as part of it. Those who drown become water elementals, those asphyxiated become air, those burnt alive become fire and those buried become earth. All serve Gaea's plan in protecting the flora and fauna around the world.

Step 1: Age

Determine the character's starting age. Either he has only just become one with his element, or he has been around a long time.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide his background;

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +3 to INT and WIS. Hit points = CON +12, +12 per level. +1 HP per year alive. Other bonuses according to your Elemental type (see below).

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Of course an Elemental may no longer feel the need for such mundane things as skills..

Step 4: Abilities

See separate tables below, choose the table according to the Elemental type.

Step 5: Careers

Not in the standard sense. Instead all Elementals serve the Parliament of Nature with Air Elementals reporting to the Throne of Clouds, Earth and Plant Elementals the Throne of Trees, Fire Elementals the Throne of Embers and Water Elementals the Throne of Streams. Elementals will also often work with Geomancers.

Step 6: Disadvantages

You feel the pain of your elemental environment. Earth feels injury to the forests, Water feels the pain of pollution to its oceans, Air the pollution of the sky, etc. +20 points.

Air Elemental Abilities

Air Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. Air Elementals have no HPs, and gives no heat signature. They can move through the tiniest crack or space, and are immune to all gases. Movement is at MR x3kph, rotate at MR x5kph and spread out over an area of INT x2 metre radius. At 80kph spin any within cant attack, cast spells, speak, etc are hurled 2 metres in air for every 10kph MR. At 90kph also do D6 per round to anything within +D6 per 10kph over 90.

Additionally Elementals 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>
Air Blast	5	The character can change the wind's direction and even increase its speed or stop it altogether within a WIS x10 metre radius (+10 metres per level). A wind rush can have a speed of up to WIS x6kph, and is able to knock people and objects over. Using this he can ride the wind at WIS x2kph (+2kph per level), lifting himself and an extra WIS x5kgs, +5kgs per level. One final side effect is he can greatly enhance the effectiveness of missile weapons by increasing the force and accuracy with which they strike. It adds a +1 to the attackers thaco, 1 to damage and doubles the range.
Air Pocket	5	The Elemental can surround himself or any within his line of sight with a pocket of air of up to WIS x10 centimetres radius (+30 centimetres per level) and an MR equal to WIS (+1 per level). Air supply lasts 1 minute per WIS, +1 per level. This can also act to purify air, removing all pollutants, including but not limited to: smoke, poison gas, dust and anything of a particulate size of than a grain of sand or less from its area of effect. It will not affect natural moisture in the air at all. It will also reduce the

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		duration of any gas based magics or attacks that are affected.
Breath of Air	5	This is a more surgical use of the character's powers. He can gently force a wind into an organism's lungs, inflating it and restoring their ability to breathe. Alternatively this can be used to devastating effect.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Earth can speak to plants and rocks, Water to sea life, Air to birds and clouds, and Fire...well...with fire.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Spellcast	10	Air Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.
Whirlwind	10	The Elemental can create a whirlwind with a 1 metre radius per 2 WIS (+2 metres per level) anywhere in his line of sight. It has a rotational speed of WIS x10kph, +5kph per level. Any caught in it will be swept up and hurled around unable to perform any actions.

Earth Elemental Abilities

Earth Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +60 HPs per INT. STR +2 for every additional 100 HPs. Immune to paralysis/stun, cold, heat, fire, gas and radiation. Armour piercing projectiles do one third damage. Explosions, energy, fire, solar and electrical powers do half damage. Radiates no heat. He can also draw on any body of sand, dirt or mud to increase size and mass. For every 1 cubic metre added gain +45kgs, +8 STR, and +600 HPs. Can maintain for 8 melees per level –1 melee per cubic metre. Alternatively he can disperse limbs and body into sand/dirt particles and flow at one quarter MR. Can also flow through any opening.

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

Ability	Cost	Notes
Earth Burrow	5	The Elemental can dig a hole in the earth by force of will alone. He may choose to have the excavated material pile up at the edge of the hole or to have it slip off deeper into the earth. The hole takes 1 minute to excavate per 100 cubic metres. He can also split the ground open up to (1 metre wide per 3 WIS, +2 per level) x (1 metre deep per 2 WIS, +3 per level) x (1 metre length per WIS, +5 per level). The second method however is not as precise or controllable as the first. If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6 per second. Anything combustible will instantly catch alight.
Earth Manipulation	5	The hero can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. Alternatively he can soften the soil making it not unlike quicksand with a (1 metre radius per 3 WIS, +1 per level) x (1 metre depth per 2 WIS, +2 per level). Victims sink at a rate of 60 centimetres per round and are -5 on all combat rolls. He can refine earth materials and cause them to separate into their component minerals. One kilogram per WIS per round may be sorted, +1kg per level.
Earth Shards	5	The Elemental can hurl pieces of earth at nearby victims whether rocks or shards. 2 metres per WIS, +3 metres per level. 2kgs per WIS, +5 per level at a speed of up to

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		150kph doing D6 damage per 4.5kgs and per 10kph of speed. Can also cast off 1 mud ball per 4 INT once per round which does 1 point of damage. Or can cast off dirt to encase an object in a 2 metre radius per INT (+3 metres per level), with up to 10 HPs per INT (+10 HPs per level). May be used to encase objects, limbs or the entire body.
Earth Sight	5	By touching any stone or earth material he can see through it up to 1 inch per WIS. Lack of light does not affect this sight.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Earth can speak to plants and rocks, Water to sea life, Air to birds and clouds, and Fire...well...with fire.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Spellcast	10	Earth Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.

Earth Elemental Abilities (Plant variant)

Earth Plant Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly

depending on what made the wound. Only magical or supernatural damage can be truly fatal. The Elemental breathes through his entire body and is nearly impossible to smother. He heals x2 faster and can regrow any lost limbs within 24 hours, -1 hour per level. The character can absorb sunlight and minerals from the ground, allowing him to survive indefinitely without food as long as enough water is available.

He automatically alters salt water into fresh water in his body. AC 6, +10 HPs per INT. STR +1 for every additional 100 HPs. Physical attacks must do STR 17+ in damage, otherwise have no effect. Radiates no heat, is immune to paralysis/stun, and cold. Armour piercing projectiles do one third damage. Heat and normal fires, explosions, thermonuclear, energy, and solar powers do double damage.

Additionally Elementals start with 25 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>
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Earth can speak to plants and rocks, Water to sea life, Air to birds and clouds, and Fire...well...with fire.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Plant Manipulation	5	The hero can reach out to the earth and form arms or other shapes out of any plantation. He can then exert his strength through these arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of earth available for it to draw

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		on. Does D10 damage per 3 metres height. He can also blend into the surroundings and become 100% undetectable if stand still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metre per rounds and 0% if move any faster.
Plant Secretion	5	The Elemental can secrete a resin which causes a severe reaction on skin, causing a rash, severe itching, and watering eyes. Scratching the rash will only make it worse and will remain even after the goo is washed off, but will wear off in about 3 days, although there are several creams available that will neutralize the itching. While scratching, the hero loses 2 attacks per melee and is -3 to all combat rolls. Alternatively he can release clean water through his hands for others' use.
Plant Sight	5	The Elemental can see heat images and traces the same way as thermo optic equipment, can see invisible lifeforms by their heat. Further he can also see Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays. All equal to normal sight range.
Spellcast	10	Faerie magic only but he is bestowed with all the spells within that sphere. Elementals 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.
Wood Shards	5	The character can fire splinters from his body which do 1 point of damage each with an effective range of 3 metres +1 metre per level. Once per hour (plus once more per level) can shoot 1 splinter per CON (plus half this per level).

Fire Elemental Abilities

Fire Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +20 HPs per INT. Anyone touching him or that he touches takes up to D4 per level. Take half damage from solar attacks but intense cold, chemicals or water have a 50% chance of dowsing his flame for 2D4 melees. Are immune to any heat or fire based attacks (including magical).

The Elemental can see heat images and traces the same way as thermo optic equipment, equal to normal vision range. Can see invisible lifeforms by their heat.

He can radiate heat from his form over one metre per 2 INT radius (+2 metres per level), at a rate of 10C per INT per round, +10 per level. Finally he can perform a supernova discharge of fiery energy much like a dying sun;

Damage is 10,000 points x (character's INT + level) over a 30 metre radius x (character's INT + level).

5000 points x INT + (character's INT + level) over the next 30 metre radius x (character's INT + level).

2500 points x INT + (character's INT + level) over the next 45 metre radius x (character's INT + level).

1250 points x INT + (character's INT + level) over the next 60 metre radius x (character's INT + level).

625 points x INT + (character's INT + level) over the next 75 metre radius x (character's INT + level).

310 points x INT + (character's INT + level) over the next 100 metre radius x (character's INT + level).

150 points x INT + (character's INT + level) over the next 125 metre radius x (character's INT + level).

The character requires one day per 1000 points of damage expended to recover any of his fire powers.

Additionally Elementals 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
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Earth can speak to plants and rocks, Water to sea life, Air to birds and clouds, and Fire...well...with fire.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state

Ability	Cost	Notes
		of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Fireball	10	The Elemental can throw fireballs over his normal distance x2. They do D8 per 5 WIS +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight. He can also form a continuous gorge of fire which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Anything combustible instantly catches alight.
Fire Wall	5	Can form a shield or wall of fire (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Does D6 damage per 5 WIS for every 30 centimetres the victim walks through.
Fly	5	The power to fly by riding a planet's thermal currents (if it has any). Speed is WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. Speed is reduced accordingly in colder climates, as determined by the GM.
Pyrotic Manipulation	5	He can manipulate any flames within his line of sight of up to a 27 metre radius +2 metres per level. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 1 metre per 2 WIS +4.5 metres per level doing 3D6, +D6 per level. He can also cause any 1 object per round within his line of sight which is combustible to ignite doing D6 per level. If used on human skin it can scar the entire body and melt the skin, making the affected CHA 1. The fire only does 1 point of pain damage every turn, slowly torturing the person to death, but does no real damage except for that of the marring of facial features.
Smoke	5	The Elemental can create a 1 metre per 2 WIS +1 metre per level radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties.
Spellcast	10	Fire Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural mana at a rate of INT + WIS x3. Mana is

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Weld	5	The Elemental can spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Water Elemental Abilities

Water Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any liquid attacks including corrosive, toxic and magical. He can also draw on other water and add it to his own mass increasing in size. Punch does +D6 per square metre and he gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Additionally Elementals start with 25 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>
Cold Snap	5	The Elemental can reduce the temperature dramatically anywhere within his line of sight. This can cause a victim's hands and feet to get frostbitten, as if from exposure to extreme cold. The victim gets a save against this effect, but it must be made at -2. When affected by Frostbite the victim will fight with -4 and -40% on all rolls. These effects persist until the victim's extremities are defrosted by heat. Note that any extremity in a frostbitten state for more than 3 hours could potentially become gangrenous. Surfaces on the other hand will become extremely slippery and in some cases brittle.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Earth can speak to plants and rocks, Water to sea life, Air to birds and clouds, and Fire...well...with fire.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Manipulate Water	5	He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per WIS, +3 metres per level within line of sight while concentrate. The size of the wave can be up to WIS x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 WIS, +2 metres per level until his concentration is broken.
Purify	5	The character can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content. 2 metre radius per WIS, +3 metres per level. As a side effect he can also remove toxins from himself or another. He must first make a cut somewhere on the body. From this cut he can then summon out any poison, venom or other toxins from the body.
Spellcast	10	Water Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.
Water Wall	5	This is the ability to draw condensation and form a shield or wall of water (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level until concentration broken. Most weapons will have their range halved by the water if not swept away together.

Elemental, Para

Para Elementals fuse two of the classic elements into a single dangerous creature. Types of Para Elementals include Ice (Air and Water), Magma (Earth and Fire), Ooze (Earth and Water), and Smoke (Air and Fire).

Step 1: Age

Determine the character's starting age. Either he has only just become one with his element, or he has been around a long time.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide his background;

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +3 to INT and WIS. Hit points = CON +12, +12 per level. +1 HP per year alive. Other bonuses according to your Elemental type (see below).

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Of course an Elemental may no longer feel the need for such mundane things as skills..

Step 4: Abilities

See separate tables below, choose the table according to the Elemental type.

Step 5: Careers

Unlike the Earth Elementals the Void does not serve the Parliament of Nature but something far more alien.

Ice Elemental Abilities

Ice Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly

depending on what made the wound. Only magical or supernatural damage can be truly fatal. He gives no heat signature and is totally immune to cold. Explosives, fire and heat do half damage while energy attacks bouncing off. He is immune to any cold or ice attacks including magical. He can also draw on other ice and add it to his own mass increasing in size. Punch does +D8 per square metre and he gains +12 HPs per square metre.

Additionally Elementals 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>
Cold Snap	5	The Elemental can reduce the temperature dramatically anywhere within his line of sight. This can cause a victim's hands and feet to get frostbitten, as if from exposure to extreme cold. The victim gets a save against this effect, but it must be made at -2. When affected by Frostbite the victim will fight with -4 and -40% on all rolls. These effects persist until the victim's extremities are defrosted by heat. Note that any extremity in a frostbitten state for more than 3 hours could potentially become gangrenous. Surfaces on the other hand will become extremely slippery and in some cases brittle.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Ice can speak to sea life.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you Immortal as per the Major power.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Ice can travel

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		between glaciers, frozen lakes, snow, etc. Functions identically to Telereformation.
Extreme Cold	5	Can encase an object in ice by touching it. He can affect a 2 metre radius per INT (+3 metres per level), with up to 10 HPs per INT (+10 HPs per level). May be used to encase objects, limbs or the entire body.
Ice Wall	5	This is the ability to draw condensation and form a shield or wall of ice (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The wall has 100 HPs per square metre.
Range Attack	5	He can form Ice Balls at the rate of 1 per round which do D6 damage (+D6 per level), and Ice Shards at a rate of 2 per round per level which do 2D6 (+D6 per level), normal throwing range.
Spellcast	10	Water and Air Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.

Magma Elemental Abilities

Magma Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +60 HPs per INT. STR +2 for every additional 100 HPs. Anyone touching him or that he touches takes up to D4 per level. Take half damage from solar attacks but intense cold, chemicals or water have a 50% chance of dowsing his flame for 2D4 melees. Are immune to any heat or fire based attacks (including magical).

The Elemental can see heat images and traces the same way as thermo optic equipment, equal to normal vision range. Can see invisible lifeforms by their heat.

Additionally Elementals 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>
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey

Ability	Cost	Notes
		simple commands involving speech (will answer questions). Magma can speak with fire or magma.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Magma Wall	5	Can form a shield or wall of magma (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. D10 damage per 5 WIS for every 30 centimetres the victim walks through.
Melt	5	The Elemental can generate 30C per INT per melee in both hands doing 10D10 damage to anything held onto for 1 round. This will melt most objects, boil water, etc. He can also spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.
Radiate Heat	5	He can radiate heat from his form over one metre per 2 INT radius (+2 metres per level), at a rate of 10C per INT per round, +10 per level.
Spellcast	10	Fire and Earth Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.
Volcanno	5	The character can summon up anywhere within sight a cylinder of magma to erupt from the earth, cooling and spreading to form a volcano. The size depends on the level

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		of the character: height is 1 metre per 5 INT +3 metres per level, width is 1 metre per 7 INT +1.5 metres per level. The magma jetting forth from the cone typically does D6 damage per metre per round. It melts rock and plastics, sets fire to trees, boils water away, etc. The volcano will last until the character dispels it and drives it back underground. Careless magma characters will leave these things lying around almost as a signature. Rather than a volcano, the character can elect to make a lava tube erupt, crack in the earth break open and leak magma, or whatever the character wishes, as long as it falls within the dimensions and effects of the power.

Ooze Elemental Abilities

Ooze Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +60 HPs per INT. STR +2 for every additional 100 HPs. Because his body is not entirely solid, but composed of the muck and waste matter of the swamp, fists, bullets, knives, energy blasts, etc. will either pass entirely through him or will harmlessly be lodged within his body. Even if a vast portion of the body were to be ripped away or incinerated, he would be able to reorganize himself by drawing the necessary material from the surrounding area. Immune to paralysis/stun, cold, heat, fire, gas and radiation. Kinetic attacks pass straight through doing no damage. Explosions, energy, fire, solar and electrical powers do half damage. Radiates no heat.

He can also draw on any body of muck, ooze or sludge to increase size and mass. For every 1 cubic metre added gain +45kgs, +8 STR, and +600 HPs. Can maintain for 8 melees per level –1 melee per cubic metre. Alternatively he can his disperse limbs and body into ooze particles and flow at one quarter MR. Can also flow through any opening.

Additionally Elementals 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>
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Ooze can speak to muck, ooze or sludge.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Encase in sludge	5	Can cast off ooze, mud or sludge to encase a victim in a 2 metre radius per INT (+3 metres per level), with up to 10 HPs per INT (+10 HPs per level). A victim completely immersed may suffocate.
Sludge Balls	5	The Elemental can hurl pieces of ooze, mud or sludge at nearby victims. 2 metres per WIS, +3 metres per level. 2kgs per WIS, +5 per level at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed.
Sludge Secretion	5	The Elemental can secrete a resin which causes a severe reaction on skin, causing a rash, severe itching, and watering eyes. Scratching the rash will only make it worse and will remain even after the goo is washed off, but will wear off in about 3 days, although there are several creams available that will neutralize the itching. While scratching, the hero loses 2 attacks per melee and is -3 to all combat rolls.
Sludge Wall	5	This is the ability to draw nearby ooze, mud or sludge and form a shield or wall (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level until concentration broken. Most weapons will only partially penetrate the wall and become stuck or lost. Further the wall will do D6 damage per 5 WIS for every 30 centimetres an object or victim passes through.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Spellcast	10	Earth or Water Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.

Smoke or Smog Elemental Abilities

Smoke Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. Smoke Elementals have no HPs, and give no heat signature. They can move through the tiniest crack or space, and are immune to all gases. Movement is at MR x1kph, rotate at MR x2kph and spread out over an area of INT x3 metre radius. At 80kph spin any within cant attack, cast spells, speak, etc are hurled 2 metres in air for every 10kph MR. At 90kph also do D6 per round to anything within +D6 per 10kph over 90.

Additionally Elementals 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>
Breath of Smoke	5	This is a more surgical use of the character's powers. He can gently force a cloud of smoke into an organism's lungs, interfering with their ability to breathe. Victims must save vs non lethal gas or pass out for 4 +D6 rounds.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Smoke can speak to clouds and fire.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you Immortal as per the Major power.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Fly	5	The power to fly by riding a planet's thermal currents (if it has any). Speed is WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. Speed is reduced accordingly in colder climates, as determined by the GM.
Smoke Cloud	5	The Elemental can create a cloud of smoke anywhere within his line of sight which will obscure the vision of others. Its size is (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Victims caught in the cloud can't see clearly for more than 1 metre in front. All visual details are distorted or obscured, all rolls within are -9. Furthermore all sense of direction is lost with eyes watering and burning, breathing laboured and victims coughing frequently.
Solidify Smoke	5	The character can make any smoke cloud solid enough for people to stand on without falling through. This can be used to make a stair or even to carry people a short distance.
Spellcast	10	Air or Fire Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.

Elemental, Quasi

Quasi-elementals are a fusion of one of the classic elements and either radiant or entropic energy.

Acid (Water and Entropic)
 Atomic (Fire and Entropic)
 Electrical (Air and Radiant)
 Gravity (Earth and Radiant)
 Light (Fire and Radiant)

Steam (Water and Radiant)

Tar (Earth and Entropic)

Void (Air and Entropic)

Step 1: Age

Determine the character's starting age. Either he has only just become one with his element, or he has been around a long time.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide his background;

Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +3 to INT and WIS. Hit points = CON +12, +12 per level. +1 HP per year alive. Other bonuses according to your Elemental type (see below).

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Of course an Elemental may no longer feel the need for such mundane things as skills..

Step 4: Abilities

See separate tables below, choose the table according to the Elemental type.

Step 5: Careers

Unlike the Earth Elementals the Void does not serve the Parliament of Nature but something far more alien.

Acid Elemental Abilities

Acid Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates no heat. Physical attacks, gases and explosions do no damage but

electricity does double. He is immune to any acid attacks including corrosive, toxic and magical. He can also draw on other acid and add it to his own mass increasing in size. Punch does +D6 per square metre and +D6 burning damage per round touched. He gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

Additionally Elementals 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>
Acid Wall	5	This is the ability to create an acidic cloud mist of up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. This does not block movement but does slightly obscure line of sight. Any elemental within or passing through a section suffers D6 damage per 5 WIS for each metre passed through. The mist lasts only while the elemental concentrates on it.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions).
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Manipulate Chemicals	5	He can exert control over a nearby body of liquid chemicals able to manipulate its shape. He can form arms or other shapes out of the chemicals and then exert his strength through the those arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of chemical available for it to draw on. Does D6 damage per 3 metres height, +D6 burning damage per round touched.
Purify	5	The character can convert any chemical into pure water so that it is suitable for drinking. 2 metre radius per WIS, +3 metres per level. As a side effect he can also remove toxins from himself or another. He must first make a cut somewhere on the body. From this cut he can then summon out any poison, venom or other toxins from the body.
Spellcast	10	Water Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.
Spray	10	The elemental can fire acid from his hands doing D6 per 5 WIS (+D6 per level over 1 metre per 2 WIS, +1 per level).

Atomic Elemental Abilities

Atomic Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any radiation attacks including magical. He can also draw on other radioactive material and add it to his own mass increasing in size. Punch does +D6 per square metre and +D6 radiation burn damage per round touched. He gains +10 HPs per square metre.

Additionally Elementals 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>
Bolt	5	The character can fire radioactive bolts which do D10 rads per WIS +D100 per level, over 1 metre per WIS per level with a 30cm radius at core expanding 1cm for every 5 metres travelled.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch

Ability	Cost	Notes
		which is a part of your element will come alive and obey simple commands involving speech (will answer questions).
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Manipulate Radioactive Waste	5	The elemental can exert control over a nearby body of radioactive waste able to manipulate its shape. He can form arms or other shapes out of the waste and then exert his strength through the those arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of material available for it to draw on. Does D6 damage per 3 metres height, +D6 rad damage per round touched.
Solar Touch	5	Can melt objects with a 1000C per level touch with a 30 centimetre radius +10cms per level. Can generate heat at a rate of 500C per round per level.
Solar Wall	5	The character can form a shield or wall of radiation (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Inflicts D6 rads +D6 per level for every 30 centimetres victim walks through.
Spellcast	10	Fire Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural mana at a rate of INT + WIS x3. Mana is

Ability	Cost	Notes
		recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Electrical Elemental Abilities

Electrical Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +20 HPs per INT. Anyone touching him or that he touches takes up to D4 per level. Immunity to any electrical attacks, even magical. Take ½ damage from fire and lasers but x2 damage from water attacks.

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

Ability	Cost	Notes
Drain	5	He can drain any electricity within line of sight with a 2 metre radius per WIS. This only lasts while the elemental is concentrating.
Electrical Bolt	5	The Elemental can fire a bolt of lightning which can be sustained as long intense bursts. 3D6 +D6 per level over 9 metres range + 4.5 per level, 20% chance +10 per level of disrupting and ruining any electrical equipment.
Electrical Wall	5	Can form a shield or wall of electricity (1.8 metres +30cms per level thick) x (7.2 metres +30cms per level tall) x (6 metres +30cms per level radius) anywhere within 30metres +3 per level. Does D6 +D6 per level for every 30cms victim walks through.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Electrical can speak to any equipment or objects which contain electricity.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Spellcast	10	Fire Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.
Transmission	5	The elemental can travel along any conductible material that touch as an electrical bolt at a rate of 1 metre per second, +1 metre per level.

Gravity Elemental Abilities

Gravity Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates no heat. Physical attacks, gases and explosions do no damage. He is immune to any gravity based attacks including magical.

Additionally Elementals 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>
Bolt	5	A directed pulse of gravitic energy can be fired by the character like a "reverse bullet." The impact has a high knockdown value but in the forward direction. Characters who brace themselves for the impact in the wrong direction will be pulled forward off of their feet. Because of this unusual effect targets have a difficult time adjusting to the blast and suffer a penalty of -6 their next rolls. Further because the waves easily travel through matter, armoured characters take half damage to their own HPs in addition to the full damage done to the armour.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		simple commands involving speech (will answer questions).
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Flight	5	The elemental can make his body and any object within a 1 metre radius impervious to the effects of external gravitational fields allowing him to float. The character can then focus his attractive power on a distant heavy object, pulling himself towards it. Combined with his float power, above, the character gains a limited flight capability. The character must always be moving towards the object he is focused on. A severe limitation on the character's flight is that he needs an object behind him to slow down. This might not pose a problem in locations with many buildings, etc, but must be taken into consideration. The character can also grapple onto objects above ground level to gain altitude (coming back down is easy, because the ground is always there).
Gravity Wall	5	The elemental can create an intense area of gravity around oneself or any within his line of sight. The size is up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The affected area increases gravity in it by a factor of -5% or +5% per WIS, +10% per level.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Increase or Decrease Gravity	5	The character can use his gravitational power to crush his opponent. He can increase or decrease the gravity in an area of 1 metre radius per 2 WIS +1 metre per level, anywhere within his line of sight. He can manipulate the gravity by a factor of -5% or +5% per WIS, +10% per level. Those affected by extra gravity will be -1 on all rolls per 10% increase.
Spellcast	10	Air Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.

Light Elemental Abilities

Light Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates a lot of heat. He is immune to any energy based attacks including magical.

Additionally Elementals 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>
Bolt	5	The elemental can fire a laser bolt which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. As a side effect he is immune to the effects from radiation but not the physical damage from laser attacks.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions).
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Flight	5	The elemental as an energy form can fly at 2.997925×10^8 metres per second. The different forms include cosmic rays, electromagnetism, gamma rays, infrared, microwaves, photons, protons, solar particles, ultraviolet and xrays.
Light Glow	5	Once per melee he can generate a brilliant flash of light to blind all people within a 30 metres radius +1 per level. The effect lasts for 2D6 melees per level and causes -6 on all rolls.
Light Wall	5	The elemental can form a shield or wall of lasers (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Does D6 damage per 5 WIS for every 30 centimetres victim walks through.
Spellcast	10	Fire Elemental magic only but he is bestowed with all the spells within that sphere. Elementals can tap into the world's natural mana at a rate of $INT + WIS \times 3$. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.

Steam Elemental Abilities

Steam Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. He radiates no heat. Physical attacks, gases and explosions do no damage. He is immune to any heat based attacks including magical.

Additionally Elementals 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>
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions).
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Punch	5	Although steam elementals are not readily tangible they can strike an opponent with a strong, focused blast of hot air doing D6 per 5 WIS scalding damage (+D6 per level over 1 metre per 2 WIS, +1 per level).
Radiate Heat	5	The elemental can radiate heat over 5 metres +3 per level radius at a rate of 10C per round per level of the caster.
Spellcast	10	Water Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.
Steam Cloud	5	The Elemental can create a cloud of hot steam anywhere within his line of sight which will obscure the vision of others. Its size is (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Victims caught in the cloud can't see clearly for more than 1 metre in front. All visual details are distorted or obscured, all rolls within are -9.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Steam Wall	5	Furthermore all sense of direction is lost with eyes watering and burning, and any uncovered skin being scaled. The elemental can create a burning cloud of steaming mist of up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. This does not block movement but does slightly obscure line of sight. Any elemental within or passing through a section suffers D6 scalding damage per 5 WIS for each metre passed through. The mist lasts only while the elemental concentrates on it.

Tar Elemental Abilities

Tar Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +60 HPs per INT. STR +2 for every additional 100 HPs. Immune to paralysis/stun, cold, heat, fire, gas and radiation. Armour piercing projectiles do one third damage.

Explosions, energy, fire, solar and electrical powers do half damage. Radiates no heat. He can also draw on any body of sand, dirt or mud to increase size and mass. For every 1 cubic metre added gain +45kgs, +8 STR, and +600 HPs. Can maintain for 8 melees per level –1 melee per cubic metre. Alternatively he can his disperse limbs and body into sand/dirt particles and flow at one quarter MR. Can also flow through any opening.

Additionally Elementals 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>
Earth Burrow	5	The Elemental can dig a hole in the earth by force of will alone. He may choose to have the excavated material pile up at the edge of the hole or to have it slip off deeper into the earth. The hole takes 1 minute to excavate per 100 cubic metres. He can also split the ground open up to (1 metre wide per 3 WIS, +2 per level) x (1 metre deep per 2 WIS, +3 per level) x (1 metre length per WIS, +5 per level). The second method however is not as precise or controllable as the first. If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6

Ability	Cost	Notes
		per second. Anything combustible will instantly catch alight.
Earth Manipulation	5	The hero can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. Alternatively he can soften the soil making it not unlike quicksand with a (1 metre radius per 3 WIS, +1 per level) x (1 metre depth per 2 WIS, +2 per level). Victims sink at a rate of 60 centimetres per round and are -5 on all combat rolls. He can refine earth materials and cause them to separate into their component minerals. One kilogram per WIS per round may be sorted, +1kg per level.
Earth Shards	5	The Elemental can hurl pieces of earth at nearby victims whether rocks or shards. 2 metres per WIS, +3 metres per level. 2kgs per WIS, +5 per level at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed. Can also cast off 1 mud ball per 4 INT once per round which does 1 point of damage. Or can cast off dirt to encase an object in a 2 metre radius per INT (+3 metres per level), with up to 10 HPs per INT (+10 HPs per level). May be used to encase objects, limbs or the entire body.
Earth Sight	5	By touching any stone or earth material he can see through it up to 1 inch per WIS. Lack of light does not affect this sight.
Elemental Awareness	5	You are psychically attuned with your element and hears its whispers in your head. Any object that you touch which is a part of your element will come alive and obey simple commands involving speech (will answer questions). Earth can speak to plants and rocks, Water to sea life, Air to birds and clouds, and Fire...well...with fire.
Elemental Renewal	5	You are able to thrive by feeding on any aspects of your element present nearby. This takes the place of food and water for so long as you are near your elemental source and effectively renders you immortal.
Elemental 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 nature of the magic (including whether it is harmful or helpful).

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Elemental State	5	You are able to meld with your element, effectively becoming one with it. In this state, you are aware of any activity within its vicinity. You may also enter into a state of Suspended Animation by physically merging with your element.
Elemental Transport	5	You are able to travel between any 2 points where aspects of your elemental sign exist. For example Water can travel between oceans, lakes, ponds, etc. Functions identically to Telereformation.
Spellcast	10	Earth Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.

Void Elemental Abilities

The void is the element that is in opposition to all others. It is virtually unknown because it is so hard to manipulate and often kills researchers. The Void, as the elemental plane of vacuum is called, is virtually empty. There are creatures in it but they are memories or potentials until they encounter matter or energy at which point they become active and regain their material existence, voraciously consuming that matter.

A Void Elemental is an absence in the fabric of space that seeks to devour any substance that laces its path. Antithetical to all forms of matter and energy, and considered to be an expression of the void between planes, this elemental is a creature devoid of any innate elemental substance.

Void Elementals start with the following ability free;

Elemental Form - Elementals do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. Void Elementals have no HPs, and give no heat signature. They are immune to radiation, gases, toxins, heat and cold attacks. Physical attacks (arrows, bullets, people, swords, etc.), explosions, and energy blasts pass right through him. Nuclear explosions will dissipate the character, killing him. This form allows the character to survive not only in any airless environment, but also in both a pressure-less and high pressure area. He does not have to breathe. This could allow an alien from a toxic environment to survive without an air supply.

Additionally Elementals 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>
Decompression	5	By touching an object can create a vacuum within it, causing it to violently collapse inward on itself. Each time it is used, the object is crushed into itself a little more. Can affect a 5 cm radius per INT area, plus the same amount per level. Any caught in it take 3D6 x10 damage per round from the vacuum until crushed.
Entropic Blast	10	This blast of pure entropy does D6 of disintegration damage per WIS to anything it hits, including incoming attacks. Range is line of sight.
Entropic Parry	5	This makes all attacks aimed at the elemental miss. It creates a mini vortex which sucks in all ranged attacks against the elemental (including energy) and deflects them away.
Entropic Shield	10	The ability to create a semi visible layer of shielding which vaporises anything touching it. Can create shields around oneself or any within the character's line of sight. The size is up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The shield can destroy up to WIS x10 HPs, plus x1 per level (eg. at third level the HPs would be WIS x12). The total HPs replenishes at a rate of WIS x1 HP (+1 per level) per minute of non use. Can create multiple shields so long as the combined HPs don't exceed the total.
Entropic 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 nature of the magic (including whether it is harmful or helpful).
Flight	5	The power to fly by creating a vacuum directly in front of the character which serves to pull him forward. The maximum speed possible when using this is WIS x10kph, +10kph per level. There is no maximum ceiling height. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms.
Gravity Crush	10	This causes every one in a 1 square metre radius per WIS to feel their personal gravity increase by 1 fold per 2 WIS.
Gravity Well	5	The Elemental can alter the directional properties of gravity in its close surroundings for one round. When it uses this ability, it instills a selective gravity trait that

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		seeks to pull everything within a certain radius towards the elemental's form. Creatures and objects affected by the gravity well 'fall' towards the elemental, stopping in squares adjacent to it and effectively touching it, unless they have the ability to fly or otherwise alter their movements in the air to escape the gravity well.
Sphere	10	The character can create a 1 metre per 4 INT diameter (+1 metre per level) sphere of vacuum anywhere within line of sight. It bursts the blood vessels within a victim's lungs when air is forcefully drawn out. It also induces unconsciousness for D6 minutes. When the opponent finally awakes, he will be weak, and unable to fight (only ONE attack per melee) until he receives 4 hours on an oxygen tank. Further it does 2D4 hit points damage.
Spellcast	10	Void Elemental magic only but he is bestowed with all the spells within that sphere. Elementals 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.

Forsaken

You were wronged terribly some time in the past and in your quest for revenge you made a deal with a devil, or possibly even THE Devil. In return all those you kill have their souls taken by your patron for his or her own ends..

Step 1: Age

Determine your character's starting year. Either he has just damned his soul or roll on the table below;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +3 to WIS, STR, DEX, CON and MR. Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Forsaken start with the following ability free;

Hellfire Form - While in this undead form gain +10 HPs per WIS. Anyone touching him or that he touches takes up must save vs trauma or go into shock for D4 minutes per level. Are immune to any heat or fire based attacks (including magical) and water will not extinguish his hellflame. The character's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater what it had been in life as well as increased speed, reflexes, dexterity and agility. Forsaken do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal.

Additionally Forsaken 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>
Hellfire	5	Line of sight range. This appears to be a firebolt until it strikes the victim, at which point it will cause him to 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.
Hell's Stare	5	The ability to instil fear in others through eye contact. Victims who fail to save break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. Standard save vs Sanity applies. Immune to all fear attacks including magical.
Hell's Transport	5	A nightmare steed may be summoned at will from another realm and manifested in substantial form. It is then bound to serve the character for WIS x1 minute, and may be commanded to perform tasks at his request within its ability. It is primarily used as a means of transport for the Forsaken.
Spellcast	10	Diabolical magic only but he is bestowed with all the spells within that sphere. Forsaken can tap into the world's natural mana at a rate of INT + WIS x3. Mana is

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Unholy Aura	5	Enemies within line of sight suffer -1 per 5 CHA of the Forsaken on all their rolls.
Unholy Exorcism	5	This power comes from within and releases a burst of unholy 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. It can be used once per day per 5 WIS.
Unholy Faith	5	Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.
Unholy Leap	10	In combat the warrior may leap over intervening monsters one metre per 2 STR even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.
Unholy Preservation	10	This is an emergency lifesaver. It 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 every 24 hours.
Unholy 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 nature of the magic (including whether it is harmful or helpful).

Step 5: Careers

Whatever the character likes except priest.

Step 6: 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.

You are Watched at +20 points by your patron devil.

At some point he or she will require you to perform some act on their behalf. +20 points.

Also you start with and gain 1 Psychological Limitation Insanity per 50 years alive. Why? Because you are damned to burn in hell and you know it.. +10 points for each one.

Geomancer

Geomancers aren't formally trained or organized. Instead they receive a calling from Gaea which immediately awakens their abilities. Usually they arise out of tribal practices or where the natural environment is hostile alongside the likes of Shamans or Urbanmancers. At one time it was unusual for those amongst civilization to hear the call, lately though it has been happening more and more. Especially with the amount of growing threats to the earth such as corporations or Kali..

Geomancers are known mostly for their ability to call upon the spirits of the land to talk to them, aid them and destroy their foes. Geomancers are also competent fighters on their own being hardened by the elements, and are also known to be some of the most versatile and able travellers in existence.

Geomancers almost by default, worship animistic spirits of weather and terrain. They can sense and call upon the latent souls of rivers, fields, mountains, swamps, even the spirits of cities are at their beckon. Some Geomancers hold a greater reverence for a single spirit of the planet (often called Gaea, Gaia, or Terra) and consider themselves the priests of this spirit of life.

There is always at least one Geomancer in the world to act as Gaea's mouthpiece and aid Elementals. They do however also often work with Urban Legends, Apostulates and Eternals. Really though they will assist anyone who is actively seen to be working in Gaea's interest.

Step 1: Attributes

Roll attributes as normal but a WIS of at least 15 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 Fey
Knowledge Geomancy
Knowledge Herbalism
Knowledge Magic
Knowledge Undead

Step 3: Abilities

Geomancers gain all the following free;

Bonuses - Geomancers are able to directly telepathically contact the Parliament of Nature at any time. Occasionally they can also make contact with Gaea though this more often takes the form of messages in visions or dreams. +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.

Additionally Geomancers 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>
Earth Sight	5	By touching any stone or earth material he can see through it up to 1 inch per WIS. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.
Environmental Immunity	5	This is the ability to avoid all damage resulting from the environment, including heat or cold, or from inclement weather.
Gaea Speech	5	Geomancers are psychically attuned with the earth and hear its whispers in their head. Any object that they touch which is a part of the earth will gain the power of speech and truthfully answer simple questions regarding what they have seen and heard. Information includes 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.
Go Anywhere	5	Geomancers are capable of striding over any undergrowth or terrain without suffering movement penalties. Trackless or tracked ground is the same to them, and undergrowth doesn't inhibit their movement at all. They can also move over the terrain without leaving a trace. A geomancer with this power cannot be tracked, and leaves no trail.
Manipulate Gem Mana	5	This is the exclusive ability of being able to draw the mystical power hidden in every gem. See separate table below for details.
Natural Chameleon	10	Using this ability the Geomancer can blend into and render himself nearly invisible in any surroundings. This ability to hide works equally well in fields of tall grass,

Ability	Cost	Notes
		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 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 Heal	5	A Geomancer may select a particular type of terrain as his specialty area for healing. Whenever in this terrain he 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 5% per INT, +1% per level and gives +1 to save per 3 INT; Negate all pain for 1 minute 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.
Nature Sense	5	Geomancers can within a 5 metre radius per WIS per level can identify plants and animals with perfect accuracy. They can determine what foods and plants are good to eat and which may be harmful, if any water is good to drink and can detect mineral types.
Spellcast	10	The spells can only come from Elemental Earth and he must have at least INT 15 to use this ability. He starts with one spell per INT point over 9, and can learn an equal amount per level. Thus INT 13 = 3 spells +3 per level. Geomancers can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep.

<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

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).

Gem Powers

All of the gems below may only be invoked by a Geomancer's touch (although others may then use it) and must be worn or held to bestow its powers. The gem will be effective for Geomancer's WIS x 1 hour, +1 hour per level.

Agate A blue stone which can be used to assist with meditation or temporarily bestow luck.

Amazonite A green rock which can restore hope to the Geomancer's allies even when events seem their bleakest.

Amethyst This gem is transparent purple. It can be used to heal the mind and soul.

Aquamarine Light blue in colour this gem inspires courage even in those under outside influence.

Beryl Beryl is transparent and light green and acts as a Psi augments. Any mind abilities have twice their normal power level.

Bloodstone This grey gem will heal any physical wound when placed over it.

Carnelian Orange in colour this gem removes any poison or toxin.

Calcite Clear, blue or lime in colour this gem soothes anyone exceptionally stressed or angry.

Citrine Citrine is a transparent yellow form of quartz. It can be used to heal any insanity.

Diamond Diamonds are transparent and extremely hard. It can be used to prevent nightmares, balances a troubled mind, and brings confidence and insight.

Emerald Emeralds are a rich green colour. They can restore any lost memory.

Garnet Garnet is a transparent red gem. It creates a defensive aura around oneself exactly like the forcefield power.

Hematite Silver in colour this gem temporarily increases CHA by +10 giving the recipient great charisma.

Jade Jade is opaque or translucent green. It brings tranquillity to the mind and spirit and gives insight.

Malachite Malachite is opaque green with black lines and is the most powerful of all gems. It heals all wounds, removes pain and inflammation. It is so powerful it can even remove cancer.

Moonstone Moon stone is translucent white. It soothes stress, anxiety, and enhances all the senses (exactly like the Heightened Senses powers).

Obsidian	Obsidian is black volcanic glass. It can be used for astral travel.
Onyx, Black	An onyx amulet protects its wearer from danger and misfortune, stimulates the mind, brings courage and strength, increases spiritual wisdom, and dispels negativity.
Opal	Opals are black or pale blue, with iridescent green and golden mottling. It grants clairvoyant powers, balances the psyche, sharpens the memory and attracts good fortune.
Pearl	White in colour this gem protects against fire and evil. It aids with purifying the heart and mind, and strengthening faith.
Quartz	Clear, smoky or rose this gem enhances the body and mind. It grants both Divination and enhanced STR, DEX and CON.
Ruby	Rubies are deep red in colour. They bring peace of mind, remove impotence, and prevent nightmares.
Sapphire	Sapphires are a transparent rich blue colour. Another powerful gem it brings happiness and contentment and protects the wearer against misfortune, fraud, the wrath of enemies, violence, the evil eye, sorcery, psychic attack, and accidental death.
Topaz	Topaz is transparent brown. It protects against injury or attack. It can also be used to communicate with other realms in the universe.
Tourmaline	Green and brown. It calms all in the vicinity to the point of lulling them to sleep.
Turquoise	Turquoise is an opaque blue-green, sometimes veined with black. No undead whether physical or ethereal may approach the wearer.

Ghast

The Ghast is similar to the Ghoul, but is distinguished by its monstrously foul and supernaturally nauseating stench. A Ghast is supposedly made while someone dies during the act of cannibalism. Ghasts are aggressive carnivores and often hunt in packs, though they are quick to turn on each other when no game is readily available.

On occasion it is possible for a Ghast who was a hero to remember his past and fight on the side of light again..

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but CHA -6, STR +3, CON +3. Hit points = CON +6, +6 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Ghosts start with the following abilities free;

Ghost Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Ghosts are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. Ghosts exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make this save will attack at a penalty of -2.

Ghosts additionally 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>
Bite	5	Can bite through most objects, even brick. Teeth do 4D6.
Hearing	10	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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.
Hypnotic Suggestion	5	Ghosts can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) by making eye contact which they must save vs spell or be compelled to obey.
Leech	10	By biting and holding onto a victim with his teeth a Ghost can drain 1 HP per WIS +1 per level and add it to his own for 1 hour per CON.
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 Ghost can summon 100 insects per 4 WIS of choice,

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		+100 per level. He can summon any insect within a 50 metres per WIS radius, +50 metres per level.
Paralysis	5	If struck by a ghoul's claw the victim must save versus paralyzation. This paralysis lasts for 2 +D6 rounds.
Raise Follower	10	The character can raise and control the remains of deceased creatures within a range of 1 metre per WIS. He can raise and manipulate one skeleton per 5 WIS for 1 hour per WIS.
Smell	5	Can smell any blood within normal olfactory range and identify the blood type. Note this allows him to smell unexposed blood still within a person or animal.
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.
Vomit	5	Ghasts can bring forth a greenly flow of rotting bile once per day which does D4 per round and leaves an unpleasant stench which all Ghasts can then track by smell.

Step 5: Careers

um.. Well maybe with a lot of disguise and perfume.

Step 6: Disadvantages

Ghasts have all the following disadvantages;

Aversion to light	The Ghist is a nocturnal creature, and is repelled by sunlight and artificial light - although neither cause them any real harm. +5 points.
Fire	A Ghist can also be destroyed by a blast (caused by an explosive or heavy artillery) of sufficient intensity to render the Ghist incapable of ever recuperating. The blast would have to be potent enough to incinerate or vaporize its entire body. Decapitation is also another effective way to destroy a Ghist. Ghasts are highly susceptible to fire. A Ghist can be burned and subsequently destroyed by concentrated acid or electrocution as well. +10 points.
Iron	Weapons forged of iron do x2 damage. +10 points.
Smell	Ghasts are dead and they smell like it. That rotting, putrid smell. +10 points.

Ghoul

Ghouls are undead creatures, once human, who now feed on the flesh of corpses. Although the change from human to Ghoul has deranged and destroyed their minds, Ghouls have a terrible cunning which enables them to hunt their prey most effectively.

Ghouls are vaguely recognizable as once having been human, but have become horribly disfigured by their change to Ghouls. The tongue becomes long and tough for licking marrow from cracked bones, the teeth become sharp and elongated, and the nails grow strong and sharp like claws.

A Ghoul can be created one of two ways. A mortal who drinks the blood of a Vampire but who has not first been drained will become a Ghoul. The second way is to survive the bite from a ghoul. The victim will enter into a sort of paralysis within 24 hours of being bitten, and will seem to die within a week's time. If the victim's corpse is not cremated, it will then rise again as a ghoul requiring nightly sustenance of human flesh.

On occasion it is possible for a Ghoul who was a hero to remember his past and fight on the side of light again...

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but CHA -6, STR +2, CON +4. Hit points = CON +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Ghouls start with the following abilities free;

Ghoul Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Ghouls are immune to certain other mortal vulnerabilities

including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. Ghouls can see in the dark.

Ghouls additionally 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
CON Bonus	10	It only costs 1 point to buy each point of CON.
Detachable Limbs	5	Any limb of the characters' can be detached and reattached later. It can then be used as in a variety of ways. For instance; he could swing it as a blunt weapon; or climb a wall by holding the arm over the top (if it reaches) and hauling himself up; or a thrown hand could try to strangle anyone it attaches to; he could hold his head in his hand and peer around an area he normally couldn't reach, etc. Further if he loses his own limb he can simply attach someone else's.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Leech	5	By biting and holding onto a victim with his teeth a Ghoul can drain 1 HP per WIS +1 per level and add it to his own for 1 hour per CON.
Paralysis	5	If struck by a ghoul's claw the victim must save versus paralyzation. This paralysis lasts for 2 +D6 rounds.
Psychometry	5	The Ghoul can touch an object and read the images and history of any who have previously touched it.
STR Bonus	10	It only costs 1 point to buy each point of STR.
Talk to Corpse	5	The Ghoul can briefly reanimate a corpse allowing it to speak aloud about what happened to it.
Thac0 Bonus	10	+1 each time bought.
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

um.. Well maybe with a lot of disguise and perfume.

Step 6: Disadvantages

Ghouls have all the following disadvantages;

Aversion to light	The Ghoul is a nocturnal creature, and is repelled by sunlight and artificial light - although neither cause them any real harm. +5 points.
Fire	A Ghoul can also be destroyed by a blast (caused by an explosive or heavy artillery) of sufficient intensity to render the ghoul incapable of

ever recuperating. The blast would have to be potent enough to incinerate or vaporize its entire body. Decapitation is also another effective way to destroy a Ghoul. Ghouls are highly susceptible to fire. A Ghoul can be burned and subsequently destroyed by concentrated acid or electrocution as well. +10 points.

Iron Weapons forged of iron do x2 damage. +10 points.

Smell Ghouls are dead and they smell like it. That rotting, putrid smell. +10 points.

Golem, Animated

In Jewish folklore Golems were statues endowed with life. It assumed its present connotation in the Middle ages when many legends arose of wise men who were able to bring effigies to life by means of a charm or Shem (a combination of letters forming a sacred word or one of the names of God). The Shem written on paper was placed in the Golem's mouth or affixed to its head. Its removal deanimated the Golem. In early Golem tales the Golem was usually a perfect servant, his only fault being a too literal or mechanical fulfilment of his master's orders.

The most famous Golem was created by a European Jew in order to protect his ghetto from a rampaging mob. Using Cabalistic magic he imbued a clay statue with life and a rudimentary intelligence. The creature served both as his people's champion and as a servant. Although the creature was mighty in strength, supernatural in prescience, and ever alert in following the orders of his Cabalistic creator so that he saved the Jews of Prague from many a calamity, nonetheless his creator decided to unmake him because he had grown afraid of the creature he had created.

For the Golem waxing drunk with the immense power he was wielding menaced the entire Jewish community even trying to bend the Maharal to his will, which had now turned evil and destructive. Thereupon using the secret gematria of Cabalistic formulas for the second time the Maharal returned the clay hulk of his creature to its original inanimate condition by withdrawing from its mouth the Shem, the life-creating, ineffable Name of God that he had placed there when first he made him.

With this class you have no special abilities but through some mystical means such as an amulet you can transfer your soul into the Golem and bring it to life under your control.

Step 1: Attributes

It is assumed that the Golem is made from stone. If you wish him to be made of some other material, adjust the scores accordingly. The character's own attributes are rolled as normal with Hit Points = CON +4, +4 per level. When he transfers into the Golem he uses his own INT, WIS, DEX and CHA; but the Golem's STR: 6D6, CON: 50 (never tires), MR: 2D6, HPs: CON +50, +12 per level, and AC 0. The Golem will be 7 feet tall +D12 inches.

Step 2: Skills

Determine skills as normal. Whatever skills you have will be transferred with you into the Golem. However his form makes any fine DEX skills difficult, such as picking locks.

Step 3: Abilities

All Golems start with the following abilities free;

Golem Form - While Golems can be dealt with through conventional means this isn't easy. They are usually composed of some strong substance and are able to continue functioning until utterly destroyed. While such wholesale destruction is certainly an option, it isn't the most elegant. The Golem recovers HPs at x3 the normal rate. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage. Golems are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. While animated it is also immune to possession or any other forms of control whether mental or otherwise.

Golems additionally start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities. All abilities only apply while inside the Golem.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
AC Bonus	5	-1 AC
Density Control	5	The Golem can increase or reduce his own mass by 45kgs per melee, +5 per level up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.
Earth Sight	5	By touching any stone or earth material he can see through it up to 1 inch per WIS. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.
Immune to Magic	10	The Golem is completely immune to all forms of magic of any type but likewise can never use any, nor be the recipient of any friendly magic. In other words no form of healing.
Immune to Possession	5	This prevents anyone else from taking over your golem's body and forcing you out.
Indomitable	5	The Golem can withstand great amounts of expected kinetic force and remain in a perfect upright position. As long as the character knows he's about to be hit by sudden force like a truck, he automatically becomes almost impossible to move. 5 tons per ME +1 per level. The subject must be aware of an attack to prepare for the blow.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		If the user is permitted to make a dodge or a parry roll, then he is able to activate his power. Likewise if he grabs the ground with his fingers or toes he is extremely difficult to lift (with the same abilities).
Stone Talk	5	The character can cause any non living physical object that he touches to gain the power of speech and answer questions.
STR Bonus	5	It only costs 1 point to buy each point of STR.
Thac0 Bonus	10	+1 Thac0
True Sight	10	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 4: Careers

The character can take any career desired.

Step 5: Disadvantages

The loss of the transferral mechanism such as an amulet will prevent the character from being able to transfer his soul into the Golem. +5 points.

When not animated Golems are vulnerable to take over from powerful entities. The character may have to devote considerable time and effort into acquiring wards to prevent this possibility. If the Living Colossus was a force for good controlled by a physically disabled person. After battling demonic forces for many years it was eventually taken over by an outside force but then destroyed in a battle with the Hulk. +5 points.

Your body may also be vulnerable to take over while your spirit is in the Golem. +5 points.

Golem, Avenging

The Avenging Golem is someone who was murdered and has somehow been resurrected in the form of a Golem usually composed of stone or earth, unable to rest until the one who committed the crime is properly punished. The character will continue wandering this realm until released from its suffering through vengeance or final destruction.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

It is assumed that the Golem is made from stone. If you wish him to be made of some other material, adjust the scores accordingly.

INT: 3D6, WIS: 3D6, STR: 6D6, DEX: 3D6, CON: 50 (never tires), CHA: 3D6, MR: 2D6, HPs: CON +50, +12 per level, AC 0. The Golem will be 7 feet tall +D12 inches.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died. His form also makes any fine DEX skills difficult, such as picking locks.

Step 4: Abilities

All Golems start with the following abilities free;

Golem Form - While Golems can be dealt with through conventional means this isn't easy. They are usually composed of some strong substance and are able to continue functioning until utterly destroyed. While such wholesale destruction is certainly an option, it isn't the most elegant. The Golem recovers HPs at x3 the normal rate. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage. Golems are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. While animated it is also immune to possession or any other forms of control whether mental or otherwise.

Golems additionally 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	-1 AC
Density Control	5	The Golem can increase or reduce his own mass by 45kgs per melee, +5 per level up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Earth Sight	5	By touching any stone or earth material he can see through it up to 1 inch per WIS. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.
HP Bonus	10	It only costs 1 point to buy each point of HPs.
Immune to Magic	10	The Golem is completely immune to all forms of magic of any type but likewise can never use any, nor be the recipient of any friendly magic. In other words no form of healing.
Indomitable	5	The Golem can withstand great amounts of expected kinetic force and remain in a perfect upright position. As long as the character knows he's about to be hit by sudden force like a truck, he automatically becomes almost impossible to move. 5 tons per WIS +1 per level. The subject must be aware of an attack to prepare for the blow. If the user is permitted to make a dodge or a parry roll, then he is able to activate his power. Likewise if he grabs the ground with his fingers or toes he is extremely difficult to lift (with the same abilities).
Stone Talk	5	The character can cause any non living physical object that he touches to gain the power of speech and answer questions.
STR Bonus	5	It only costs 1 point to buy each point of STR.
Thac0 Bonus	10	+1 Thac0
True Sight	10	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Maybe as a bodyguard. At over 7 feet tall you cant not be noticed.

Step 6: Disadvantages

All are animated by magical words and symbols inscribed or painted onto their bodies. While it is easier said than done, the removal of some or all of these symbols will turn the Golem back into a statue killing the character. Speech while possible is extremely difficult. +5 points.

Golem, Chinese

In the past China was torn by a series of wars. Eventually China was united by Qin Shi Huang, the first Emperor of China who using his mystical powers transformed the best of his army into beings of terracotta stone. Successive emperors continued this practice using these statues as their bodyguards. Eventually the secret of transforming soldiers to statues was lost and the existing ones fell into a form of dormancy. They were forgotten only to be rediscovered in 1974 by some local farmers in Lintong District, Xi'an, Shaanxi province, near the Mausoleum of the First Qin Emperor. They have since been relocated to the Imperial Palace and on rare occasions sent to cities in other countries as exhibitions where they are known as the Terracotta Army.

The figures vary and include 8,000 soldiers, 130 chariots with 520 horses and 150 cavalry horses, along with an undisclosed number of non-military figures such as officials, acrobats, strongmen and musicians. Weapons such as swords, spears, battle-axe, scimitars, shields, crossbows and arrowheads were found at the pits of the terracotta warriors. Some of these weapons such as the swords are still very sharp and found to be coated with chromium oxide. This layer of chromium oxide is 10–15 micrometre thick and has kept the swords rust-free and in pristine condition after 2,000 years. Chromium only came to the attention of westerners in the 18th century. Many swords contain an alloy of copper, tin and other elements including nickel, magnesium, and cobalt. A Qin crossbow arrow is estimated to have a range of 800 metres.

There are rumours that some of the statues have begun to walk again.

Step 1: Age

The character's starting age is 2000 years. Next decide where has he been in the intervening years? Was he involved in any famous historical incidents? In the present day where does the character live or is he a wanderer, moving around continuously? Or has he only just awoken?

Step 2: Attributes

The statues are made from terracotta stone.

INT: 3D6, WIS: 3D6, STR: 6D6, DEX: 3D6, CON: 50 (never tires), CHA: 3D6, MR: 2D6, HPs: CON +50, +12 per level, AC 0. The Golem will be 5 feet tall +D12 inches.

Step 3: Skills

Choose skills from the ancient skills list. Then for every 100 years the character has been active select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died. If he has only just reawakened then he gains no new skills. His form also makes any fine DEX skills difficult, such as picking locks.

Step 4: Abilities

All Golems start with the following abilities free;

Golem Form - While Golems can be dealt with through conventional means this isn't easy. They are usually composed of some strong substance and are able to continue functioning until utterly destroyed. While such wholesale destruction is certainly an option, it isn't the most elegant. The Golem recovers HPs at x3 the normal rate. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage. Golems are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. While animated it is also immune to possession or any other forms of control whether mental or otherwise.

Golems additionally 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>
Control Statues	5	The character can animate and control any statue within a range of 1 metre per WIS. He can raise and manipulate one per 5 WIS for 1 hour per WIS.
Density Control	5	The Golem can increase or reduce his own mass by 45kgs per melee, +5 per level up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.
Earth Shards	5	The character can hurl pieces of earth at nearby victims whether rocks or shards. 2 metres per WIS, +3 metres per level. 2kgs per WIS, +5 per level at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed.
Earth Sight	5	By touching any stone or earth material he can see through it up to 1 inch per WIS. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.
Indomitable	5	The Golem can withstand great amounts of expected kinetic force and remain in a perfect upright position. As long as the character knows he's about to be hit by sudden force like a truck, he automatically becomes almost impossible to move. 5 tons per WIS +1 per level. The subject must be aware of an attack to prepare for the blow. If the user is permitted to make a dodge or a parry roll, then he is able to activate his power. Likewise if he grabs the ground with his fingers or toes he is extremely difficult to lift (with the same abilities).
Shield of Stones	5	This ability enchants 1 large stone per WIS to take up orbit around the caster and swoop and swirl to attempt to

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		intercept incoming physical attacks. For every pair of stones that whirl and dance around the caster the caster receives a +1 AC bonus against all physical attacks. The stones attempt to swoop and dive in front of any physical attack including those from behind and continue to offer their protection of the caster is asleep or unconscious or blinded or surprised.
Stone Wall	10	This creates up to (1 metre per WIS length x 1 metre per 2 WIS of height x 1 metre per 4 WIS of depth) of solid stone which blocks movement and line of sight. They need not be adjacent, but they all must be within the line of sight of the golem. Each stone lasts until the golem cancels it, can no longer see the square, or until a cumulative total of his WIS x10 HPs damage is inflicted on the wall.
Spellcast	10	The cost is for each sphere of magic the Golem wants to learn from, however he can only cast from the Elemental spheres. 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. Golems 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.
Stone Talk	5	The character can cause any non living physical object that he touches to gain the power of speech and answer questions.
True Sight	10	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Maybe as a bodyguard. At over 7 feet tall you cant not be noticed.

Immortal Pariah

The Pariah is an immortal in the sense that when he does die, he won't stay dead. He can die from any causes, from physical trauma, disease or simple aging, but will always come back. Up to a point. Due to supernatural alteration of his body he gains his immortality through the deaths of others, in effect stealing their lives. But there is only a finite amount.

Step 1: Age

01-20 100 xD10 years
21-40 100 x2D10 years
41-60 100 x4D10 years
61-75 100 x6D10 years
76-90 100 x8D10 years
91-00 100 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +1 to CON for each life. Hit points = CON +12, +12 per level. Mana = INT + WIS, +10 for each life. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep. Mana can however be permanently traded for HPs at a rate of 1 for 1. As the lives drop so does his CON and mana.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Pariahs gain the following free;

Regenerative Body - Pariahs start with 10 +D10 lives. Every time that they are killed, they are brought back using one of those remaining lives and have one less left.

However, if the death is more vicious and destructive, it takes longer for their body to revive itself. He can gain additional lives every time he takes the life of another being. Whenever a Pariah kills a victim, he will be able to resurrect physically healed upon death and continue to do so according to the number of beings he has murdered in life. With each death caused by the user, the number of times they can resurrect increases.

Additionally Pariahs starts with 40 points to buy powers with.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Additional Beauty	5	Gain +1 to CHA for each life that have. Of course this will drop by 1 with each life lost.
Additional Cognition	5	Gain +1 to either INT or WIS for each life that have. Of course this will drop by 1 with each life lost.
Additional CON	5	Gain +1 to CON for each life that have. Of course this will drop by 1 with each life lost.
Additional Hearing	5	With this the character's hearing range improves by x1 for each life he has. This will drop with each life lost.
Additional Sight	5	With this the character's sight range improves by x1 for each life he has. This will drop with each life lost.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Additional Skills	5	The character gains one additional skill for each life he has. This is lost when that life is lost.
Additional Speed	5	Gain +2 to MR for each life that have. Of course this will drop by 1 with each life lost.
Additional Strength	5	Gain +1 to STR for each life that have. Of course this will drop by 1 with each life lost.
Metapowers	10	This means that at least one of the victims had the metagene even if a latent one. Thus the character can spend as many of his points as he wants on powers. Once he starts losing lives at some point hes going to lose the one which had the powers and lose them too.
Spellcast	10	This means that at least one of the victims was a mage. Choose one sphere and startss with one spell from that sphere per INT point over 9, he can learn an equal amount per level. Thus INT 13 = 4 spells +4 per level. He can never learn from any other sphere unless he buys this again, meaning there was another mage victim.

Step 5: Careers

The character can take any career desired.

Step 6: Disadvantages

The character has 1 Psychological Limitation Insanity or Special Disadvantage per 100 years alive. Also alignment cannot be any Good.

Lich

A Lich sometimes spelled Liche, cognate to Dutch Lijk and German Leiche, both meaning "corpse") is a type of undead creature. Liches are cadaverous, their bodies desiccated or even completely skeletal. A Lich retains its independent thought and is as intelligent as a living human and often, far more so.

Liches convert themselves into undead creatures by means of Infernal magic, storing their souls in magical receptacles called phylacteries, leaving their bodies to die and wither. With their souls bound to material foci, they can never truly die. If its body is destroyed, a Lich can simply regenerate or find a new one. Unlike most other forms of undead creatures, the Lich retains all of the memories, personality, and abilities that it possessed in life — but it has a virtual eternity to hone its skills and inevitably becomes very powerful.

The reasons for good beings to become Liches are limited but most of them come down to unfulfilled quests in life, guardianship over ancient evil and the oversight of future generations.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +3 to INT and WIS, and +3D6 HP.

Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Liches start with the following abilities free;

Lich Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Liches are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. While not invulnerable to physical injury, Liches can suffer great damage to their bodies (including dismemberment) without being adversely affected. Edged and piercing weapons, such as swords and arrows, are mostly ineffective against Liches doing only half damage; only blunt weapons are effective at knocking the bones apart and doing full damage. Liches cannot smell, taste, or feel and thus are impervious to pain.

The aura of magical power which surrounds a Lich is so potent that any creature of fewer than 40 HPs which sees it must save vs. spell or flee in terror for 5D4 rounds. Should the Lich elect to touch a living creature, its aura of absolute cold will inflict D10 points of damage.

Liches do not age physically and as time goes by most Liches grow more powerful. In part they simply grow wiser, learning new tactics and tricks. There are no stupid old Liches.

Additionally Liches 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>
Bone Snap	5	The character can touch the skin of any living organism and cause any bones just beneath to snap. This counts as a full attack.
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. The Lich can control up to 1 undead per 2 WIS, +2 per level.
Create Fear	5	The ability to instil fear in others through eye contact or within a 5 metre radius +5 metres per level. Victims who fail to save vs Willpower break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. The base victim save is -1 per WIS of the user, +1 every 2 levels.
Fester Wound	5	This allows a touch by a Lich to infect a wound. The victim will be -1 on all rolls until cured.
Leech	5	By touching a victim a Lich can drain 1 HP per WIS +1 per level and add it to his own for 1 hour per CON.
Paralysis	10	If struck by a ghoul's claw the victim must save versus paralyzation. This paralysis lasts for 2 +D6 rounds.
Raise Follower	5	The character can raise and control the skeletal remains of deceased creatures within a range of 1 metre per WIS. He can raise and manipulate one skeleton per 3 WIS for 1 hour per WIS.
Spellcast	5 each	The cost is for each sphere of magic the Lich wants to learn from, however the first sphere must be Necromancy. 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 school. Liches 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.
Talk to Corpse	5	The character can briefly reanimate a corpse allowing it to speak aloud about what happened to it.
True Sight	5	This character 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

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Possible related careers include; Private Detective, Arcane Researcher, Bodyguard, and Pathologist.

Step 6: 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.

Mummy, Aztec

In Peru the people not only preserved their dead as mummies but spoke to them in times of need, and in some few communities they expected their dead to come back to them, to lead them again through crisis. Not unlike the Jewish golem. Some however did turn rogue and were eventually defeated by various heroes including the Lone Ranger.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but CHA -6, STR +2, CON +4.

Hit points = CON +10, +10 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Mummies start with the following abilities free;

Mummy Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Mummies are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

Mummies additionally 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>
Bandage Manipulation	5	The Mummy can manipulate his bandages as if they were an extension of his own body. He can throw strands of his wrappings out at any victim in sight up to CON x50 centimetres. Whether straight forward in wavy lines, in massive bursts, or in one continuous following strand, these things can make the life of a enemy a real pain. The STR and AC of the bandages is identical to the Mummy's (as its carrying capacity and damage it can cause). He can throw out one bandage per 5 CON, +1 per level.
Earth Shards	10	The character can hurl pieces of earth at nearby victims whether rocks or shards. 2 metres per WIS, +3 metres per level. 2kgs per WIS, +5 per level at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed.
Fear	5	The ability to instil fear in others through eye contact or within a 5 metre radius +5 metres per level. Victims who fail to save break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. The base victim save is -1 per WIS of the user, +1 every 2 levels.
Leech	10	By grabbing and holding onto a victim a Mummy can drain 1 HP per WIS +1 per level and add it to his own for 1 hour per CON.
Night Sight	5	The Mummy can see in absolute darkness.
Spellcast	10	The cost is for each sphere of magic the Mummy wants to learn from, however he can only cast from the Elemental spheres. 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. Mummies 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Talk to Corpse	5	The Ghoul can briefly reanimate a corpse allowing it to speak aloud about what happened to it.
Tomb Rot	5	This is a powerful curse, not a natural disease. The victim upon having his bare skin touched must save vs Lethal Disease or catch the rot. The rot removes -1 from CON and CHA every minute until dead or cured. Those killed by the rot do not become Mummies, they just decay into dust. To eliminate Tomb Rot the curse must first be removed and then healing spells applied.
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.
Whirlwind	10	The character can create a whirlwind with a 1 metre radius per 2 WIS (+2 metres per level) anywhere in his line of sight. It has a rotational speed of WIS x10kph, +5kph per level. Any caught in it will be swept up and hurled around unable to perform any actions.

Step 5: Careers

um.. Well maybe with a lot of disguise and perfume.

Step 6: Disadvantages

Mummies have all the following disadvantages;

Fire Mummies are highly susceptible to fire and take double damage from it. A Mummy can be burned and subsequently destroyed by concentrated acid or electrocution as well. +10 points.

Iron Weapons forged of iron do x2 damage. +10 points.

Smell Mummies are dead and they smell like it. That rotting, putrid smell. +10 points.

Mummy, Egyptian

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten. They usually inhabit great tombs or temple complexes, maintaining a timeless vigil and destroying would be grave robbers. The creatures look like withered and desiccated corpses with features hidden beneath centuries old funereal wrappings. They moves with a slow, shambling gait and groan with the weight of the ages. These horrid creatures are often marked with symbols of the dire gods they serve. While other undead often stink of carrion, the herbs and powders used to create a mummy give off a sharp, pungent odour like that of a spice cabinet. Most mummies are 5 to 6 feet tall and weigh about 120 pounds.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but CHA -6, STR +2, CON +4. Hit points = CON +10, +10 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Mummies start with the following abilities free;

Mummy Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Mummies are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

Mummies additionally 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>
Aerial Manipulation	10	This unique undead ability allows the Mummy to control the winds. He can gently force a wind into an organism's lungs, inflating it and restoring their ability to breathe. Alternatively this can be used to devastating effect; he can change the wind's direction and even increase its speed or stop it altogether within a WIS x5 metre radius (+5 metres per level). A wind rush can have a speed of up to WIS x6kph, and is able to knock people and objects over. One final side effect is he can greatly enhance the effectiveness of missile weapons by increasing the force and accuracy

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		with which they strike. It adds a +1 to the attackers thaco, 1 to damage and doubles the range.
Bandage Manipulation	5	The Mummy can manipulate his bandages as if they were an extension of his own body. He can throw strands of his wrappings out at any victim in sight up to CON x50 centimetres. Whether straight forward in wavy lines, in massive bursts, or in one continuous following strand, these things can make the life of a enemy a real pain. The STR and AC of the bandages is identical to the Mummy's (as its carrying capacity and damage it can cause). He can throw out one bandage per 5 CON, +1 per level.
CON Bonus	10	It only costs 1 point to buy each point of CON.
Earth Manipulation	10	The Mummy can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height.
HP Bonus	10	It only costs 1 point to buy each point of HPs.
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 Mummy 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.
STR Bonus	10	It only costs 1 point to buy each point of STR.
Thac0 Bonus	10	+1 Thac0
Tomb Rot	5	This is a powerful curse, not a natural disease. The victim upon having his bare skin touched must save vs Lethal Disease or catch the rot. The rot removes -1 from CON and CHA every minute until dead or cured. Those killed by the rot do not become Mummies, they just decay into dust. To eliminate Tomb Rot the curse must first be removed and then healing spells applied.
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

um.. Well maybe with a lot of disguise and perfume.

Step 6: Disadvantages

Mummies have all the following disadvantages;

- Fire Mummies are highly susceptible to fire and take double damage from it. A Mummy can be burned and subsequently destroyed by concentrated acid or electrocution as well. +10 points.
- Iron Weapons forged of iron do x2 damage. +10 points.
- Smell Mummies are dead and they smell like it. That rotting, putrid smell. +10 points.

Mystic Gunslinger

Mystic Gunslingers are a bold and mysterious lot. While many treat the secrets of black powder with the same care and reverence that a wizard typically reserves for his spellbook, most gunslingers know that enchanted firearms are a secret that cannot remain concealed forever. Mystic Gunslingers have been bred for their role over the course of many generations. Your average Gunslinger is faster, more agile, and more durable than most other humans in addition to having heightened powers of perception - especially spatial awareness. Their training methods emphasize accentuating these qualities further in addition to developing skills with a wide variety of weapons both archaic and modern.

Mystic Gunslingers are part of a secret knightly order known as Order of the Blessed Light. Politically organized along the lines of a feudal society, it shares technological and social characteristics with the American Old West but is also magical. Sometimes teaming up with Templars or other supernatural hunters but usually operating on their own, ridding the world of inhuman scum.

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;
Ride Land Animal (maybe changed to Air or Sea instead depending on the campaign)
Rope Use
Weapon Group Pistol
Weapon Group Rifle
2 Weapon Specializations

Step 3: Abilities

Gunslingers start with the following;

Gun Artifact - Start with 30 points to use on the Artifact Creation table below.

Gunslingers 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>
Charge Bullets	5	The character can touch any ammunition and charge it with kinetic energy. The longer the object is held the more damage it does (initially doing x2 damage, +1 point per round +1 per level), the greater the blast radius (initially 30 centimetres +10 per round, +10 per level) and the greater the range (initially x2, +1 metre per round +1 per level).
Continued Hit	5	With this ability once the character has successfully hit his intended target once with his weapon, he can hit it one more time without having to make a Thac0 roll. Its an automatic hit. And if the first hit was a critical then the next one will be too. Each time this ability is taken he can automatically hit the same target one more time.
D Store Weapons	5	The character has the ability to place any object belonging to him into a pocket dimension. It travels near the character at all times and is not centred upon any physical object. It takes 1 melee action to pull objects out of or put them into the pocket. The pocket dimension has a maximum storage capacity of WIS x9kgs, +4.5kgs per level. The size of the object matters not, just the mass.
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.
Psi Lasso	5	The Gunslinger can create a psionic lasso which he can use to entangle an object. In the case of living targets it can be either the entire body or just one limb, possibly pinning both arms to the body. His lasso can reach up to 1 metre per 3 WIS +1 metre per level.
Spellcast	10	Combat magic only. 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. Gunslingers 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.
Steed	10	The Gunslinger may summon and permanently psionically link with a steed of the character's choice, traditionally it is a horse but other riding animals are possible depending on the setting. The two are always in constant telepathic contact and the steed will obey all his commands. The GM will need to work out stats for the steed.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Teleport weapon to hand	5	He can teleport any weapon which belongs to him straight into his hands or back into his holsters. He must have had the weapon for at least 1 week -1 day per 3 WIS for it to be counted as his.
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.
Unique Artifact	10	For each additional Artifact. Use the 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 Automatic Pistol
- 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.

Mystical Composite, Titan

In Greek mythology the Titans were a primeval race of powerful deities, descendants of Gaia and Ouranos that ruled during the legendary Golden Age. They were immortal beings of incredible strength and stamina and were also the first pantheon of Greek gods and goddesses. The Titans consisted of Oceanus, Hyperion, Coeus, Cronus, Crius, Iapetus, Mnemosyne, Tethys, Theia, Phoebe, Rhea, Themis, Eos, Helios, Selene, Leto, Asteria, Atlas, Prometheus, Epimetheus, Menoetius, Metis, Pallas, Astraeus, and Perses. The Titans were overthrown by their children the Olympians, in the Titanomachy War of the Titans.

More recently a patron entity has been gathering the remains of the Titans to graft onto people. Although dead the Titans' limbs still retain a part of their former power.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but HPs are CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

Composites gain the following free;

Altered Body - The character starts with 30 Points which are spent on any of the abilities made available by the limb grafted onto him by his patron, as detailed in the separate table below. As he earns more experience he may buy or rebuy more abilities. Regardless of which patron is picked all powers are mystical in nature so they can't be Drained, Mimicked or Negated by normal meta powers but are fully affected by magic similar to these.

Additionally Composites starts with 40 points to buy powers with. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Step 5: Careers

Whatever the character likes, though his patron may tell him what his career should be.

Step 6: Disadvantages

You are Watched at +20 points by your patron deity.

At some point he or she might require you to perform some act on their behalf, and you'd better not disobey. +20 points.

Gain 1 Psychological Limitation Insanity or Special Disadvantage per 100 years alive.

Why? Because of the trauma of outliving so many friends and loved ones. +10 points.

Available Titans

Listed below are the Titans' limbs which are available and the powers they confer. Feel free to add your own.

Asteria

Left Arm: The character can use gravitational power to crush his opponent. He can increase or decrease the gravity in an area of 1 metre radius per 2 WIS +1 metre per level, anywhere within his line of sight. He can manipulate the gravity by a factor of -5% or +5% per WIS, +10% per level. Those affected by extra gravity will be -1 on all rolls per 10% increase.

Right Arm: The character can surround himself with a field of gravity. While not adding any HPs it will draw straight to the ground any kinetic attacks, preventing him from being hit. It has no effect on other attacks such as lasers or mental.

Left Ear: The character can affect normal shadows, shifting their location and size. He can form them into two-dimensional images that can do D6 damage per 2 WIS to real targets, +D6 per level. The character can also see through these shadow constructs eyes, but they must remain within a range of WIS x1 metre. He can create one shadow construct per 2 WIS, +1 per level

Right Ear: The character can absorb all shadows within a 1 WIS per metre radius into himself for 1 minute per WIS.

Left Eye: The character has nightvision equal to his normal vision.

Right Eye: The character has the ability to send out a wave of psionic force that fires all the brain's synapses at once and short circuits the consciousness of the target. The target may make a Willpower roll to resist the effect. If the target fails this roll, they are stunned for D10 rounds. However even if they succeed at this roll they are still at a -1 on all actions for the next D4 rounds. The character can affect one person per 3 WIS within sight or everyone (including allies) within a 1 metre per 2 WIS radius.

Left Leg: The character can transport himself between shadows by stepping into the Shadowscape realm and then exiting again. While in the Shadowscape he can look through each shadow portal to see where it leads to. However he can only teleport between actual shadows and not total darkness.

Right Leg: The character can transform all or part of his body into a living shadow. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his form and replacing it with a corresponding amount of D'arqueness. His mind remains in this dimension to control the form which has taken the place of his body. The character is invisible to heat, motion, and many other kinds of sensors. He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass)

and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected. In the 2-D form the character has 100% Stealth, but his speed is limited to half. The character can take himself and up to 100lbs of matter into the 2-D realm.

Atlas

Left or Right Arm: This character raises the STR of either his left or right arm to 26. He may now continue to buy STR past this point.

Left Ear: This character takes a long time to get tired, four times as long. Fighting, running, carrying and any other feats of endurance have their length of time quadrupled.

Right Ear: The character can withstand great amounts of expected kinetic force and remain in a perfect upright position. As long as the character knows he's about to be hit by sudden force like a truck, he automatically becomes almost impossible to move. 5 tons per WIS +1 per level. The subject must be aware of an attack to prepare for the blow. If the user is permitted to make a dodge or a parry roll, then he is able to activate his power. Likewise if he grabs the ground with his fingers or toes he is extremely difficult to lift (with the same abilities).

Left Eye: The character can shield himself from 1 person per 5 WIS, +1 person per level against any psionic attack or intrusion.

Right Eye: The character can see through any stone or earth material he touches up to 1 inch per WIS. Lack of light does not affect this sight.

Left Leg: The character can leap at triple his normal range.

Right Leg: The character cannot be forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes he will remember both versions and cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all his experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Cronus

Left Arm: The character can touch the ethereal and intangible. Further he can pull any he grabs back into our world making them solid.

Right Arm: The character can reach through dimensions and pull items back into ours. But he can only reach into an area identical to where he is standing.

Left Ear: The character can hear through dimensions, but he can only tune into an area identical to where he is standing.

Right Ear: The character can listen to any conversations that happened where he is standing. His time range is 1 year per WIS.

Left Eye: The hero can see overlapping dimensions beyond our plane of existence. He can look into different realities one at a time sequentially, but he can only see into the area identical to where he is standing.

Right Eye: The hero can see into different time zones both the future and the past. He can look into different years one at a time sequentially, but he can only see into the area identical to where he is standing.

Left Leg: At any point the character can step back through time and repeat an event. He remembers what happened the 'first time', but noone else does. However each event can only be repeated once. He can rewind up to one minute per WIS, +1 minute per level.

Right Leg: The character can step between dimensions. The location must be within line of sight, a place well known to the person or a location which have an image of. If the location is not known then the character simply transports over to the same geographical location in the other universe. He can affect himself or anyone within sight plus 20kgs per WIS, +10kgs per level.

Eurynome

Left Arm: The character can totemically draw on certain abilities from animals for a temporary duration. Each animal ability lasts only so long as an animal remains within his line of sight or a 1 metre radius per INT, +2 metres per level. Can copy the abilities of 1 different animal per 5 INT at the same time, +1 animal per level. If there are more different animals present than can copy then may choose which abilities he copies.

Right Arm: The character can fire shards of wood from his arm which do D4 damage each with an effective range of 3 metres +1 metre per level. Once per hour (plus once more per level) he can shoot D4 splinters per CON (plus half this per level).

Left Ear: The character can command animals to obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.

Right Ear: The character can command insects to obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.

Left Eye: The character can command plants to obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The

plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out.

Right Eye: The character can totemically draw on certain abilities from insects for a temporary duration. Each insect ability lasts only so long as an insect remains within his line of sight or a 1 metre radius per INT, +2 metres per level. Can copy the abilities of 1 different insect per 5 INT at the same time, +1 insect per level. If there are more different insects present than can copy then may choose which abilities he copies.

Left Leg: The character can take on the genetic structure and general abilities of a plant. He breathes through his entire body and is nearly impossible to smother. He heals x2 faster and can regrow any lost limbs within 24 hours, -1 hour per level. The character can absorb sunlight and minerals from the ground, allowing him to survive indefinitely without food as long as enough water is available. AC 6. +10 HPs per INT. STR +1 for every additional 100 HPs. Physical attacks must do STR 17+ in damage, otherwise have no effect. Radiates no heat, is immune to paralysis/stun, and cold. Armour piercing projectiles do one third damage. Immune to paralysis/stun, cold, heat and normal fires. Heat and normal fires, explosions, thermonuclear, energy, and solar powers do double damage.

Right Leg: The character raise a wall of plants out of the ground with very tough, pliable, tangled brush bearing needle-sharp thorn tips as long as a human's finger. The size can be up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Does D4 damage per 4 WIS for every 30 centimetres the victim walks through.

Hyperion

Left Arm: The character can parry any electrical, fire, laser, or microwave attacks with no damage taken to the limb used. +4 parry when using this and can only parry 1 attack per 4 WIS per round. The character can attempt to deflect the attack back to the person who fired it by making a successful Thac0 roll.

Right Arm: The character can change the nature of normal weapons into flaming ones. This may be either melee weapons or batches of missile weapons (arrows, bullets, bolts) which are within his line of sight. The flaming characteristic of a weapon does not appear until he concentrates on it, and then lasts until the first time it hits something or can no longer see it. Weapons do an additional +D4 per 3 WIS. This however can be regulated. So if he could normally do +4D4 then he can choose to do anywhere between +D4 to +4D4.

Left Ear: The character can use an existing flame source to spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Right Ear: The character can cause any 1 object per round within his line of sight which is combustible to ignite doing D6 per level. If used on human skin it can scar the entire body and melt the skin, making the effective CHA 1. The fire only does 1 point of pain damage every turn, slowly torturing the person to death, but does no real damage except for that of the marring of facial features.

Left Eye: The character can see heat images and traces the same way as thermo optic equipment, equal to normal vision range. Can see invisible lifeforms by their heat.

Right Eye: The character can manipulate any flames within his line of sight of up to a 27 metre radius +2 metres per level. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 1 metre per 2 WIS +4.5 metres per level doing 3D6, +D6 per level. If there is an existing flame source within his line of sight he can create a 1 metre per 2 WIS +1 metre per level radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties.

Left Leg: The character can emit extreme amounts of light from his leg. Once per melee he can generate a brilliant flash of light to blind all people within a 30 metres radius +1 per level. The effect lasts for 2D6 melees per level and causes -6 on all rolls. He can shed a lesser amount of light that can be used to see by all in a 15 metre radius +3 per level, equal to 150 watts +25 per level. This light can be seen for a few kilometres at night. Opponents are at -2 to hit with any ranged attack, -5 with melee combat in a very dark area (near blinding). Opponents are at -1 to hit with any ranged attack, -3 with melee combat in a dimly lit area (semi- blinding). Opponents are at -1 to strike with melee attacks in daylight or a well lit area.

Right Leg: The character can fly by riding a planet's thermal currents (if it has any). Speed is WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. Speed is also reduced accordingly in colder climates, as determined by the GM.

Lalentos

Left Arm: The character can surround himself or any within his line of sight with a pocket of air of up to WIS x10 centimetres radius (+30 centimetres per level) and an MR equal to WIS (+1 per level). Air supply lasts 1 minute per WIS, +1 per level. This can also act to purify air, removing all pollutants, including but not limited to: smoke, poison gas, dust and anything of a particulate size of than a grain of sand or less from its area of effect. It will not affect natural moisture in the air at all. It will also reduce the duration of any gas based magics or attacks that are affected.

Right Arm: The character can fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks doing STR damage +D6 per 5 WIS, +D6 per level, over 1 metre per WIS per level. This pushes the victim back 1 metre per WIS.

Left Ear: The character can change the wind's direction and even increase its speed or stop it altogether within a WIS x10 metre radius (+10 metres per level). A wind rush can have a speed of up to WIS x6kph, and is able to knock people and objects over. Using this he can ride the wind at WIS x2kph (+2kph per level), lifting himself and an extra WIS x5kgs, +5kgs per level. One final side effect is he can greatly enhance the effectiveness of missile weapons by increasing the force and accuracy with which they strike. It adds a +1 to the attackers Thac0, 1 to damage and doubles the range.

Right Ear: The character can mentally control birds making them obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.

Left Eye: The character's eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range; this doubles every level. +3 to Thac0 with modern weapons, add +5 to Thac0 with thrown objects.

Right Eye: The character can turn into a being of gas. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his gas and replacing it with a corresponding amount of gas. His mind remains in this dimension to control the gas parcel which has taken the place of his body. In this form he has no HPs, and gives no heat signature. He can move through the tiniest crack or space, and is immune to all gases. He can move at MR x3kph, rotate at MR x5kph and spread out over an area of INT x2 metre radius.

Left Leg: The character can create a whirlwind with a 1 metre radius per 2 WIS (+2 metres per level) anywhere in his line of sight. It has a rotational speed of WIS x10kph, +5kph per level. Any caught in it will be swept up and hurled around unable to perform any actions.

However his control is such that he can create a cyclonic prison of air. The character may walk in and out of the cyclone as if it were clear air. Otherwise the vortex will not permit anything to exit it and will suck in anything that touches it that fails a successful STR versus STR roll with the vortex having a STR of 20 +1 per 2 WIS. Exiting the vortex does D6 per WIS. It is possible to fly over the top but this requires a DEX roll with recapture and 8D6 of impact damage if you fail. The vortex appears to be smoked glass with dust and fog writhing around in it and is remarkably quiet.

Right Leg: The character can walk on mist, fog, or other vapours as if they were a solid surface. The character uses his normal walking movement on the level and half his normal walking movement while climbing.

Mnemosyne

Left Arm: The character can project an invisible expanded force of Ectoplasm or Spirit Energy. He can then manipulate and shape this spirit matter called Ectoplasm to perform a variety of stunts. Ectoplasm has two forms: an invisible vapour and a luminous, solid state. The vapour is a sort of floating, probing finger that can snuff out candles, open doors, knock over or pick up objects tap somebody on the shoulder, rustle leaves and knock on a door. The ectoplasmic vapour can be seen only by its creator, psychics and supernatural beings who can see the invisible, or with infrared optic systems.

Right Arm: The character can alter his face shape, voice, hairline, eye colour, hair length and skin colour pigmentation, hands and fingerprints and add and remove 30 centimetres to his height, age and dimensions. Internally he can rearrange own internal organs so they are better protected or not where an attacker expects them to be.

Left Ear: The character can control existing radiowaves, whether AM, FM, or microwaves. The character can increase or decrease the radiowaves' intensity in order to alter the frequency and direction of such waves and garble transmissions. It can also disrupt microwave attacks rendering them useless. The character can create complex signals that simulate an actual broadcast. These can include; voice-only, musical or multi-voice, still pictures, single figures with a blank background or a simple cartoon, single figures with a complex background (think of an evening news broadcast), etc. Range is WIS x2 metres.

Right Ear: The character can listen in to any radiowaves within a range of 10 metres radius per WIS.

Left Eye: The character can see someone's aura, sometimes thought of as the soul. This allows him to tell their power level, state of health, current emotional state, etc.

Right Eye: The character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Left Leg: By touching an object the character can teleport himself to the other side of it. The object can be no larger than 1 metre per WIS. The character can move himself or anyone he touches plus 30kgs per WIS, +20kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies.

Right Leg: The character can neutralize any spells and magical abilities. He can affect one person per 3 WIS, +1 per level.

Oceanus

Left Arm: The character can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per WIS, +3 metres per level within line of sight while concentrate. The size of the wave can be up to WIS x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 WIS, +2 metres per level until his concentration is broken.

Right Arm: The character can form a shield or wall of electricity (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Does D6 damage per 5 WIS for every 30 centimetres the victim walks through.

Left Ear: The character can sense objects in total darkness including shape, distance, direction and speed while in a liquid environment. It has a radius of 10 metres per WIS, +30 metres per level radius. +4 Initiative, +2 AC, +3 Thac0 and +1 Attack.

Right Ear: talk to sea animals The character can control sea animals through simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.

Left Eye: The character can transform all or part of his body into a watery liquid substance of unknown composition. While in this state his consciousness can control every droplet that comprises his body. The mind continues to function in an astral form even when the head is converted into liquid or dispersed. He radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any liquid attacks including corrosive, toxic and magical.

Right Eye: The character can interrupt the electrical signals in a victim's brain. The victim will become dazed and disorientated. Combat rolls will be -10 and -50%. Range is line of sight. He can also hinder the function of electrical devices by slowing the current that powers the object. WIS x2% chance +10 per level of disrupting and ruining any electrical equipment. Line of sight or WIS x10 metre radius, +2 metres per level.

Left Leg: The character 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.

Right Leg: The character can walk on water.

Pallas

Left Arm: By touching a missile (including arrows, bolts, bullets, stones, etc) the character can cause it to create a replica of itself when fired or thrown at a target. The hit

is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 WIS, +1 per level. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear.

Right Arm: The character can parry anything he can see coming towards him with no damage to his arm. He can parry 1 attack per melee per WIS.

Left Ear: The character can pick anywhere within his line of sight to tune in to. He can then listen in as if the person were right next to him.

Right Ear: The character gains an sense of imminent danger with a warning time of 1 minute per 5 WIS, +1 minute per level. Will know direction and threat level. +1 to Perception. Gain +1 willpower save per 5 WIS, and +1 every 2 levels.

Left Eye: The character can fire a laser bolt which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level.

Right Eye: The character can see things from a different location, as if his eyes had floated out to a point and then looked around. This point can be up to 1 metre per 3 WIS away, +3 metres per level. When using this a character can see around corners, looking around them as if he were standing beyond them. He can also look back at himself and see his surroundings. The only restriction is that the character must be able to see the point that he wishes to use as his perspective.

Left Leg: The character can dodge anything he can see coming towards him with no damage to his arm. He can dodge 1 attack per melee per WIS.

Right Leg: The character vibrates so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. Enemies are -8 Thac0 to hit the character. He can affect himself + an additional 3kgs per WIS +3kgs per level.

Phoebe

Left Arm: The character can reach into dreams and temporarily pull objects out. They will remain solid in our realm for 1 minute per WIS before vanishing.

Right Arm: The character can manipulate a swirling mass of air currents (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The field adds -10 to the casters physical elusiveness against hurled missiles like arrows and spears. This increases to - 20 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -5 to the caster's physical elusiveness against swords, etc. The vortex has a STR of 18,

+1 per 5 mana, and people must make a strength roll to force their way through the vortex to grab the caster.

Left Ear: The character can tune in to any location that have been to before or person that have met and listen for 1 minute per WIS, +1 per level. In this case he can hear distant sounds and voices despite any intervening distance or barriers.

Right Ear: The character can hear and understand all forms of spiritual undead.

Left Eye: The character can tune in to any location that have been to before or person that have met. The duration is 1 minute per WIS, +1 per level. The character can see distant sights without directly seeing it with his eyes. The character receives a visual simulation of what he would see if he were actually present at the scene.

Right Eye: The character has precognitive flashes which can be used to determine correctly the procedure for overcoming a problem or surviving (eg. escape a trap, defuse a bomb, etc).

Left Leg: The character can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. 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.

Right Leg: The character can shift his entire body into the astral plane.

Prometheus

Left Arm: The character can throw fireballs over his normal distance x2. They do D8 per 5 WIS +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight.

Right Arm: The character can create a desired object from virtually nothing. The artifact can be of any substance, and is limited to being composed of a single piece. Although the power can create facsimiles of more complex construction, close examination reveals that all the smaller pieces are fused together. However, the character can create complex items by forming them one piece at a time. The Objects disintegrate after being separated from the host for WIS x1 round.

Each Object damage is weapon specific. The character can create in one turn a number of kilograms equal to his WIS. The character must have detailed knowledge of the design of whatever he wants to create. He can only store a finite number of designs in his mind at any one time. This is equal to INT x1. The player must keep a record of

which items the character knows how to create. The list can be changed at any time. If no memory slots are available, the new design replaces an old one.

Left Ear: 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. When a character exceeds that limit he begins to forget a previously mastered language.

This will usually be some obscure tongue the character has had little use for. 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 day (-1 hour per INT of listening, studying and practicing it.

Right Ear: The character gains a +5 bonus to his Wil.

Left Eye: This character is of gifted intelligence. His hyper-analytical mind can evaluate the most likely course of actions for people, phenomena and events around him. He can analyse a combat or crisis situation instantly and devise the best possible course of action thus allowing the character to maximize his efficiency and act as quickly and decisively as possible. +1 on all combat rolls including initiative. Mathematical equations are a breeze, and he can solve virtually any problem in his head in a matter of seconds. Memories are permanent and can be recalled with crystal clarity at any time.

Right Eye: The character can fire a continuous gorge of fire which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Anything combustible instantly catches alight.

Left Leg: The character can transport himself between fires by manipulating the one in front of him to link with another one. Once he has a location in sight he can then walk through the fire unharmed to the destination on the other side. Can also bring other people and objects through by holding them. For example using a campfire to teleport to a bonfire in France. No fire renders power unusable. The fire he links to must be within line of sight, a place well known to the person or a location which he has an image of.

Right Leg: The character's body contains a copy of one of his vital organs. This makes him hardier and tougher in general but most importantly it makes him significantly harder to kill. Being shot through the heart is much less traumatic for a hero when he's got a second heart on the other side of his chest to take over and keep the blood pumping.

Tephys

Left Arm: The character can draw condensation from the air and direct it as a jet stream of water doing STR damage D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. This pushes the victim back 1 metre per STR point greater than the victim's. A shot to an open mouth can drown a victim.

Right Arm: With the right arm the character can draw condensation and form a shield or wall of water (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level until concentration broken. Most weapons will have their range halved by the water if not swept away together.

Left Ear: The character can alter the weather in various ways. He can primarily make the sky overcast although it remains the GM's decision how far away the clouds he needs to summon are. Once in position he can bump the clouds together to create loud thunderclaps which will startle most people and usually cause animals to flee. He can increase and decrease the level of precipitation. He can do all this within a WIS x10 metre radius (+10 metres per level) for WIS x1 minute (+2 minutes per level). This can be used to simply drench someone or be turned into a torrential downpour (movement, actions and any combat rolls reduced by two thirds).

Right Ear: The character can reach out through a pool or lake, forming arms or other shapes out of the water. He can then exert his strength through the water arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of water available for it to draw on. Does D6 damage per 3 metres height.

Left Eye: The character can fire a chilling bolt of cold doing D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Taking more than 22 points of damage at once will reduce the victim's bonuses and speed by a cumulative 10%, and wears off in D4 mins. A being that loses all HPs in this manner falls into cryostasis and must be revived. Using heat will revive the victim in 3D4 minutes with little if any side effects.

Right Eye: The character can form Ice Balls at the rate of 1 per round which do D6 damage (+D6 per level), and Ice Shards at a rate of 2 per round per level which do 2D6 (+D6 per level), normal throwing range.

Left Leg: The character can transport himself between water surfaces by manipulating the one in front of him to link with another one. Once he has a location in sight he can then walk through the water to the destination on the other side. Can also bring other people and objects through by holding them. For example using an ocean to teleport to a lake in England. No water sources renders power unusable. The body of water he links to must be within line of sight, a place well known to the person or a location which he has an image of.

Right Leg: The character can form a wall or shield of ice (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The field has 100 HPs per square metre.

The Patron's Section

This is the section for creating the patron's back story for your character.

Step 1: Patron's Origin

Where does your patron come from? Use the Pantheon Netbook to properly choose one or create your own.

01-33 Extraterrestrial; from another planet within this universe.

34-66 Interdimensional; from another reality within this universe.

91-00 Extradimensional; from another universe altogether.

Step 2: Patron's Motivation

Why did they do it?

01-20 Completely unknown, maybe they were bored. They are never seen again.

21-40 The patron is amoral and just wanted to use the character as a guinea pig for their own scientific research. 25% chance of their checking up on the character every D4 weeks.

41-60 The patron is benevolent and wanted to give human evolution the next kick start. 25% chance of their checking up on the character every D4 weeks.

61-70 The patron is benevolent and on the run from an evil enemy. The character was altered to help them in their war. They remain a constant part of his life continuing with his training and briefings.

71-80 The patron is benevolent and are aware of an imminent invasion of earth. After altering the character to fight this invasion they get the hell out of Dodge. Not seen again.

81-00 The patron is malevolent and part of the invading force. The character was altered to help them take over. To that end they have included a mystical implant to control him. He must obey all commands given by his patron. Any attempts to rebel are at -10 vs Possession and may be followed by severe pain. The player may eventually find a way to remove the implant. GM's choice whether he is simply a front line soldier or a spy.

Occult Detective

A natural scholar with an interest in society and the supernatural. Much like the characters portrayed in the Ghostbusters movies he investigates supernatural phenomena and can even learn magic (if he wants to). The Occult Detective holds a different view of the undead; they see them as psychic phenomenon to be understood, rather than as an abomination to be destroyed. Through study of psionic power, they seek to learn about psychic manifestations such as poltergeists, ghosts, and other incorporeal undead. Naturally, their studies often lead to an effective means to defeat these beings.

Yes, I know this character isn't supernatural himself but he does deal with it so this was the best place to include him.

Step 1: Attributes

Roll attributes as normal. Then +1 INT and WIS. Hit points = CON +4, +4 per level.

Step 2: Skills

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

Investigate

Knowledge Demons

Knowledge Geomancy

Knowledge Monsters

Knowledge Mythology

Knowledge Undead

Step 3: Abilities

Detectives start with the following free;

Sense Supernatural - The character gets a tingling feeling whenever a supernatural being or entity enters his line of sight. This includes races like the Fey and any mystical character classes, even spellcasters. However he won't know exactly what type of supernatural they are.

The character gains 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>
Contacts	5	The player may have 1 contact per 5 CHA within various agencies dedicated to the supernatural and possibly even some Fey. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Immune to Afflictions	10	The character has antibodies which prevent supernatural afflictions of any type from working on him. This includes lycanthropy, vampirism, diseases, zombies or any other form of mystical transformation.
Immune to Supernatural Fear	5	Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this won't work on a Dead Zones. This however is totally separate to any Trauma saving throws from seeing something repulsive.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation, even by the supernatural.
San Bonus	5	+1 to Sanity rolls.
Sense Mana	5	The character can sense any mana and spells being cast if within 1 metre per WIS radius of him.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Sense Spirit	5	The character can see and hear spirits even if they are invisible.
Spellcast	10	The cost is for learning from each sphere of magic. However he must actually begin employing magic before his mana can increase. If this is not pursued then the power remains latent and untapped. Choose no spells at the start. They must be learnt over time either from books, others or through other means. However the advantage is that he can learn any spell from any school. Detectives 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.
Wealthy	5	The character always has at least D10 x \$10,000 available in his account. This increases by +D10 each time rebought.
Will Bonus	5	+1 to Willpower rolls

Step 4: Career

Possible related careers include; Librarian, Antique seller, Archaeologist, Museum representative, Historian, Stage Magician and Academic Researcher.

Probability Champion

Probability Champions are a recent occurrence following the attempted Shattered Reality dimensional invasion. As the Earth was invaded by other realities, it created its own defenders. A small percentage of men and women were able to maintain their hold on Earth's reality, despite the influx of these other realities. With this special attribute, these men and women were able to stand in defence of Earth. They became heroes of whom stories were told. These Probability Champions were not only able to pass across reality borders, but were also able to make tools work in lands where they would otherwise cease to function.

They also had an innate ability to "bend" reality to their ends - almost like exceedingly good luck. Through this, they were able to overcome great odds and accomplish great feats. These abilities are accomplished through the manipulation of probability energy. The Earth is very rich in this energy which is desired by the invaders, and this energy which is used by Champions in their defence of their land. Champions are found from all walks of life, male and female, and from all over the world. Some have come from other realities and have joined Earth's cause.

Whenever villainy manifests, a hero will appear to confront it. If the hero perseveres, they can overcome and succeed against incredible odds. No matter how bleak the situation may seem, there is always hope. The cosmic balance ensures that wherever a

villain arises, a hero will be present to oppose him or her. If there isn't a champion already the Earth will spontaneously create one. Since the failed invasion this actually has expanded itself into the invading Realms, which is causing immense complications for its rulers. Initially Champions were involved in fighting off the interdimensional invaders and destroying their Realm bridges. The war was won but those altered still remain, as do champions from other worlds.

Step 1: Realm

Choose which dimension the character is from. This will determine what races and abilities are available to him.

Step 2: Attributes

Roll up attributes as normal according to the character's race. Hit points = CON +8, +8 per level.

Step 3: Skills

Choose skills in the normal manner but according to the character's realm.

Step 4: Abilities

Champions start with the following ability free;

Reality Bubble - The primary way in which Champions are able to shape reality is the ability to impose the rules of their own reality on a limited area of another reality. Each reality, or cosm, has a set of laws which delineates what can be achieved under its rules. Champions, however, carry their own reality with them. They can perform under their own reality wherever they go, in effect they are immune to the physics laws of other realities.

The character gains 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>
Anchor	5	This prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.
Cultural Adaptability	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.
Disrupt Anchor/ Tunnel	10	The ability to destroy a current tunnel anchor in the reality which the character is standing in.
Disrupt Teleport	10	The character can prevent anyone within 1 metre per WIS of him from teleporting, shifting or using a gateway.
Epic Fail	5	The opposite of Heroic Feat. The character can use 'probability energy' to cause others within his line of sight to screw up their actions. He can use this to temporarily either; deduct 1 per 5 WIS to any rolls (saves, skills, thac0), -1 per 5 WIS to any physical attribute, or minus one dice to any damage rolls.
Healing	5	This can be used on the character or anyone he touches to heal at phenomenal rates. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Gain +1 per 4 WIS to save vs drugs, poisons and toxins.
Heroic Feat	5	The character can use 'probability energy' to perform a superheroic action. He can use this to temporarily either; add +1 per 5 WIS to any rolls (saves, skills, thac0), +1 per 5 WIS to any physical attribute, or plus one dice to any damage rolls. He can also do the reverse to any opponent in his line of sight.
Reopen Gate	5	The character can reopen any form of local or interdimensional gate which has been previously opened in the area. The gate must be within 10 metres per WIS radius of the character. It can either be the standard vertical gate in the air or any doorway that was used. Once he has reopened a gate once he can open it again at any time anywhere.
Truesight	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.
Truespeak	5	The character instantly learns the language of any 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 5: Side Effects

The reality powers gained also result in some unusual side effects. Roll or choose from the Unusual Characteristics table below with each one giving the character an additional 5 starting points. The player can take as many as he wants but no less than one.

Step 6: Career

Any. Each Unusual Characteristic taken on the table below gives the character an additional 5 starting points.

Unusual Characteristics

Choose or roll on the following tables;

Colour Mutations

Roll on this table several times; once for skin colour, again for eye colour and once more for hair colour.

- 01-15 Completely normal
- 16-20 Red
- 21-25 Orange
- 26-30 Yellow
- 31-35 Green
- 36-40 Blue
- 41-45 Indigo
- 46-50 Violet
- 51-55 Gold
- 56-60 Silver
- 61-65 Bronze
- 66-70 Brown
- 71-75 White
- 76-80 Black
- 81-85 Grey
- 86-90 Transparent
- 91-95 Combination of several of the above in striped form. Roll D4 more times.
- 96-00 Combination of several of the above in patch form. Roll D4 more times.

Eye Mutations

What type of eyes does the character have?

- 01-08 Very small; -2 to hit eyes if targeted by enemies.
- 09-16 Small; -1 to hit eyes if targeted by enemies.
- 17-28 Completely normal.
- 29-36 Large; +10% greater sight range.
- 37-44 Very Large; +20% greater sight range.
- 45-52 Oval shape; 180 degree vision.
- 53-60 Glowing; +1 to intimidate others.
- 61-68 Reptilian; underwater nightvision equal to half normal range.
- 69-76 Fish; underwater nightvision identical to normal sight range.
- 77-84 Cat; nightvision equal to half normal range.
- 85-92 Insect; 360 degree vision.
- 93-00 Third Eye; see the invisible.

Size Mutations

How big is the character?

- 01-08 1ft +D10 inches
- 09-16 2ft +D10 inches
- 17-24 3ft +D10 inches
- 25-30 4ft +D10 inches
- 31-44 5ft +D10 inches
- 45-52 6ft +D10 inches
- 53-60 7ft +D10 inches
- 61-68 8ft +D10 inches
- 69-76 9ft +D10 inches
- 77-84 10ft +D10 inches
- 85-92 11ft +D10 inches
- 93-00 12ft +D10 inches

Body Mutations

Does the character have any additional mutations?

- 01-02 None.
- 03-04 Antennae; depending on the character's powers these could be used as senses, discharge, telepathy, etc.
- 03-04 Elastic Bones; only takes half damage from any kinetic attacks (falls, punches, explosions, etc).
- 05-06 Emits Vapours; determine what effect the gases have and what types of lifeforms they affect.
- 07-08 Extra limbs; D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.
- 09-10 Fat; appears overweight but is pure muscle, +1 STR.
- 11-12 Featureless; a totally blank face and body. No eyes, ears, nose, mouth, nipples, etc. The character can somehow still see, hear, smell and breathe normally. For food and drink he relies on solar sustenance.
- 13-14 Flat Billed; platypus type beak.
- 15-16 Frilled; lizard type vane around the neck.
- 17-18 Headless; Sensory organs are located on the main torso.
- 19-20 Horned; Up to D4 horns on head which do D6 damage each.
- 21-22 Huge Jaw; neck length.
- 23-24 Large Eared; hear +20% better.
- 25-26 Large Nostrils; smell +20% better.
- 27-28 Long Limbed; arms reach down to the knees or even ankles.
- 29-31 Lumpy; over most of the skin.
- 32-34 Mandibles; like an insect with STR equal to double the normal attribute.
- 35-37 Multiple Mouths; up to D6 extra mouths located on various parts of the body.
- 38-40 Prehensile Limbed; can use legs and toes for the same purpose as arms and fingers.
- 41-43 Rough Skinned; course like a shark.

- 44-46 Segmented; like a centipede.
- 47-49 Serpentine Scaled; D100% of body is covered in scales.
- 50-52 Sharp Teeth; +D4 damage.
- 53-55 Skinny; practically anorexic. -1 STR, +2 MR due to lighter frame.
- 56-58 Slimy; very difficult to catch or hold on to due to his slippery skin. +2 AC.
- 59-61 Slit Featured; has slits instead of eyes, ears, nose and mouth.
- 62-64 Spined; like a porcupine. Length, shape, colour, hardness and function (possibly venomous) is left up to the GM.
- 65-67 Split Body; 2 torsos on top of 1 set of legs.
- 68-70 Stalk faced; like a snail.
- 71-73 Striped; like a zebra.
- 74-76 Sturdy Quadroped; walks around on all fours.
- 77-79 Suckers; same as the adhesion Minor Power. They can be located on the fingers, chest or wherever else desired.
- 80-82 Tail; either thin but strong like a monkey's allowing the life form to lift his own body weight using it, or a thick and powerful bludgeoning weapon.
- 83-85 Tentacles; finger or arm.
- 86-88 Tough Skinned; natural AC 2.
- 89-91 Transparent Body; can see right through his body. Note he is not totally invisible as his outline can be made out.
- 92-94 Twitchy; shakes a lot.
- 95-97 Veined Skin; skin is semi transparent with arteries and veins clearly showing through.
- 98-00 Webbed; between its fingers or toes or both.

Puppet

This character is someone who has had his soul transferred into the body of a Puppet, usually after his own body has been murdered.

Step 1: Age

Determine the character's starting age;

01-20 10 xD4 years

21-40 20 xD4 years

41-60 50 xD4 years

61-75 100 xD4 years

76-90 200 xD4 years

91-00 400 xD4 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening

years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

It is assumed that the Puppet is made from wood and cloth. If you wish him to be made of some other material, adjust the scores accordingly.

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 50 (never tires), CHA: 3D6, MR: 2D6, HPs: CON +20, +12 per level, AC 0. The Puppet will be 1 foot tall +D12 inches.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Puppets start with the following abilities free;

Puppet Form - Not truly alive Puppets are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain. While not invulnerable to physical injury, Puppets can suffer great damage to their bodies (including dismemberment) without being adversely affected. Puppets cannot smell, taste, or feel and thus are impervious to pain. Puppets however are highly susceptible to fire and take double damage from it.

Puppets additionally 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>
Animate Puppets	5	The character can animate and control any nearby puppet within a range of 1 metre per WIS. He can manipulate one puppet per WIS for 1 hour per WIS.
Bite	10	Can bite through most objects, even brick. Teeth do 4D6.
Contract Body	5	In order to fit through a small space the Puppet can reassemble his body into a single long line and slide through a hole or under a space. He can then fully reintegrate after.
Detachable Limbs	5	Any limbs of the characters' can be detached and reattached later. It can then be used as in a variety of ways. For instance; he could swing it as a blunt weapon; or climb a wall by holding the arm over the top (if it reaches) and hauling himself up; or a thrown hand could try to strangle anyone it attaches to; he could hold his head in his hand and peer around an area he normally couldn't reach, etc.
Extra Wood	5	The character can absorb the mass of any wood that he touches and add it to his own. The more he absorbs the

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can reduce his AC by 1 and increase his STR by 1 and HPs by 2. He can hold the extra mass for 1 round per WIS, +1 round per level.
Puppet Talk	5	The character can cause any non living physical object that he touches to gain the power of speech and answer questions.
String Manipulation	5	The Puppet can manipulate his strings as if they were an extension of his own body. He can throw them out at any victim in sight up to CON x50 centimetres. Whether straight forward in wavy lines, in massive bursts, or in one continuous following strand, these things can make the life of a enemy a real pain. The STR and AC of the bandages is identical to the Puppet's (as its carrying capacity and damage it can cause). He can throw out one string per 5 CON, +1 per level.
Spellcast	10	Faerie magic only but he is bestowed with all the spells within that sphere. Puppets 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	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.
Wood Shards	5	The character can fire splinters from his body which do 1 point of damage each with an effective range of 3 metres +1 metre per level. Once per hour (plus once more per level) can shoot 1 splinter per CON (plus half this per level).

Step 4: Careers

Teaming up with a ventriloquist would be the perfect disguise.

Puppetmaster

Puppet Masters first appeared after the Atlantean Mage Chnothos stole a spell for animating lifeless objects from the Egyptian god Set. Set sent several followers after Chnothos, but none were successful in killing him and returning the spell. After Chnothos finally died his tomes of magic were lost for a time. Over the centuries his tomes would resurface, allowing for someone new to become a Puppet Master.

Each time the worshippers of Set would track the new Puppet Master and slay him. However around the 19th century the latest Puppet Master Androyas Moxix appeared and dealt Set's forces some serious losses with the clever use of his puppets. Fearing that he would eventually be overwhelmed by numbers, Androyas began recruiting others to form a Puppet Society and bolster the number of Puppet Masters. Set is less than pleased.

A Puppet Master is a person who manipulates an inanimate object, such as a puppet, in real time to create the illusion of life. A Puppet Master can operate a puppet indirectly by the use of strings, rods, wires, electronics or directly by his or her own hands placed inside the puppet or holding it externally. Some puppet styles require puppeteers to work together as a team to create a single puppet character. There are a wide range of styles of puppetry but whatever the style, the puppeteer's role is to manipulate the physical object in such a manner that the audience believes the object is imbued with life. In some instances the persona of the puppeteer is also an important feature.

Step 1: Attributes

Roll attributes as normal but due to his increased mental abilities he receives +3 INT, and +2 WIS. Hit points = CON +4, +4 per level.

Step 2: Skills

Choose skills in the normal manner. Also gain the following free ones;

Artistry Paint

Artistry Sculpt

Knowledge Artifacts

Knowledge Magic

Tailor

Technical Toy Design

Step 3: Abilities

Puppet Masters gain the following abilities free;

Immortal Body - Amazons age very slowly, and can live up to CON x100 years. They can also absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Heal x2 faster including any wounds and broken bones.

Additionally Masters 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>
Animate Automaton	5	The character can animate and control any automaton (eg. robot or golem) within a range of 1 metre per WIS. He can raise and manipulate one per 5 WIS for 1 hour per WIS.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Animate Doll	5	The character can animate and control any doll within a range of 1 metre per WIS. He can raise and manipulate one per 5 WIS for 1 hour per WIS.
Animate Puppet	5	The character can animate and control any puppet within a range of 1 metre per WIS. He can raise and manipulate one per 5 WIS for 1 hour per WIS.
Animate Statue	5	The character can animate and control any statue within a range of 1 metre per WIS. He can raise and manipulate one per 5 WIS for 1 hour per WIS.
Animate Toy	5	The character can animate and control any toy within a range of 1 metre per WIS. He can raise and manipulate one per 5 WIS for 1 hour per WIS.
Create Automaton	10	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	10	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.
Object Talk	5	The character can cause any non living physical object that he touches to gain the power of speech and answer questions.
Spellcast	10	The cost is for each sphere of magic the Master wants to learn from, however the first must be Geometric. 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. Masters 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	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Possible related careers include; Doll maker, Toy maker, Puppet maker and Academic Researcher (specialising for instance in puppets, etc).

Step 6: Disadvantages

Hunted; by Set and his worshippers. They know who you are and that you are using his stolen magic, and are determined to see you dead for your blasphemy. They will begin hunting you at +10 points which means only the occasional one will turn up. As the character goes up in levels however, he will be seen as more and more a living affront to their master and their actions will intensify until reaching +20 points where they will be continuously coming up with major plans for trapping and killing the character. Someone reaching 20th level will be on the absolute top of their list of people to slay..

Scarecrow

This character is someone who has been murdered and had his soul transferred into the body of a Scarecrow in order to avenge his death and act as the guardian of the innocent.

Step 1: Age

Determine the character's starting age;

01-20 20 xD4 years

21-40 40 xD4 years

41-60 80 xD4 years

61-75 150 xD4 years

76-90 300 xD4 years

91-00 500 xD4 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

It is assumed that the Scarecrow is made from straw and cloth.

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 50 (never tires), CHA: 3D6, MR: 3D6, HPs: CON +10, +10 per level, AC 0. The Scarecrow will be 6 feet tall +D12 inches.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Scarecrows start with the following abilities free;

Scarecrow Form - Not truly alive Scarecrows are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

While not invulnerable to physical injury, Scarecrows can suffer great damage to their bodies (including dismemberment) without being adversely affected. Scarecrows cannot smell, taste, or feel and thus are impervious to pain. Scarecrows however are highly susceptible to fire and take double damage from it.

Scarecrows additionally 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>
Amazing Leap	10	The Scarecrow can leap at triple the character's normal range. One amazing side effect is the seeming ability to run part way up a wall before jumping off (as in many movies).
Animate Scarecrows	5	The character can animate and control any nearby Scarecrow within a range of 1 metre per WIS. He can manipulate one Scarecrow per WIS for 1 hour per WIS.
Cloth Manipulation	10	Scarecrows can animate any fabric they are wearing or holding to lash out and assault or bind someone or anything else he desires. The item's attributes will be identical to that of the creator but its HPs won't change. He can also rearrange any said fabrics and alter them to resemble any wardrobe the character has seen before or can imagine. The original size does not change. He can affect 1 piece of clothing per WIS plus an equal amount per level. He may also alter its colour. Finally he can cause all the stitching of any fabric he touches to come apart.
Extra Straw	5	The character can absorb the mass of any straw that he touches and add it to his own. The more he absorbs the larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can reduce his AC by 1 and increase his STR by 1 and HPs by 2. He can hold the extra mass for 1 round per WIS, +1 round per level.
Instil Fear	5	The ability to instil supernatural fear in others through eye contact or within a 5 metre radius +5 metres per level. Victims who fail to save break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. The base victim save is -1 per WIS of the user, +1 every 2 levels.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Manipulate Fields	5	Plants will obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out.
Object Talk	5	The character can cause any non living physical object that he touches to gain the power of speech and answer questions.
Spellcast	10	Faerie magic only but he is bestowed with all the spells within that sphere. Scarecrows 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.
Stretch Body	5	Scarecrows can rearrange the straw in their body in order to elongate arms or legs, or reassemble his body into a single long line of straw and slide through a hole or under a space.
True Sight	10	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 4: Careers

None really.

Shadow

Shadows are different to other undead spirits in that they are not created when killed by other shadows. Instead the victim is somehow afflicted by an ancient curse which affects only the soul or spirit. Within D10 days his body has completely faded away, leaving only his shadow.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but WIS and CON +5. Hit points = CON +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner but no new ones can ever be learnt. Why? Because the memory cells no longer exist, this person is only alive through sheer force of will. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

Shadows gain all of the following abilities;

Shadow Form - The character is invisible to heat, motion, and many other kinds of sensors. He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected. Shadows are 90% undetectable in all but the brightest of surroundings (continual light or equivalent), as they normally appear to be nothing more than their name would suggest. In bright light they can be clearly seen. They can take himself and up to 100lbs of matter into the 2-D realm. Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.

Additionally Shadows start with 45 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>
Control Shadows	5	The character can affect normal shadows and indirectly light as well. He can shift the location and size of normal shadows. He can form them into two-dimensional images that can do D6 damage per 2 WIS to real targets, +D6 per level. The character can also see through these shadow constructs eyes, but they must remain within a range of WIS x1 metre. He can create one shadow construct per 2 WIS, +1 per level.
Create Darkness	5	Can create an area of darkness of 1 metre radius per INT (+5 metres per level) anywhere within his line of sight. If desired the player can focus this darkness around a single

Ability	Cost	Notes
		person and exert his will creating an unexplainable fear of the dark on the victim. He must make a saving throw vs. insanity or else he will be permanently afflicted with the phobia. Thereafter the victim will always suffer a -4 or -20% penalty (whichever applies) on all rolls whenever attempting to do anything in darkened conditions.
Hide from electronics	10	This is a special kind of aura which when surrounding the character makes him invisible to all cameras, electronic sensors, artificial optics, robots, etc. This power does not affect normal sight unless the viewer is relying on an electronic means of perception.
Hide in shadow	5	Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.
Leech	10	By touching a victim a Shadow can drain 1 HP per WIS +1 per level and add it to his own for 1 hour per CON. If he holds onto the victim he can also drain one point of Strength. Lost Strength points return D8 turns after being touched. If a victim is reduced to zero Strength or zero hit points by a shadow, the shadow has drained the life force and the opponent becomes a shadow as well.
Levitation	5	The character can levitate the himself and up to WIS x2 metres (+2 metres per level), and fly at a rate of WIS x3kph (+3kph per level).
Raise Follower	10	Any being totally drained of life energy by a Shadow becomes a full strength Shadow under the control of the Shadow which drained him. The victim loses all control of his personality and may become more or less powerful than before, depending on his level and class before becoming a Shadow.
See Weakness	10	By looking into the shadow cast by an object or person he can see weak points or a living person's general health.
Spellcast	10	The cost is for each sphere of magic the Shadow wants to learn from, however the first sphere must be D'arque. 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 Necromancy, Combatic, Transmutanic, Chaotic, Common, Elemental Void and Biomancic. Shadows 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Possible related careers include spirit guide.

Step 6: Disadvantages

Shadows have an irrational dislike of all living beings and have great difficulty working with anyone alive. +10 points

Weapons forged of iron do x2 damage even if intangible. All other attacks do normal damage when solid. +5 points.

Daylight makes Shadows powerless. +20 points.

Holy water inflicts D8 points of damage when it strikes a Shadow. +5 points.

A raise dead spell apparently reverses the undead status, destroying the Shadow immediately if a saving throw versus spell is failed. +20 points.

Skeleton

The bones of a dead creature that have somehow come back, most likely for revenge. Usually a necromancer is the one who reanimates the bones.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but CHA and MR -6. STR, CON and HPs +6.

Hit points = CON +6, +6 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Zombies start with the following abilities free;

Skeleton Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Skeletons are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

While not invulnerable to physical injury, Skeletons can suffer great damage to their bodies (including dismemberment) without being adversely affected. Edged and piercing weapons, such as swords and arrows, are mostly ineffective against Skeletons doing only half damage; only blunt weapons are effective at knocking the bones apart and doing full damage. Skeletons cannot smell, taste, or feel and thus are impervious to pain.

Skeletons additionally 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>
Bite	10	Can bite through most objects, even brick. Teeth do 4D6.
Bone Explosion	5	The character can cause any bone or bones from a corpse within his line of sight to explode like a fragmentation grenade doing D6 per WIS to all caught in an area of 2 metres per WIS.
Bone Snap	5	The character can touch the skin of any living organism and cause any bones just beneath to snap. This counts as a full attack.
Contract Bones	5	In order to fit through a small space the Skeleton can reassemble his bones into a single long line and slide through a hole or under a space. He can then fully reintegrate after.
Detachable Bones	5	Any bone or set of bones of the characters' (such as a whole arm) can be detached and reattached later. It can then be used as in a variety of ways. For instance; he could swing it as a blunt weapon; or climb a wall by holding the arm over the top (if it reaches) and hauling himself up; or a thrown hand could try to strangle anyone

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Extra Bones	5	it attaches to; he could hold his skull in his hand and peer around an area he normally couldn't reach, etc. Further if he loses his own limb he can simply attach someone else's. The character can absorb the mass of any bone that he touches from a dead victim and add it to his own. The more he absorbs the larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can reduce his AC by 1 and increase his STR by 1 and HPs by 2. He cannot absorb bones from a living organism. He can hold the extra mass for 1 round per WIS, +1 round per level.
Raise Follower	5	The character can raise and control the skeletal remains of deceased creatures within a range of 1 metre per WIS. He can raise and manipulate one skeleton per 5 WIS for 1 hour per WIS.
Restructure Bones	5	The Skeleton can manipulate and alter the bones from any corpse. The original size does not change however individual pieces can be combined to create a larger object. He can affect up to 1 adult finger bone size per WIS plus an equal amount per level. He can use to create sculptures, weapons and shields.
Talk to Corpse	5	The character can briefly reanimate a corpse allowing it to speak aloud about what happened to it.
True Sight	10	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 4: Careers

No, not really.

Spectre

A Spectre is an incorporeal creature that resembles a ghost with a hatred for all living things. A Spectre drains the life energy from living creatures turning them into new Spectres upon death. The character is a Spectre who's creator has been destroyed allowing him to become independent and look for a cure. Recovery however is nearly impossible, requiring a special quest. Contrary to popular mythology, Spectres remain highly intelligent and generally rational after the transformation to undeath. Life makes them lament their unlife, and they bear a strong hatred for all those lucky enough to live and truly die.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but WIS and CON +5, MR +10. Hit points = CON +6, +6 per level.

Step 3: Skills

Choose skills in the normal manner but no new ones can ever be learnt. Why? Because the memory cells no longer exist, this person is only alive through sheer force of will. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

Spectres gain all of the following abilities;

Spectre Form - Being unsolid is the natural form for the character though he tends to float naturally. Due to his state the character is immune to Fatigue, Poisons, Gases, Drugs, Disease, Possession and Mind Control. Finally the character doesn't age, he's dead.

Additionally Spectres 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>
Create Fear	5	The ability to instil fear in others through eye contact or within a 5 metre radius +5 metres per level. Victims who fail to save vs Willpower break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. The base victim save is -1 per WIS of the user, +1 every 2 levels.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Hide	5	Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.
Hypnotic Suggestion	5	Spectres can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) by making eye contact which they must save vs spell or be compelled to obey.
Leech	5	By touching a victim a Spectre can drain 1 HP per WIS +1 per level and add it to his own for 1 hour per CON. If he holds onto the victim he can also drain one life energy level from the victim +1 per 2 levels.
Levitation	5	The character can levitate the himself and up to WIS x2 metres (+2 metres per level), and fly at a rate of WIS x3kph (+3kph per level).
Raise Follower	10	Any being totally drained of life energy by a Spectre becomes a full strength Spectre under the control of the Spectre which drained him. The victim loses all control of his personality and may become more or less powerful than before, depending on his level and class before becoming a spectre.
See Weakness	10	Spectres can see decay wherever they look; a wall showing signs of filth and disrepair, statues crumbling, and people close to death have a corpselike pallor. A character can use this ability to gain insight into an object's weak points or a living person's general health.
Spellcast	10	The cost is for each sphere of magic the Spectre wants to learn from, however the first sphere must be Necromancy. 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 Necromancy, Combatic, Transmutanic, Chaotic, Common, Elemental Void and Biomantic. Spectres 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.
Talk	5	Spectres can speak to any other undead including spirits.
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Possible related careers include spirit guide.

Step 6: Disadvantages

Spectres have an irrational dislike of all living beings and have great difficulty working with anyone alive. +10 points

Weapons forged of iron do x2 damage even if intangible. All other attacks do normal damage when solid. +5 points.

Daylight makes spectres powerless. +20 points.

Holy water inflicts D8 points of damage when it strikes a Spectre. +5 points.

A raise dead spell apparently reverses the undead status, destroying the Spectre immediately if a saving throw versus spell is failed. +20 points.

Tao Shih

Tattoos are more than mere decoration for this character, they represent his power base..

Tao Shih use magical tattoos which provide their bearer with access to different supernatural powers. The character does not have to perform any special ritual to activate his tattoos; he must simply will them to activate and they do. Most tattoo powers activate instantly, and the duration of their effect is given with each individual description.

Step 1: Attributes

Roll attributes as normal but then add +2 to WIS, STR, DEX, CON and +4 MR. Hit points = CON +12, +12 per level. +1 to save vs. Psi per 5 WIS.

Step 2: Skills

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

Artistry Tattoo

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Unarmed Combat Martial Arts

1 Weapon skill

Step 3: Abilities

All Tao Shih start with the following ability free;

Hardened Body - The character's musculature and skeletal systems are hardened and strengthened to enable them to carry the magical tattoos on their skin as well as increasing their speed, reflexes, dexterity and agility. A variation on the Avatar character, this hero draws his powers from magical runes tattooed on his body. Choose 1 Tattoo per 4 WIS from the Tattoo magic section at first level, + an equal amount per

level. The character is able to inscribe magic tattoos on himself or others which can then be invoked.

These Tattoos are mystical in nature so they cant be Drained, Mimicked or Negated by normal meta powers but are fully affected by magic similar to these. Tao Shih 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, 11, 13 and 17. +1 Willpower save at levels 1, 3, 7, 9, 13, 15 and 19. Pick 1 extra Tattoo at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20.

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

Ability	Cost	Notes
Damage Bonus	5	+1 or +25% damage each time bought (whichever is highest) and only applies to tattoo magic.
Detect Weakness	5	Can detect the weak point in any object or structure that he looks at. This also applies to any weak spots on a living organism.
Enhanced Leap	10	In combat the character may leap over intervening enemies one metre per 2 STR even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.
Extend Duration	5	Spell duration increases by +1 round and only applies to tattoo magic.
Range Boost	5	+25% range for spells but only applies to tattoo magic.
Save Bonus	5	This is the cost for each additional +1 added to the character's spell save.
Sense Danger	10	The power to sense any hostile person who enters a 1 metre radius per WIS.
Trigger	10	One tattoo per 5 WIS may be given a failsafe trigger. That is it will automatically activate under special circumstances. It will still work even if there is no mana left because when this ability is taken there is automatically an emergency amount of mana held over for the trigger.
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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Whirlwind	10	Once per hour can triple the number of attacks in one combat.

Step 4: Careers

Possible careers include; Dojo Master, Bodyguard, Stunt man, Police Officer, FBI, CIA, and Mercenary.

Templar Knight

Complete information on the Templar division of the Vatican can be found [here](#). Templars are the Black Ops branch of the Vatican locating and destroying supernatural evil where ever it is found. They have seen things most people will never see. They have witnessed the foulest of creatures commit the blackest of acts. They have seen things that would make common folk become comatose, and have gone toe-to-toe with it. Most Templars have a grim, determined look the result of the grisly nature of their work. These people have lost their old enjoyment of life, and often become obsessed with death and the undead.

Training in this field is often times different then training in other fields of adventuring. The Templar studies the undead through books and through training with those whom are experts in certain fields of undead. They must learn every nuance and variation between the various members of undead species and subspecies. Because of this, the Templar can destroy the creatures with more ease than most. They know the signs of undead infestations and can trace them back to their sources. Their senses are focused and trained to be honed to detect the unnatural rhythms of undead, and they can therefore find their lairs easier.

A Templar will never turn down the chance to eliminate an undead foe. While this does not mean just charging blindly into battle, they will not hesitate to sacrifice themselves if it means one of these foul abominations will perish. They never back away from the opportunity to rid the world of the blasphemous creations, regardless of the cost to themselves. The Templar will always eliminate low powered undead such as skeletons, but they truly live for the hunt of powerful undead such as vampires and liches. What normal people will never see and what few Templars will show to anyone else is the loss of happiness they gradually build up over time. Undead are not pretty creatures, and the acts they commit are often unspeakable and unfathomable to normal people.

This scars the Templar slowly till they reach a point where they die on the inside. Eventually the Templar becomes so obsessed with death they they start throwing themselves foolishly into battle just on the hopes that this one will end them and they madness will end. Templars will often be seen fighting alongside Inquisitors, acting as their physical bodyguards while they employ their holy magic.

Step 1: Attributes

Roll attributes as normal. Then +3 STR, +2 DEX, +3 CON. Hit points = CON +12, +12 per level.

Step 2: Skills

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

Investigate

Language Latin (most useful during combat when you don't want your orders understood by others)

Knowledge Conspiracies

Knowledge Demons

Knowledge Undead

1 Weapon skill

Templars can also specialise in one area from the list below. All the skills listed in each category are gained free;

Forensics - Science Chemistry, Forensics, Science Mathematics, Science Pharmacy, Science Physics and Toxicology.

Infiltration - Bluff, Bribe, Disguise, Gather Info, Intel and Stealth.

Medic - Paramedic, Concentration, Knowledge Alternative Medicine, Knowledge Drugs, Notice and Observation.

Recon - Set/Remove Traps, Alertness, Camouflage, Concealment, Gather Info and Stealth.

Tech - Armourer, Technical Auto/Bike/Truck Mechanics, Engineer Electrical, Engineer Mechanical, Engineer Computer, and Engineer Weapons.

Step 3: Abilities

Templars start with the following free;

Bonuses - +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.

Templars 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>
Divine Faith	10	Immune to any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.
Divine Intervention	10	This is an emergency lifesaver. It 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 every 24 hours.
Divine Leap	5	In combat the Templar may leap over intervening monsters one metre per 2 STR even if he would otherwise

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.
Divine Parry	10	Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 DEX within 1 combat melee, or deflect any arrows or bolts at a rate of 1 per 4 DEX within 1 combat melee.
Divine 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 nature of the magic (including whether it is harmful or helpful).
Divine Whirlwind	5	Once per hour can triple the number of attacks in one combat.
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. This can be used once per day per 5 WIS.
Sermon	5	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.
Spellcast	10	Divine sphere only and are automatically bestowed all the spells within that sphere. If they are dismissed from the Church for some heinous act they will lose all their abilities. Templars 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.
Undead Enemy	5	When fighting undead gain +4 to all combat rolls, +1 per level.

Step 4: Career

Only one; the Vatican. The Vatican provides weapons, equipment and other resources as necessary. At first to second level the character has the rank of Sergeant Brother and acts as a support soldier for an actual knight. Although similarly equipped to a full knight he will have less training, but will be given practical field experience in the execution of his duties, in the way his Order works with the population and the real world.

Sergeants gain a weekly stipend of \$300 per week plus a commission bonus according to the threat level encountered. He has D10 x1000 dollars in savings. Upon reaching third level the character is promoted to a full Templar Knight Brother. At this point they receive the white tunic and cross. Their stipend increases to \$500 per week plus the bonus.

Step 5: Disadvantages

Regardless of their intelligence level all Undead will recognize Templars for what they are and treat them as the greatest threat, ignoring other characters present. +10 points.

Undead Slayer

The Undead Slayer has been bestowed with special abilities for destroying the undead creatures of the world, and resisting the evil that these creatures possess. Whether for revenge or some other motive the Slayer has dedicated his life to ridding the world of these beings.

Step 1: Attributes

Roll attributes as normal but WIS +5, STR +10, DEX +5, CON +10, MR +10, Hit points = CON +12, +12 per level.

Step 2: Skills

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

Knowledge Demons

Knowledge Fey

Knowledge Undead

Unarmed Combat Martial Arts

One Weapon Group Specialty (must be melee)

One Weapon Specialisation

Step 3: Abilities

Undead Slayers gain the following free;

Bonuses - +1 Thaco when fighting Undead (including spirits) at levels 3, 6, 9, 12, 15 and 18. Additionally choose 1 specific undead enemy; +4 to all combat rolls against this type of undead. The Slayer gains +4 to all combat rolls against them. This increases by +1 per level. +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.

Slayers 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>
Holy Aura	5	The Undead can see the character's true aura and will suffer -1 per 2 WIS on all their rolls.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Holy Immunity	5	To any form of Diabolical magic, Undead special attacks (including fear) and all types of Undead Possession.
Holy Inspiration	5	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.
Holy Leap	10	In combat the warrior may leap over intervening monsters one metre per 2 STR even if he would otherwise be pinned. He may then attack a monster that he is adjacent to. Even if the attack does no actual damage to her opponent, the warrior may continue to make attacks, rolling to hit for each monster. He may continue to attack for as long as he has attacks until he misses his first monster.
Holy Light	5	This power 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. It can be used once per day per 5 WIS.
Holy Parry	10	Can use a melee weapon which are skilled in to deflect any thrown missile at a rate of 1 per 3 DEX within 1 combat melee, or deflect any arrows or bolts at a rate of 1 per 4 DEX within 1 combat melee.
Holy Preservation	10	This is an emergency lifesaver. It 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 every 24 hours.
Holy 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 nature of the magic (including whether it is harmful or helpful).
Holy Walk	5	The Undead Slayer is able to move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Holy Whirlwind	10	Once per hour can triple the number of attacks in one combat.

Step 4: Careers

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

Step 5: Disadvantages

Regardless of their intelligence level all Undead will recognize the Slayer for what he is and treat him as the greatest threat, ignoring other characters present. +10 points

Unfated

You were meant to die last night. A sudden unexplained vision seconds before your death occurred, warning you and saving your life. You have avoided your preordained death and are now outside her influence, in effect immortal. Death however hates being cheated.. and her servants are determined to make sure you meet your fate.

Step 1: Age

Determine the character's starting age. Either he escaped the influence of death recently or he's been around a while avoiding her (roll on the table below).

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +4 to WIS and CON. +6 on all psionic, control and possession saves. Hit points = CON +8, +8 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Unfated start with the following ability free;

Undying Body - This character cannot die through normal means, no healing is involved because none is ever needed. The character is totally immune to diseases, gases, etc. Only one thing can kill him. See below.

Additionally Unfated 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>
Actively Avoid Danger	5	The character receives precognitive flashes which can be used to determine correctly the procedure for overcoming a problem or surviving (eg. escape a trap, defuse a bomb, etc).
Death Sight	5	This allows the hero to determine the exact cause of death of a corpse. He can also see whatever the recipient corpse saw at the very instant of death with the intent of learning the identity of the murderer, or at least the location of death.
Death Sign	5	The character can see a death mark over anyone who is about to die within the next hour per WIS. Plus an equal amount of hours per WIS each time rebought.
Diagnose	5	By carefully laying on hands, the character can sense the subtle currents of living energy within an organism. He can detect any flaws within this energy flow and diagnose ailments and injuries.
Medium	5	This character can see and talk to spirits and ghosts. Specifically he can; 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.
Mental Wall	10	The character is totally immune to any form of possession, control or manipulation.
Passively Avoid Danger	5	Whenever there is impending danger to the character he avoids it by not noticing its there. He becomes distracted by a passing pretty girl and avoids a punch. He bends over to pick up the shiny pebble and dodges a bullet, etc. Gain +1 willpower save per 5 WIS, and +1 every 2 levels.
Precognition	5	The character can see up to WIS x1 minute ahead. If rebought he can see up to WIS x5 minutes ahead. If rebought again then WIS x10 minutes ahead. Then WIS x30 minutes ahead. WIS x1 hour ahead. WIS x1 day ahead. WIS x1 week ahead. WIS x1 month ahead. And

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		finally WIS x1 year ahead. The visions only relate to the imminent death of others. This could be used as a tool by the GM for possible adventures.
Psychometry	10	The character can touch an object and read the images and history of any who have previously touched it. It can be used to gain information on what an item is and who may have handled it. It cannot provide a detailed analysis of the item's internal structure or as yet unrealized potential. The character can see up to WIS x1 minute ahead. If rebought he can see up to WIS x5 minutes ahead. If rebought again then WIS x10 minutes ahead. Then WIS x30 minutes ahead. WIS x1 hour ahead. WIS x1 day ahead. WIS x1 week ahead. WIS x1 month ahead. And finally WIS x1 year ahead.
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 nature of the magic (including whether it is harmful or helpful). And can also see a death's head image over someone whose death is imminent.

Step 5: Careers

Whatever the character likes, though he may need to keep on the move to avoid cultists.

Step 6: Disadvantages

Gain 1 Psychological Limitation Insanity per 100 years alive due of the trauma of outliving so many friends and loved ones and having to constantly avoid death.

Speaking of which..

Hunted; by the Cult of Kali. A cult who are in tune with the entity of death and try to act as her hand when those who were meant to die escape her influence. These people are devoted to her and will use special mystical blades to kill anyone who defies her and continues to live. Note that this is the only way the character can now be killed.

They will begin hunting him at +10 points which means only the occasional one will turn up. As the character goes up in levels however, he will be seen as more and more a living affront to their mistress of death and their actions will intensify until reaching +20 points where they will be continuously coming up with major plans for trapping and killing the character. Someone reaching 20th level will be on the absolute top of their list of people to slay..

Urban Legend

One with the city of your birth. Inextricably intertwined with it. Forever its guardian. But never able to leave..

Urban Legends are specially attuned to life within a city environment. The character's powers and weaknesses are entirely symbiotic; the larger or more populous the city the greater his abilities and conversely if the city is damaged he becomes less effective or develops an injury.

Step 1: Age

The character's age can either be standard and he has only just become one with the city, or he has been around a long time.. possibly even as old as the city itself..

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Step 2: Attributes

Roll attributes as normal but then add +3 to INT, WIS, and CHA. Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

All Legends start with the following ability free;

Urban Renewal - The character is able to thrive in an urban environment by feeding on the pollution present in the air. This takes the place of food and water for so long as he is within his city. While in the city he does not age physically and can absorb an amazing amount of damage before being hurt, and even then can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. The character also ALWAYS knows exactly where in his city he is.

Additionally Legends 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>
City Hall	5	Immune to any form of fear attacks and all types of possession.
City Lights	5	This power is drawn from within all the good inhabitants of your city and is released as a burst of light within a INT

Ability	Cost	Notes
		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. It can be used once per day per 5 WIS.
Urban Awareness	5	He 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).
Urban Defiance	5	The character can root himself to the ground and withstand great amounts of kinetic force and remain in a perfect upright position. As long as the character knows he's about to be hit by sudden force like a truck, he automatically becomes almost impossible to move. 5 tons per WIS +1 per level. The subject must be ready for the attack to prepare for the blow. Likewise he is extremely difficult to lift.
Urban Planning	5	Can add or remove 10% per WIS of the HPs of any city object that touch, +10% per level. This can be used to repair or redevelop sections of the city.
Urban Sight	5	Nothing is hidden from the character. He 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 nature of the magic (including whether it is harmful or helpful).
Urban Sprawl	5	He is able to manipulate the terrain by requesting its assistance. This is identical to Terrakinesis.
Urban State	5	The character is able to meld with the city itself, effectively becoming one with it. In this state he is aware of any activity within the city and may locate a specific individual with ease. He may also enter into a state of Suspended Animation by physically merging with the city.
Urban Structure	5	By touching any part of his city he can turn into a living version of that form (identical to the Metamorph powers) for as long as desired or until knocked out. It can either affect the entire body or one or several limbs.
Urban Transport	5	He is able to travel from any point in the city to any other point in the same city. Functions as Teleportation, but is limited to a citywide range.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Spellcast	10	Urbana magic only but he is bestowed with all the spells within that sphere. Legends 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.

Step 5: Careers

Whatever the character likes, though he does tend to wander around the city a lot.

Step 6: Disadvantages

He can never leave his city. Ever. If it is destroyed he dies too. +20 points.

Vampire

The vampire as we know the species was originally a creature of myths and legends told over the flickering flames of the campfires, first in primitive hunting camps then in peasant's hovels and lord's castle. The concept of life-stealing spirits of the night is a universal one. Vampires are predators whose natural prey humanity is more usually the hunter than the hunted.

There are myriad examples of the reputed origins for vampirism. The first of these examples begins in prehistory when the evil Elder Gods of Earth fled the Earth, or were imprisoned or destroyed. One of these imprisoned gods kept watch to try and escape. This evil god created the vampires for some unspeakable reason. Some of the other origins state that vampires are corpses possessed and animated by demons, or that they are people who have been blessed by a god of the life-death-rebirth cycle, that they are people who were cursed by the manner of their death or something that happened to them after their death, or even that they are people who have made pacts with demons.

Vampires usually appear nearly exactly as they did during life before they died. The most obvious difference in their appearance is the perpetually pale, faintly luminescent complexion that is due to lack of blood in the circulatory system. Most vampires are simply more pale in aspect than are normal people although some vampires also have bleached hair and luminously pale eyes, and a few bloodlines have perpetually pure alabaster skins. Feeding brings about bloody eyes, blood stained tears and fetid, tainted breath of blood.

If the creature has fed its complexion appears slightly flushed. If it is cut or stabbed the creature bleeds. Over the next few days after feeding the body begins to lose its fresh appearance and the face turns gaunt and gray. Regardless most vampires can easily pass for normal humans or whatever species the creature was originally. A vampire will usually appear between twenty and forty years in age. If they were elderly before they

changed they will rejuvenate somewhat, while children will remain children physically in perpetuity.

In this game a player Vampire is someone who has somehow had his human soul restored to him. Presumably he has at some point been guilty of murder and the torture and now his restored soul torments him with guilt and remorse.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +6 to all physical attributes, and +3D6 HP. Fangs do 2D6 bite damage. Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Vampires start with the following abilities free;

Vampire Form - After the genetic code has begun to be rewritten, all waste materials are forcefully eliminated, and all body fats are either converted into regenerative raw material or else is ejected with the bodily wastes. Then the flesh begins its gradual conversion to the vampiric form. Changes that occur are an enhancement of the senses to a preternatural level. The digestive tract is redesigned to allow the absorption of necessary enzymes and amino acids for the body's continued existence from the circulatory fluids of other creatures, or if necessary to build those nutrients from whatever it can glean from the fluids the vampire consumes.

The creature's musculature and skeletal systems are rebuilt and strengthened to grant a strength that is greater what it had been in life as well as increased speed, reflexes, dexterity and agility. Finally there is an alteration to the neurological systems, triggering the vampire's metafunctions as well as increasing its reaction times. Vampires can also absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound.

Vampires do not age physically and as time goes by most vampires grow more powerful. In part they simply grow wiser, learning new tactics and tricks. There are no stupid old vampires. They are immune to Paralysis, Sleep and Charm based attacks and invisible to thermal and infravision. Vampires of this earth do cast reflections, can cross running water, can enter without invitation and are not held at bay by garlic (unless the player chooses such things as a disadvantage).

Create Vampires - Up to 1 per night by draining their blood through normal feeding but not enough to cause death. Victims rise from the dead after D10 days. The process also creates a psychic link between victim and vampire. This link lasts if the victim is transformed into a new vampire. This communication may be either one way, with the vampire able to communicate with the victim from a distance, or two way, the vampire able to receive impressions from the victim.

Additionally Vampires 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>
Animal Form	5	This is the ability to transform into 1 animal type while retaining one's own memories, powers and attributes. Requires 1 action to transform.
Hearing	5	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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.
Insect Form	5	This is the ability to transform into any 1 insect form while retaining one's own memories, powers and attributes.
Mind Control	10	Choose either Mental Control, Animal Control, Insect Control or Undead Control. The Control type should compliment any Form types, eg. animal form and animal control, etc.
Mist Form	10	The ability to transform all or part of one's body into a living mist. He has no HPs, and gives no heat signature. He can move through the tiniest crack or space, and is immune to all gases. He can move at MR x3kph, and spread out over an area of INT x2 metre radius.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Shadow Form	5	The ability to transform all or part of one's body into a living shadow. The character is invisible to heat, motion, and many other kinds of sensors. He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected. In the 2-D form the character has 100% Stealth, but his speed is limited to half. The character can take himself and up to 100lbs of matter into the 2-D realm. Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.
Sight	5	The hero's eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range.
Smell	5	Can smell any blood within normal olfactory range and identify the blood type. Note this allows him to smell unexposed blood still within a person or animal.
Spellcast	10	The cost is for each sphere of magic the Vampire wants to learn from, however the first sphere must be Necromancy. 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 Necromancy, Combatic, Transmutanic, Chaotic, Common and Biomantic. Vampires 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	This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Possible related careers include; Private Detective, Arcane Researcher, Bodyguard, and Pathologist.

Step 6: Disadvantages

Vampires have all the following disadvantages;

Chemicals It is possible for vampires to become effected by chemicals such as alcohol or cocaine that exists in their victim's blood. This tends to

	indicate the possibility that poisoned or diseased blood might have some long term effects such as madness on the vampire.
Feeding	The average vampire requires no more than a quart of blood every other day and certainly not less than a cupful every week unless they are in a state of self-imposed suspended animation. This blood contains the necessary materials for the vampire to physically survive. Some vampires are also able to consume other fluids such as fruit juices, bouillon, etc. These other fluids have little, if any nutritional value to the vampire and may be consumed more out of social politeness than hunger. While vampires can survive by feeding from dead creatures or from animals this diet leads to mental dullness because they lack the proper psychic energy. The blood will keep them alive but it will not give them the life energy they require to survive. Stored blood is as bad or worse than animal's blood and the possibility for anti-coagulant poisoning also exists. If the vampire is not fed there is an increasing chance of the creature going berserk until it is able to glut itself in a mindless feeding frenzy as the beast within emerges. +20 points.
Sunlight	Generally the vampire becomes absolutely inactive during the hours when the sun is above the horizon, locked away from all light. This inactivity is forced on the vampire by its own body trying to protect itself from the sun. With age the vampire is increasingly able to resist this to the point of needing no rest at all. However sleep is needed for a person to dream and dreaming is required to avoid insanity. Sunlight does 6D6 damage per round of exposure, solar attacks do double their normal damage. +20 points.
Symbol	A holy symbol used by one who believes in it will keep any vampires from approaching within holder's WIS x1 metre. However they must BELIEVE in their religion for it to work. +5 points.
Water	Water does damage proportional to the attacker's belief in its holy effects. A non religious person who believes in its effects will do D4 per 10mls, a religious person will do D6, and a devout religious believer will do D8. The damage is doubled if the water has been pre blessed and the attacker believes in the effects of the blessing. +5 points.
Wood	Wooden objects always do x2 damage. A wooden object through the heart will paralyse the vampire but to kill it properly it must then be decapitated. The body and head torched separately. +5 points.

Were Creature

The word werewolf is a contraction of the old-Saxon word wer (which means "man") and wolf - werwolf, manwolf. In popular superstition a Were is a person who turns into a wolf at night and devours people only to return to human form by day. Some change form at will while others in whom the condition is hereditary or acquired by having been bitten by a werewolf, change shape involuntarily under the influence of a full moon.

In countries where the wolf is not common the monster is thought to assume the form of another dangerous animal. Known ones include the bear, tiger, hyena, coyote, fox, dingo, cheetah, cougar, puma, jaguar, leopard, lion, lynx, rhino, alligator, crocodile, vulture or shark.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but WIS +1; MR +9; STR, DEX and CON +3. Hit points = CON +12, +12 per level. In Animal form; retain human intelligence but with attributes of the specified animal.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Weres start with the following abilities free;

Were Form - An animal Totem must be chosen which the character transforms into.

However all Were types have the following generic abilities;

While in Were form claws do PS damage +D6 each and bites do 2D4 damage +D4 per level. If the victim survives he will become a Were within D6 days. Characters can heal any non silver based attacks when in Were form. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

Additionally Weres 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>
Animal Control	10	The Were can only control animals of the same type as its totem. Animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. The character also has empathy with all animals, able to sense their emotional state.
CON Bonus	10	It only costs 1 point to increase the character's CON up to 50.
DEX Bonus	5	It only costs 1 point to increase the character's DEX.
Hearing	5	Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 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.
Sight	5	The hero's eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range.
Smell	5	Can smell any blood within normal olfactory range and identify the blood type. Note this allows him to smell unexposed blood still within a person or animal.
Spellcast	10	The cost is for each sphere of magic the Were wants to learn from, however the first sphere must be Necromancy. 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 Necromancy, Combatic, Transmutanic, Chaotic, Common and Biomantic. Vampires 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.
STR Bonus	10	It only costs 1 point to increase the character's STR up to 50.
Thac0 Bonus	10	+1 Thac0
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Possible related careers include; Zookeeper, Private Detective, Arcane Researcher, Bodyguard, and Pathologist.

Step 6: Disadvantages

Weres have all the following disadvantages;

- | | |
|---------|--|
| Berserk | Once in battle berserker rules apply. He wont distinguish friend from foe. +5 points. |
| Curse | Once converted the mystical nature of the affliction causes the previous class and any powers to be lost though skills will be retained. In the case of meta powers they are supplanted by the new Were abilities. Those afflicted can be cured if they kill their creator at which point they regain their lost class but lose all abilities and their immortality. |
| Silver | Silver weapons do x2 damage and can kill. Magical fire and psi powers do full damage. +10 points. |

Wight

If the soul of the dead is angered over its betrayal and murder in life, it cannot rest until the one who committed the crime is properly punished. A Wight is given a semblance of life through sheer violence and hatred. A Wight can drain the life energy out of victims by touch, turning them into new Wights upon death. These wronged souls can then persecute those responsible for his or her bitter fate. The Wight will remain until released from its suffering through vengeance or final destruction. Much like Wraiths, Wights are created through scenes of death that involve great emotional stress or energy.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but WIS and CON +5, MR +20. Hit points = CON +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner but no new ones can ever be learnt. Why? Because the memory cells no longer exist, this person is only alive through sheer force of will. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

Wights gain all of the following abilities;

Wight Form - Being unsolid is the natural form for the character he has to concentrate to prevent himself sinking into the ground. Otherwise he could wind up at the centre of the earth. Due to his state the character is immune to Fatigue, Poisons, Gases, Drugs, Disease, Possession and Mind Control. Finally the character doesn't age, he's dead.

Additionally Wights 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>
Create Fear	5	The ability to instil fear in others through eye contact or within a 5 metre radius +5 metres per level. Victims who fail to save vs Willpower break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. The base victim save is -1 per WIS of the user, +1 every 2 levels.
Fester Wound	5	This allows a touch by a Wight to infect a wound. The victim will be -1 on all rolls until cured.
Leech	5	By touching a victim a Wight can drain 1 HP per WIS +1 per level and add it to his own for 1 hour per CON.
Levitation	5	The character can levitate himself and up to WIS x2 metres (+2 metres per level), and fly at a rate of WIS x3kph (+3kph per level).
Master Insects	10	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 Wight 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.
Raise Follower	10	The character can control any spirits within a range of 1 metre per WIS. He can manipulate one spirit per 5 WIS for 1 hour per WIS.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
See Weakness	5	Wights can see decay wherever they look; a wall showing signs of filth and disrepair, statues crumbling, and people close to death have a corpselike pallor. A character can use this ability to gain insight into an object's weak points or a living person's general health.
Talk	5	Wights can speak to any other undead including spirits.
Telekinesis	10	The character can handle material objects without having to make direct or indirect physical contact (pushing or blowing for example). He can perform any action that could be accomplished using normal strength. Line of sight range. Can move up to 20kgs (+1 per level) per WIS or push/punch with STR 2 per WIS.
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Possible related careers include spirit guide.

Step 6: Disadvantages

Weapons forged of iron do x2 damage even if intangible. All other attacks do normal damage when solid. +5 points.

Wights have an irrational dislike of all living beings and have great difficulty working with anyone alive. +10 points

Wraith

The mystery of death is a phenomena that does not offer a rational explanation to various cultures. Death is an intruder. Death is the change from one state to another, the reunion of body with earth, of soul with spirit. Humans throughout the ages have seldom been able to believe or to understand the finality of death. For this reason fables and legends have evolved around the spirits of the dead. If the soul of the dead is angered over its betrayal and murder in life, it cannot rest until the one who committed the crime is properly punished.

A ghost might also through its misbehaviour in life find itself bound to an unhappy existence between worlds until it finds some sort of way to atone for its actions. These wronged souls can return to the land of the living in the guise of a Wraith. The Wraith can then persecute those responsible for his or her bitter fate. The Wraith will remain until released from its suffering through vengeance or final destruction.

Wraiths of this world walk with one foot in the realm of mortal flesh and the other in the realm of myth. They are created through scenes of death that involve great emotional stress or energy. They are generally warped by the power of their emotions. The emotional magnitude required to make this type of ghost is so rare that centuries go by without the creation of this powerful of a spirit.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but WIS and CON +5, MR +20. Hit points = CON +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner but no new ones can ever be learnt. Why? Because the memory cells no longer exist, this person is only alive through sheer force of will. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

Wraiths gain all of the following abilities;

Wraith Form - Being unsolid is the natural form for the character he has to concentrate to prevent himself sinking into the ground. Otherwise he could wind up at the centre of the earth. Due to his state the character is immune to Fatigue, Poisons, Gases, Drugs, Disease, Possession and Mind Control. Finally the character doesn't age, he's dead. Additionally Wraiths 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>
Air Blast	10	The ability to fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks doing STR damage D6 per 5 WIS +D6 per level, over 1 metre per

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		WIS per level. This pushes the victim back 1 metre per STR point greater than the victim's. +D6 and +1 metre each time rebought.
Control Spirits	10	The character can dominate the wills and actions of spirit beings whether humans or animals. The ghostly victim must save on their willpower to resist. The wraith can control up to 1 spirit per 2 WIS of choice, +2 per level.
Create Fear	5	The ability to instil fear in others through eye contact or within a 5 metre radius +5 metres per level. Victims who fail to save vs Willpower break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. The base victim save is -1 per WIS of the user, +1 every 2 levels.
Distort Perception	5	This is the ability to distort a victim's perceptions of his surroundings unless he saves vs willpower. If the victim fails it will be the equivalent of being completely drunk and he will be very susceptible to suggestions from the Wraith about what he sees. This works on both the living and spirits.
INT Bonus	10	It only costs 1 point to increase the character's INT.
Possession	10	Wraiths can attempt to enter and take over a victim's body completely including use of any powers they may have but can only use his own skills. Victims can make a saving throw at the start and once every (hour x1 INT of the victim). After this the victim is too weak to resist any further for another week at which point will have rested enough to try again.
See Weakness	5	Wraiths can see decay wherever they look; a wall showing signs of filth and disrepair, statues crumbling, and people close to death have a corpselike pallor. A character can use this ability to gain insight into an object's weak points or a living person's general health.
Spellcast	10	The cost is for each sphere of magic the Wraith wants to learn from, however the first sphere must be Necromancy. 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 Necromancy, Combatic, Transmutanic, Chaotic, Common and Biomancic. Wraiths 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.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Telekinesis	5	The character can handle material objects without having to make direct or indirect physical contact (pushing or blowing for example). He can perform any action that could be accomplished using normal strength. Line of sight range. Can move up to 20kgs (+1 per level) per WIS or push/punch with STR 2 per WIS. The character's punch can be augmented telekinetically to do +1 damage per 4 WIS. Additionally it can be used to block blows and projectiles by making a successful parry roll. Finally telekinesis can be used to levitate the character up to WIS x2 metres (+2 metres per level), and fly at a rate of WIS x3kph (+3kph per level).
True Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Possible related careers include spirit guide.

Step 6: Disadvantages

Weapons forged of iron do x2 damage even if intangible. All other attacks do normal damage when solid. +5 points.

Remember this character is only alive through his own willpower, if he is made to doubt his own existence he could cease to exist. +20 points.

Zombie

A zombie is purportedly a dead person whose body has been re-animated. Stories of zombies originated in the Afro-Caribbean spiritual belief system of Vodoun (Voodoo), where zombies are humans who have had their "Ti Bon Ange" (little good angel) or soul stolen by supernatural means or shamanic medicine, and who thus lack free will and are forced to work as uncomplaining slaves for a "zombie master", typically on plantations. Other more macabre versions of zombies have become a staple of modern horror fiction where they are brought back from the dead by supernatural or scientific means and eat the flesh of the living. For game purposes this is the Voodoo Zombie who has somehow gained free will and escaped his master.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years
41-60 100 xD8 years
61-75 100 xD10 years
76-90 100 xD12 years
91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but CHA and MR -6. STR, CON and HPs +6. Hit points = CON +4, +4 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died.

Step 4: Abilities

All Zombies start with the following abilities free;

Zombie Form - The character stops aging at the time of his death, and recovers 1 HP per minute. Not truly alive Zombies are immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

While not invulnerable to physical injury, Zombies can suffer great damage to their bodies (including dismemberment) without being adversely affected. Dismembering the legs will render the Zombie immobile, but the creature will still continue to subsist. Zombies cannot regenerate missing limbs, although a severed limb pressed against the area it came from would reattach itself. A zombie's flesh can be burned so totally that it cannot recover. To facilitate regeneration (and to prevent their bodies from rotting away completely), zombies have to consume the fleshy tissue of recently killed animals or human beings at least once per week. Zombies can see in the dark. Zombies cannot smell, taste, or feel and thus are impervious to pain.

Zombies additionally 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>
Bite	5	Can bite through most objects, even brick. Teeth do 4D6.
CON Bonus	10	It only costs 1 point to increase the character's CON. This applies until his CON reaches 50.
Detachable Limbs	5	Any limb of the characters' can be detached and reattached later without requiring surgery. It can then be used as in a variety of ways. For instance; he could swing it as a blunt weapon; or climb a wall by holding the arm over the top (if it reaches) and hauling himself up; or a thrown hand could try to strangle anyone it attaches to; he could hold his head in his hand and peer around an area he normally couldn't reach, etc. Further if he loses his own limb he can simply attach someone else's.
Fester Wound	5	This allows a bite or scratch by a Zombie to infect a wound. Note this is not the Zombie virus but rather a normal yet nasty infection which will need hospital treatment. The victim will be -1 on all rolls until cured.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
STR Bonus	10	It only costs 1 point to increase the character's STR. This applies until his STR reaches 50.
Talk to Dead	5	Zombies can briefly reanimate a corpse allowing it to speak aloud about what happened to it.
Thac0 Bonus	10	+1 Thac0
Vomit	5	Zombies can bring forth a greenly flow of rotting bile once per day which does D4 per round and leaves an unpleasant stench which all Zombies can then track by smell.
Zombie Sight	5	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 4: Careers

um.. Well maybe with a lot of disguise and perfume.

Step 5: Disadvantages

Zombies have all the following disadvantages;

Decapitation The zombie's existence is reliant on three things: A brain, a spine and a nervous system. This means there are a number of viable ways to kill them. The most recognised is destruction of the brain. A bullet to the head or a large blunt force trauma will do the trick. Destruction or severance of the spine/neck is also effective. The final way is a high

	enough current of electricity to disrupt the nervous system or destroy the brain/spine.
Fire	A Zombie can also be destroyed by a blast (caused by an explosive or heavy artillery) of sufficient intensity to render the ghoul incapable of ever recuperating. The blast would have to be potent enough to incinerate or vaporize its entire body. Burning a zombie has some effectiveness. The fire would take some time to damage the proper bodily functions, but would quickly render sensory functions out of commission, reducing the zombie's ability to pursue or harm the living.
Smell	Zombies are dead and they smell like it. That rotten, putrid smell. +10 points.
Sustenance	Zombies are particularly fond of human brains, requiring the chemicals in the hypothalamus for maintaining their existence. +10 points.
Voodoo	Zombies are vulnerable to the voodoo which gives them animation. The proper incantation and treatment of a voodoo doll can cause supernatural, debilitating pain to a zombie. A zombie can also be put to rest through the appropriate voodoo ceremony which forces the Loa from his body. +10 points.

6. SUPERNATURAL, MODERN CLASSES

Angel

In many religious traditions an angel is a spiritual being which assists and serves God or the gods. The word originated from the Latin angelus, itself derived from the Greek áγγελος, meaning messenger. Angels often appear to people in the shape of humans of extraordinary beauty, and often are not immediately recognized as angels; some fly through the air; some become invisible; sacrifices touched by them are consumed by fire; they may disappear in sacrificial fire, like Elijah, who rode to heaven in a fiery chariot; and they appear in the flames of the thorn bush. They are pure and bright as heaven; consequently they are formed of fire and are encompassed by light. They bear drawn swords or destroying weapons in their hands, one carries an ink-horn by his side and ride on horses.

Angels are portrayed as powerful and dreadful, endowed with wisdom and with knowledge of all earthly events, correct in their judgment, holy, but not infallible: they strive against each other, and God has to make peace between them. When their duties are not punitive, angels are beneficent to man. An Angel is an indestructible agent of good. Most spend their time carrying out the fight against evil or observe great events, but every now and then an Angel will go native and fall in love with a mortal. When this happens the Angel is cut off from his former life, no longer indestructible.

Angels do not reproduce in immortal form, nor do they need to eat or sleep, however they can do so. They become capable of reproducing in mortal form, though their offspring will always be mutants (most common forms of mutation are lack of pigmentation, abnormal size, psionic powers, extended or decreased lifespan, and often some sort of stunted wing-like growth, plus the offspring will never get sick, but will be overly sensitive to emotional situations involving cruelty, anger, hate, etc).

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years

76-90 100 x8D10 years

91-00 100 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +6 to DEX and CHA. AC 4, Reaction +4 and Mana = 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. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Although fallen, Angels still retain some of their abilities;

Holy Body - Angels do not age physically and can absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 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.

Additionally Angels 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>
Angelic Aura	5	Angels can cause others to see their true aura having the following effects;

Ability	Cost	Notes
		1) All enemies within line of sight suffer -1 per 2 CHA on all their rolls for WIS x1 round. 2) Allies become immune to panic or being routed by undead forces. Any already suffering these effects are immediately freed of it.
Angelic Light	5	This is an intense burst of holy light having the following effects; 1) All are revealed as they truly are to everyone regardless of any form of concealment, disguise or illusion. 2) It cancels any form of Diabolical magic already cast or being cast.
Angelic Blessing	10	Angels can heal all life forms at phenomenal rates. They must touch for 1 minute uninterrupted to perform the healing. Restore 2 HPs (+1 per level) once per hour (-1 minute per level, eg. level 3 = every 58 minutes). Damage and duration of drugs, toxins and poisons reduced by ½ and patient gains +2 to save. Give +4 on any 1 save once per day, +1 per level. Negate all pain for 1 minute per WIS +1 minute per level. Immediately bring a comatose patient up to 1 HP and stabilize their condition (stops bleeding, binds wounds, etc.).
Angelic Enlightenment	5	Angels can speak and understand the language of whoever they are currently talking to.
Angelic Flight	5	Angels can fly at WIS x10kph, +10kph per level with a maximum ceiling height of one kilometre. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs.
Angelic Immunity	10	This is a null aura of WIS x1 metre radius which surrounds the Angel preventing the use of any form of Diabolical magic, Undead special attacks and all types of Possession.
Angelic Judgment	5	Line of sight range. This appears to be a bolt of white lightning until it strikes the victim at which point it will cause him to 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 doesn't work on supernatural evil beings or any who never had a conscience.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Angelic Sight	5	Angels 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 whether it is harmful or helpful.
Angelic Touch	5	Angels can Banish Spirits, Destroy Undead and Exorcise a possessed lifeform. If the Spirit, Undead or Demon spell save at -1 (-1 per Angel level) they are not defeated but lose half their HPs.
Spellcast	10	Divine magic only but he is bestowed with all the spells within the Divine sphere. See Angel Attributes for how much mana he has.

Step 5: Careers

Whatever the character likes, though he does tend to wander a lot going where needed. He is most likely to maintain contact with the Vatican and Templars.

Step 6: Disadvantages

By their very nature, Angels' hearts are filled with compassion and feel a compulsion to look after all life. They must abide by the code of the Lawful Good alignment and never do anything to slip below this. +20 points.

Demigod

The term demigod meaning "half-god" is used to describe mythological figures whose one parent was a god and whose other parent was human. A few examples of demigods include the Celtic hero Cuchulain, Sumerian king Gilgamesh (who supposedly was actually two thirds god), ancient Germanic woodsman Ansel and the Greek hero Heracles (Roman Hercules). The fact that male deities of Greek myth had far more notable children with mortals than the female goddesses can be attributable to the Greek male dominated society being reflected in their religion.

Zeus primarily had a multitude of affairs with mortal women having to shield them from his wife Hera after she was alerted to the infidelity. The females were expected to remain loyal to their husbands while the males were almost expected to take multiple lovers meaning the majority of the demigods in Greek myths were born on earth to human mothers than on Olympus to divine mothers.

These hybrids were stronger, braver, and quicker than other mortals, accomplishing super-human feats only possible because of their divine parent. They would go out of their way to prove their valour, often engaging monsters or beasts far too powerful for any normal human to defeat for the sole purpose of spreading their name. Others such as Hercules fought for a reclaiming of lost honour or to save their homeland, such as Theseus as he killed the Minotaur to stop the flow of sacrifices that were taken from

Athens on a yearly basis to feed the beast. Zeus became the father of many heroes as a result of his dalliances and after death they were accorded honours, especially among those Greeks who claimed to be their descendants and to have claims on the protection and patronage of a god. Such demigods were usually mortal but were preeminent among humans, and some had unusual powers. An exception was Hercules who was accepted in the passage of time among the Twelve Olympians.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +1 to MR and all attributes except CON which is instead raised to 30. Hit points = CON +12, +12 per level. Reduce AC by 1.

Mana = 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. Mana can however be permanently traded for HPs at a rate of 1 for 1.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Demigods have the following abilities;

Immortal Body - Demigods age very slowly, and can live up to CON x100 years. They can also absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Heal x2 faster including any wounds and broken bones. He also gains one additional ability based on his parent's sphere of worship. See the table below.

Additionally Demigods 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>
Divine Intervention	10	Once per level per WIS the character can petition his parent for intervention. It can range from advice with a problem to preventing his imminent death. The reaction is up to the GM.
Divine Luck	10	Once per day per 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.
Immune to Afflictions	5	No supernatural afflictions of any type will work on the Demigod. This includes lycanthropy, vampirism, diseases, zombiesm or any other form of mystical transformation.
Immune to Magic	10	This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the Demigod, nor can he ever learn or use any magic or be the recipient of any friendly magic.
Immune to Reality Alteration	10	Alterations to time or reality will not affect the Demigod. Even if If history changes he will remember both versions and he cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.
Immune to Supernatural Fear	5	Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this wont work on a Demigod. This however is totally separate to any Trauma saving throws from seeing something repulsive.
Reduced CON cost	5	The Demigod gets an extra point of CON free each time he buys a point. eg. he buys 1 CON and increases his CON by 2. He buys 3 CON and gains an additional 4 CON.
Reduced STR Cost	5	The cost of increasing STR is halved.
Spellcast	10	Divine magic only but he is bestowed with all the spells within the Divine sphere. See Attributes for how much mana he has.
Unique Artifact	5	Start with 30 points to use on the Artifact Creation table.

Step 5: Careers

Whatever the character likes, though he does tend to wander a lot going where needed. He is most likely to maintain contact with the Vatican and Templars.

Abilities from Parent Table

Choose or roll on the table below to determine what sphere of power the character's parent holds and then what ability that confers.

<u>Roll</u>	<u>Sphere</u>	<u>Ability</u>
01-05	Animals	The character is loved by animals, they will not attack him and he can pass by them without disturbing them (birds will not fly away and other animals will not hide).
06-10	Air	Immune to all the effects of cold.
11-15	Change	The cost of increasing Hit Points is halved.
16-20	Death	CON +1
21-25	Earth	AC -1
26-30	Fire	Immune to all the effects of heat.
31-35	Justice	Always know if someone is being truthful or lying.
36-40	Knowledge	INT +1
41-45	Life	Heal x3 faster
46-50	Light	Immune to the effects of even the brightest light and is never blinded by powers such as Glow.
51-55	Love	CHA +1
56-60	Luck	Thac0 +1
61-65	Magic	Mana +20
66-70	Music	WIS +1
71-75	Night	Can see in the dark as if it were day.
76-80	Skill	DEX +1
81-85	Time	True immortal, doesnt age at all.
86-90	Travel	MR +10
91-95	War	STR +2
96-00	Water	The character can swim, hold his breath and travel underwater at x4 the normal rate.

Demon

Demons wander in between the living and the dead. Demons have supernatural powers and the magical ability to affect natural phenomena. There are several types of Demons; those who are truly evil and wreck havoc on all they meet; those who are not altogether evil but tricksters who enjoy playing practical jokes and those who were evil but have since rejected their unholy ways and seek to redeem themselves.

This class deals with the third type of Demon; one who now has a conscience.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 100 xD10 years

21-40 100 x2D10 years

41-60 100 x4D10 years

61-75 100 x6D10 years
76-90 100 x8D10 years
91-00 100 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +6 to STR, DEX and CON. AC 3, Reaction -4 and Mana = 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. Mana can however be permanently traded for HPs at a rate of 1 for 1. Hit points = CON +12, +12 per level.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 4: Abilities

Demons gain all the following free;

Unholy Body - Demons do not age physically and are extremely hardy, able to absorb an amazing amount of damage before they are hurt. Even then they can regenerate that damage very quickly depending on what made the wound. Only magical or supernatural damage can be truly fatal. +10 Mana at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. +1 Spell save at levels 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.

Additionally Demons 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>
Demonic Aura	5	Demons can cause others to see their true aura having the following effects; 1) All enemies within line of sight suffer -1 per 2 WIS on all their rolls for WIS x1 round. 2) All enemies also become unnerved and prone to panic or being routed. Any saves against panic are at -1 per 5 WIS of the Demon.
Demonic Fire	5	The character can manipulate magma in 2 ways; 1) Throw magma balls over his normal distance x2. They do D12 per level and have a 20% chance, +10 per level of causing anything combustible to catch alight. 2) Alternatively he can form a continuous torrent of hot magma which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Anything combustible instantly catches alight.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Demonic Hearing	10	Hearing increases by x1 normal range per 4 WIS with an additional x1 per level. 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.
Demonic Sight	5	Demons 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 whether it is harmful or helpful.
Demonic Smell	10	Smell increases to x1 normal range per 3 WIS with an additional x1 per level. Can identify the specific odour or scent of anyone that have previously met, and track by smell so long as know the scent.
Demonic Stare	5	The Demon must look into his victim's eyes at which point it will cause him to 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 doesnt work on supernatural evil beings or any who never had a conscience.
Demonic Tongues	5	Demons can speak and understand the language of whoever they are currently talking to.
Demonic Touch	5	This power makes clean food and water spoil, turn rotten, poisonous, or become otherwise contaminated. Up to 10 cubic centimetres of food and drink per INT per level can be thus made unsuitable for consumption.
Demonic Will	5	This ability gives the Demon +1 per 5 WIS to save vs any Possession, Mind Control, Paralysis, Sleep and Charm based attacks.
Spellcast	10	The cost is for each sphere of magic he wishes to learn. 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 of magic except Divine and in any combination. See Demon Attributes for how much mana he has.

Step 5: Careers

Whatever the character likes except Priest.

Step 6: Disadvantages

The heroic Demon must abide by the code of either Lawful Good, Neutral Good or Chaotic Good alignment and never do anything to slip below this. +10 points.

This includes never harming innocent mortals except in self defence or in the defence of others. However killing should be the very last resort.

Templars, Apostulates and other holy people will recognise you for what you are.

Despite being a heroic Demon some people will never trust you. +10 points.

Exiled Deity

This character was once one of the Divine class.

At some point though he either lost a battle with an enemy or was betrayed.

The end result is the same. This former Divine has had most of his powers and possibly even his memory stripped and been exiled to Earth.

Step 1: Point of Origin

Is the character from this dimension or another?

01-40 Extraterrestrial; the character comes from another planet but within the same dimension and time zone.

41-80 Interdimensional; the character comes from another dimension which may be similar to ours or entirely different.

81-00 Time lost; the character has been displaced from another era. On 01-50 he's from the past, 51-00 the future. Roll below to determine what era he's from or select your favourite period.

01-50 100 xD10 years

51-80 200 xD10 years

81-00 500 xD10 years

Step 2: Pantheon

Which race of Deities did he belong to before leaving? Choose a Pantheon or create a new one using the Pantheon Creation Guide.

Step 3: Reason for exile

This section may either be randomly rolled or chosen. The GM may wish a specific reason if it pertains to the direction of his campaign.

01-20 Banished; usually for upsetting someone important or has been betrayed. The character has been dumped on earth or in our era and is not allowed to return.

21-40 Fugitive; the character is on the run and has fled to earth where he is currently hiding.

41-60 Sentenced; the character is a criminal whether the conviction is valid or not.

61-80 Accidental; the character has wound up on earth either through an anomaly, timestorm or some other form of accidental displacement.

81-00 Mission; the character is on earth to either spy, act as an advance scout or be hunting someone. He cannot return until his mission is complete.

Step 4: Age

Determine your character's starting year. Either you have just begun your exile or you need to determine which years you have been present in.

01-20 10 x10D10 years

21-40 20 x10D10 years

41-60 30 x10D10 years

61-75 40 x10D10 years

76-90 50 x10D10 years

91-00 60 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 5: Time on earth

Determine your character's starting year. Either you have just begun your exile or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 6: Attributes

INT, WIS, DEX and CHA 4D6. STR, CON and MR 5D6. Hit Points = CON +20, +20 per level. Pick one attribute to be your specialty area, gain an additional +5 for any saves or other rolls with it. Reduce AC by 2. Mana = 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. Mana can however be permanently traded for HPs at a rate of 1 for 1.

Step 7: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill.

Step 8: Sphere of Influence

Next the player needs to choose a sphere of influence. This will represent which powers you gain. The character starts with 50 points to buy powers with but they can only ever be from his sphere. See the table below.

Step 9: Abilities

Deities have the following ability free;

Immortal Body - Deities can also absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Gain Enhanced Regeneration at its maximum level (i.e. immortality). He also gains 50 points which may be spent on any of the powers within his sphere of influence or 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>
Divine Luck	10	Once per day per 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.
Immune to Afflictions	5	No supernatural afflictions of any type will work on the Deity. This includes lycanthropy, vampirism, diseases, zombiesm or any other form of mystical transformation.
Immune to Magic	10	This applies to all the spells of one magic sphere each time bought. There is no limit to how many times this ability can be rebought, he could literally make himself immune to every single spell if he bought this for every sphere. No spells of any type from that sphere will work on the Deity, nor can he ever learn or use any magic or be the recipient of any friendly magic.
Immune to Reality Alteration	10	Alterations to time or reality will not affect the Deity. Even if If history changes he will remember both versions and he cannot be erased by paradoxes, even if the rest of his world is. He will have a place in the new timeline whatever it is. He will remember all your experiences, even the ones that never happened.
Immune to Supernatural Fear	5	Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this wont work on a Deity. This however is totally separate to any Trauma saving throws from seeing something repulsive.
Reduced CON cost	5	The Deity gets an extra point of CON free each time he buys a point. eg. he buys 1 CON and increases his CON by 2. He buys 3 CON and gains an additional 4 CON.
Reduced STR Cost	5	The cost of increasing STR is halved.
Spellcast	5	The cost is for each sphere of magic the character 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 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination.
True Sight	5	The Bonded Spirit allows the character to see the true image of any person or object regardless of any form of

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Unique Artifact	5	Start with 30 points to use on the Artifact Creation table.

Step 10: Careers

Whatever the character desires but he could fake being a real mage. Except to anyone who can see the duality of his aura that is.

Sphere of Influence Table

Each ability costs 5 points but if the character wishes he can spend an additional 5 points increasing the effectiveness of any of those abilities.

Air

Air Blast - The ability to fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks doing STR damage D6 per 5 WIS over 1 metre per WIS. This pushes the victim back 1 metre per STR point greater than the victim's. +D6 and +1 metre each time rebought.

Air Motion - The character can change the wind's direction and even increase its speed or stop it altogether within a WIS x10 metre radius. A wind rush can have a speed of up to WIS x6kph, and is able to knock people and objects over. Using this he can ride the wind at WIS x2kph, lifting himself and an extra WIS x5kgs. One final side effect is he can greatly enhance the effectiveness of missile weapons by increasing the force and accuracy with which they strike. It adds a +1 to the attackers Thac0, 1 to damage and doubles the range. +10 metres, +2kph and +5kgs each time rebought.

Air Pocket - The character can surround himself or any within his line of sight with a pocket of air of up to WIS x10 centimetres radius and an MR equal to WIS. Air supply lasts 1 minute per WIS. This can also act to purify air, removing all pollutants, including but not limited to: smoke, poison gas, dust and anything of a particulate size of than a grain of sand or less from its area of effect. It will not affect natural moisture in the air at all. It will also reduce the duration of any gas based magics or attacks that are affected. He can also use it more surgically by gently forcing a wind into an organism's lungs, inflating it and restoring their ability to breathe. Alternatively this can be used to devastating effect. +30 centimetres, +1 MR and +1 minute each time rebought.

Air Walk - The character can walk on mist, fog, or other vapours as if they were a solid surface. The character uses his normal walking movement on the level and half his normal walking movement while climbing.

Air Wall - The character can create a cyclonic prison of air. The character may walk in and out of the cyclone as if it were clear air. Otherwise the vortex will not permit

anything to exit it and will suck in anything that touches it that fails a successful STR versus STR roll with the vortex having a STR of 20 +1 per 2 WIS. Exiting the vortex does D6 per WIS. It is possible to fly over the top but this requires a DEX roll with recapture and 8D6 of impact damage if you fail. The vortex appears to be smoked glass with dust and fog writhing around in it and is remarkably quiet.

Another side to this is his ability to create a similar pocket cyclone around himself. Said cyclone adds -2 to his physical elusiveness against hurled missiles like arrows and spears. This increases to -5 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -1 to the caster's physical elusiveness against swords, etc. The vortex has a STR of 18, +1 per 5 WIS, and people must make a strength roll to force their way through the vortex to grab the caster.

Weather Control - The character can alter the weather in various ways. He can primarily make the sky overcast although it remains the GM's decision how far away the clouds he needs to summon are. Once in position he can bump the clouds together to create loud thunderclaps which will startle most people and usually cause animals to flee. He can create a 1 metre per 2 WIS +1 metre per level radius cloud at ground level in which victims are blind and have trouble breathing with -9 on all rolls.

He can increase and decrease the level of precipitation. He can do all this within a WIS x10 metre radius for WIS x1 minute. This can be used to simply drench someone or be turned into a torrential downpour (movement, actions and any combat rolls reduced by two thirds). The character can call down a lightning bolt anywhere in his line of sight if it is overcast doing D6 per WIS. +2 Thac0 with the bolt. +10 metres, +2 minutes and +D6 each time rebought.

Finally he is in tune with the atmospheric pressure around him, and senses when something moves within it (much like a motion detector). His sense radius is WIS x1 metre. He can sense all electromagnetic fields and locate any operating electrical devices (eg. hidden surveillance devices, power cables, electrical traps, etc) within his line of sight or WIS x10 metres.

Whirlwind - The character can increase the wind speed as such to create a whirlwind with a 1 metre radius per 2 WIS anywhere in his line of sight. It has a rotational speed of WIS x10kph. Any caught in it will be swept up and hurled around unable to perform any actions. +2 metres and +5kph each time rebought.

Animals

Animal Metamorph - This is the ability to transform into 1 animal type per 2 INT while retaining one's own memories, powers and attributes. Requires 1 action to transform. Gain 1 animal form per 2 INT. +1 additional form each time rebought.

Animal Mimicry - The power to totemically draw on certain abilities from animals for a temporary duration. Each animal ability lasts only so long as an animal remains within his line of sight or a 1 metre radius per INT, +2 metres per level. Can copy the abilities of 1 different animal per 5 INT at the same time. If there are more different animals present than can copy then may choose which abilities he copies. +1 animal each time rebought. Examples are given here.

Claws - The character has one 1 centimetre long claw made of bone which extend from one of his fingers. They do D6 plus STR damage bonus. If the character metamorphs his body then the claws also alter into the other form. eg. Metamorph Copper allows for copper claws, Metamorph Light allows for energy claws, etc. +1 claw each time rebought, but no more than 1 claw per finger.

Control Animals - The character is one with the animals and can pass among them without disturbing them (birds will not fly away and animals will not hide). Animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS (+10 each time rebought). The character also has empathy with all animals, able to sense their emotional state. He can summon any animals in the area. Up to 1 animal per 2 WIS of choice (+2 each time rebought). He can summon any animal within a 100 metres per WIS radius, (+100 metres each time rebought).

Control Insects - The ability to command insects. Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS (+10 each time rebought). The character also has empathy with all insects, able to sense their emotional state. The character can summon 100 insects per 2 WIS of choice (+100 each time rebought). He can summon any insect within a 100 metres per WIS radius (+100 each time rebought). If desired he can make them cover him creating a form of armour with 10 HPs per WIS.

Insect Metamorph - This is the ability to transform into any 1 insect form per 2 WIS while retaining one's own memories, powers and attributes (eg. WIS 11 = 5 forms). An additional equal amount of forms each time rebought.

Insect Mimicry - The power to totemically draw on certain abilities from insects for a temporary duration. Each insect ability lasts only so long as an insect remains within his line of sight or a 1 metre radius per INT. Can copy the abilities of 1 different insect per 5 INT at the same time. If there are more different insects present than can copy then may choose which abilities he copies. +2 metres and +1 insect each time rebought. Examples are given here.

Change

Density - The character can render his body intangible to normal matter. This enables him to pass harmlessly through any object. Can render himself + an additional 3kgs per INT unsolid. The character is only vulnerable to mind attacks. Once he lets go of an

object it turns solid again. Further the character has to concentrate to prevent himself sinking into the ground. Otherwise he could wind up at the centre of the earth. Plus an additional 3kgs per INT each time rebought.

Digitize - The ability to alter an object into digital form. It can then be stored on a CD, DVD, Hard Drive, storage crystal, or whatever else is available on your world. The storage item must be touched by the character in order to digitize the object into it. Otherwise nothing happens and the object remains unaltered. The character can later release the object from the storage device. For every 1kg of weight around 100 meg of storage is required. This can be spread out over multiple storage devices though all need to be held to release an object. The object or person will be able to fully interact with any virtual world they have been stored in, including the internet. After turning an object into information the object can then be sent through to another location. The character can alter 10kgs per WIS. +10kgs affected each time rebought.

Mass - The character can absorb the mass of anything that he touches and add it to his own. The more he absorbs the larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can reduce his AC by 1 and increase his STR by 1 and HPs by 2. Living things are not killed by the absorption process and are perfectly fine once released, although likely less than happy about the experience. He can hold the extra mass for 1 round per WIS. +1 round per WIS each time rebought.

Mutate - For 1 minute per 3 INT the character can double or halve either the range or damage of his own powers or anyone that he can touch or see. +1 minute each time rebought.

Recreate - The character can examine objects and later recreate them from memory. He can alter any other object into the one he wants. The only limitation is size. While a gun would be easy to recreate, a truck would require something of equal size. The character can retain a number of different items equal to his WIS. eg. a 3rd level character with a WIS of 11 can recreate 14 different items. If the character's repertoire of items is full one must be forgotten to remember another one. 10 points to buy this power. +1 object each time rebought.

Shapeshift - At its base level this power allows the character to alter or imitate his face shape, hairline, eye colour, hair length and skin colour pigmentation, hands and fingerprints and add and remove 30 centimetres to his height, age and dimensions. Internally he can rearrange own internal organs so they are better protected or not where an attacker expects them to be, and alter or imitate his voice.

If taken again then he can alter any part of his body to resemble anything from imagination. His structure may be no less than half, or more than double his original size. He can alter any limb into any melee weapon doing damage according to the

weapon type + STR damage. HPs of weapons = 10 per STR +1 per level with length not exceeding 50% greater than that area of body.

Weight - The ability to increase or reduce the mass of organic and inorganic matter. The character can affect himself or anything within his line of sight lasting until his concentration is broken. He can increase or decrease weight by 45kgs per melee up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but organisms are unable to move once they reach 360kgs. At less than 1kg weight he can glide at 30kph. 10 points to buy this power. +5kgs affected each time rebought.

Death

Deadly Breath - Special glands within the throat/lungs allows the character to breath out a cloud of gas up to 1 metre per 3 WIS length x10 centimetre per WIS diametre, +50 centimetres per level. As a side effect he is immune to the effects of all forms of toxins and poisons but not any physical damage done by them, +3 to save vs. drugs. All victims must save vs. poisons/toxins/drugs. +1 metre each time rebought. The different gas types are;

Blindness which prevents the victim from seeing for 3D4 minutes.

Burning Acid which causes major skin irritation and burns flesh. It does 2D6 per melee for 3D6 melees. No save.

Death which will kill an opponent on a failed save. If the save is successful then the victim suffers 4D6 damage.

Death Sign - The character can see a death mark over anyone who is about to die within the next hour per WIS. Plus an equal amount of hours per WIS each time rebought.

Death Stare - Must have eye contact. Once this is achieved the victim must save vs. Willpower or die. Even if the victim saves then he is knocked out for 1 day per WIS of the user. The character is immune to own stare.

Fake Death - This power allows the character to slow his metabolism to such a degree that he becomes comatose and appears dead. Cadaverous appearance, noisome stench, etc.

Lethal Blood - The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes. One minute is the minimum it can drop to. As a side effect he is immune to all poisons. -1 minute each time rebought.

Talk to Departed - This character can listen to and relate conversations with the departed. This is done by going into a trance and allow a spirit to enter his body in order

to speak through it. Further he can sense the emotional state of the departed and whether they are being truthful.

Weaken - This is the ability to exacerbate any wound causing it to become putrid, fester and seethe. This prevents any cuts from healing in a proper manner. The wounds grow fetid and do not recover for many months, considerably weakening the victim. The victim takes an additional 1 HP damage per INT of the character and -1 CON per 5 INT per touch. Already severely wounded victims are immediately rendered comatose. Their condition becomes critical and they will die without medical attention. Damage and duration of drugs, toxins and poisons doubled and the victim is -4 on any further saves. Double all pain for 15 minutes per level.

Earth

Command Plants - Plants will obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per WIS. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out. As an extension of the telepathy the character can confer with any plant within range and question it. It will answer truthfully about anything it knows or sensed passed by it. +10 metres each time rebought.

Earth Armour - The character can draw on an existing earth source and surround himself with it so that it now forms an armour, with HPs equal to 20 per WIS.

Earth Shape - The hero can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. Alternatively he can soften the soil making it not unlike quicksand with a 1 metre radius per 3 WIS x 1 metre depth per 2 WIS. Victims sink at a rate of 60 centimetres per round and are -5 on all combat rolls. As a side effect of this he can refine earth materials and cause them to separate into their component minerals. One kilogram per WIS per round may be sorted. +1 metre and +1kg each time rebought.

Earth Sight - by touching any stone or earth material he can see through it up to 1 inch per WIS. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.

Earth Wall - Can form a wall or shield of earth 10 centimetres per WIS thick x 30 centimetres per WIS tall x 15 centimetres per WIS radius anywhere within 2 metres per WIS. The field has 100 HPs per square metre. +30 centimetres and +2 metres each time rebought.

Manipulate Earth - The character can dig a hole in the earth by force of will alone. He may choose to have the excavated material pile up at the edge of the hole or to have it slip off deeper into the earth. The hole takes 1 minute to excavate per 100 cubic metres. He can also split the ground open up to (1 metre wide per 3 WIS, +2 per level) x (1 metre deep per 2 WIS, +3 per level) x (1 metre length per WIS, +5 per level). The second method however is not as precise or controllable as the first. If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6 per second. Anything combustible will instantly catch alight.

Rock Shards - The character can hurl pieces of earth at nearby victims whether rocks or shards. 2kgs per WIS over a range of 2 metres per WIS at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed. +3 metres and +5kgs each time rebought.

Fire

Fireball - Throw fireballs over his normal distance x2. They do D8 per 5 WIS and have a 20% chance of causing anything combustible to catch alight. +D8 per and +10% each time rebought.

Fire Manipulation - He can manipulate any flames within his line of sight of up to a 27 metre radius. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 1 metre per 2 WIS doing 3D6 damage. If there is an existing flame source within his line of sight he can create a 1 metre per 2 WIS radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties. +2 metres and +D6 damage each time rebought.

Fire Wall - Can form a shield or wall of fire 10 centimetres per WIS thick x 30 centimetres per WIS tall x 15 centimetres per WIS radius anywhere within 2 metres per WIS. Does D6 damage per 5 WIS for every 30 centimetres the victim walks through. As a side effect he is immune to the effects from heat but not the damage from fire attacks. +30 centimetres each time rebought.

Flamethrower - Form a continuous gorge of fire which does D6 per 5 WIS over 1 metre per WIS. Anything combustible instantly catches alight. As a side effect he is immune to the effects from heat but not the damage from fire attacks. +D6 damage and +4.5 metre range each time rebought.

Spontaneous Combustion - He can cause any 1 object per round within his line of sight which is combustible to ignite doing D6 per level. If used on human skin it can scar the entire body and melt the skin, making the effective CHA 1. The fire only does 1 point of pain damage every turn, slowly torturing the person to death, but does no real damage except for that of the marring of facial features. This can also be used to spot weld any

two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

Thermal Flight - The power to fly by riding a planet's thermal currents (if it has any). Speed is WIS x10kph with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. Speed is also reduced accordingly in colder climates, as determined by the GM. +5kph each time rebought.

Thermal Vision - The hero can see heat images and traces the same way as thermo optic equipment, equal to normal vision range. Can see invisible lifeforms by their heat.

Justice

Adapt - When in combat the character instantly gains the necessary power/s required to counter an enemy, but is still restricted to a pool of 30 power points. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks. +5 power points each time rebought.

Neutralize - He also automatically neutralizes any supernaturally derived abilities or enhancements so long as they remain within a radius of WIS x1 metre. A Were will revert to human in his presence. +1 metre each time rebought.

Nullify - He automatically neutralizes any magic aimed at him by nullifying the spellcasting ability of anyone or any object within a radius of WIS x1 metre. This includes magic enhancements. +1 metre each time rebought.

Postcognition - can be used to gain information on what an item is and who may have handled it. It cannot provide a detailed analysis of the item's internal structure or as yet unrealized potential. The character can see up to WIS x1 minute ahead. If rebought he can see up to WIS x5 minutes ahead. If rebought again then WIS x10 minutes ahead. Then WIS x30 minutes ahead. WIS x1 hour ahead. WIS x1 day ahead. WIS x1 week ahead. WIS x1 month ahead. And finally WIS x1 year ahead.

Revelation - The character can bond with another person via touch and learn everything the victim knows unless they save. The knowledge gained lasts for 1 minute per WIS. +1 minute each time rebought.

Soul Weapon - The character can mentally will into existence a weapon of psychic energy which does synaptic damage directly to the victim's brain. Can use this either to paralyse for 1 melee per WIS, or induce shock unless psi save. Once per day per 5 WIS he can will it to do 1 damage per WIS, + half your WIS per level. All weapons are +1 to Thac0 per 2 WIS. Remains until cancelled or KOed but uses up 1 attack per melee while in use. Types include; Hand Held Weapons (Swords, axes, machetes, staves, maces, and all manner of melee weapons); Thrown Weapons (Short bows, shuriken, throwing axes,

and throwing knives). The weapon has 20% more range than a normal weapon of its type. Use limited only by number of melee attacks of character; Whips Can fire a psirope WIS x1 metre +1 metre per level. Can mentally control the end of it making it sticky, allowing people to swing on it, climb up it or entangle with STR equal to WIS.

True Sight - This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Knowledge

Clairaudience - Can tune in to any location that have been to before or person that have met and listen for 1 minute per WIS. In this case he can hear distant sounds and voices despite any intervening distance or barriers. The power is not hindered by factors that affect normal sound transmission such as distance, time lag, muffling, distortion or the absence of a transmitting medium. Because of this Clairaudience has superior range over any enhanced hearing. Only Clairaudience enables the hero to hear across a vacuum for example. Distant sounds are sensed at their original volume level. +1 minute each time rebought

Clairvoyance - The character can tune in to any location that have been to before or person that have met. The duration is 1 minute per WIS. The hero can see distant sights without directly seeing it with his eyes. The hero receives a visual simulation of what he would see if he were actually present at the scene. The power is not hindered by any of the factors that affect normal light transmission such as distance, blockage, obscurement, and time lag. It can be used to see things that are impossible for a telescope or Telescopic Vision. For example current conditions inside a sealed room on the surface of Venus. Normally the power is consciously controlled. Sometimes it functions automatically. This can be the result of improper control, interference, or be triggered by sudden, dramatic events occurring to someone who whom the hero shares an emotional rapport. The power can work against the hero if unwanted visions obscure the hero's sight or distract him at a crucial moment. +1 minute each time rebought.

Insight - The character can detect weaknesses in any opponent or structure within the hero's line of sight. He can sense concealed people or objects within his line of sight. Finally he can detect the lies of anyone talking to him.

Language - The hero 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 language, provided he is physically capable of communicating in it. The number of languages a hero is currently fluent in is limited to his level + INT. When a hero exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the hero has had little use for. The speed with which a hero 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). The amount of languages known increases by his INT score each time rebought. eg. With an INT of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

Machine Knowledge - The character has the ability to touch any machine and copy its abilities. The character retains the copied powers as long as he wants until he has to trade out something to make room for more. When this happens the rule is first in, first out with all of the properties of the earliest object he mimicked leave at once and then the next object, until there's enough room in the pool for the new one. Can copy the abilities of 1 different machine per 2 INT at the same time. +1 machine each time rebought.

True Memory - This character has a perfect memory. By studying a map or document for 1 minute, -2 seconds per WIS the character will be able to recall them with total accuracy. The character will also be able to recognize faces, costumes, and cars that they have only seen once or twice before. Memories are permanent and can be recalled with crystal clarity at any time.

True Sight - This character 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, but not the exact nature of the magic aside from whether it is harmful or helpful.

Life

Adapt to Environment - Can adapt to any atmosphere within 1 hour, -1 minute per CON. Thereafter can switch between environment types at will (but must first adapt to each individual environment).

Adapt to Temperature - Can adapt to any temperature within 1 hour, -1 minute per CON and become immune to its effects. Thereafter can switch between temperature types at will (but must first adapt to each individual environment).

Converse - The character can cause any non living physical object that he touches to come alive and obey simple commands. The object can talk (will answer questions) and move (if has wheels or legs). Control 1 object per level of up to WIS x10kgs size. +1 object and size +10kgs each time rebought.

Diagnose - By carefully laying on hands, the character can sense the subtle currents of living energy within an organism. He can detect any flaws within this energy flow and diagnose ailments and injuries.

Heal Others - The ability to heal another life form at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing; Restore 1 HP per

INT per 10 minutes; Reduce the damage and duration of drugs, toxins and poisons by 4% per INT and gives +1 to save per 4 INT; Negate all pain for 1 minute per INT; Immediately bring a comatose patient up to 1 HP per INT and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes.

Heal Self - The ability to heal oneself at phenomenal rates. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective. If rebought can regenerate 1 limb once per day taking D4 hours. If rebought again can regenerate 1 organ per 2 days taking 2D4 hours and are impervious to the transformative bite of vampires and certain werebeasts. If rebought a third time then no longer age and if killed can regenerate completely so long as a single drop of blood remains. However each time that die must take an Insanity. Can only be killed through disintegration.

Suspended Animation - This power allows the character to place himself or anyone he touches to enter a state of suspended animation for 1 hour per WIS. During this period he will not age, cannot move nor react to pain. It is especially useful in medical situations.

Light

Glow - Once per melee he can generate a brilliant flash of light to blind all people within a 30 metres radius. The effect lasts for 2D6 melees per level and causes -6 on all rolls. +1 metre each time rebought. Alternatively he can shed a lesser amount of light that can be used to see by all in a 15 metre radius equal to 150 watts. This light can be seen for a few kilometres at night. Opponents are at -2 to hit with any ranged attack, -5 with melee combat in a very dark area (near blinding). Opponents are at -1 to hit with any ranged attack, -3 with melee combat in a dimly lit area (semi- blinding). Opponents are at -1 to strike with melee attacks in daylight or a well lit area. +3 metres and +25 watts each time rebought. Finally he can create an intense spotlight from any part of his body with a range of 50 metres per 10,000 watts.

Hologram - Can project a realistic 3D image of anything the person can imagine up to one metre away with a radius of 30 centimetres. The projection can be a realistic simulation of something the character saw, a fanciful creation direct from the hero's mind, or an abstract display of light. +30 centimetres each time rebought.

Laser Absorption - The ability to absorb all forms of energy. The character can absorb any kind of energy attack directed against him be it pure energy, electricity or lightning, fire (not heat), and lasers. The character can absorb up to 2 points of damage per WIS. In terms of other power sources such as batteries or power plants the character can absorb a maximum of 1 megawatt per WIS. If he also has an energy emission power he can add the damage he absorbs into the damage done by the blast. +2 points per WIS and +1 megawatt per WIS each time rebought.

Laser Blast - The power to control amplified light. The character can fire a laser bolt which does D6 per 5 WIS over 1 metre per WIS. As a side effect he is immune to the effects from radiation but not the physical damage from laser attacks. 5 points to buy this power. +D6 damage and +15 metres each time rebought.

Laser Wall - Can form a shield or wall of lasers 10 centimetres per WIS thick x 30 centimetres per WIS tall x 15 centimetres per WIS radius anywhere within 2 metres per WIS. Does D6 damage per 5 WIS for every 30 centimetres victim walks through. As a side effect he is immune to the effects from radiation but not the physical damage from laser attacks. +30 centimetres each time rebought.

Light Form - The ability to turn into a being of pure light. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this dimension to control the energy parcel which has taken the place of his body. While in this light form he is immune to radiation, gases, toxins, laser beams and ion blasts. Explosions do half damage. Physical attacks (arrows, bullets, people, swords, etc) pass right through him.

Nuclear explosions will dissipate the character killing him. Heat (including plasma), cold and water based attacks (tech, magical, psi, etc) all do half damage. He must touch or pass through a victim to do damage. In his energy forms he can fly at 2.997925×10^8 metres per second. The different forms include cosmic rays, electromagnetism, gamma rays, infrared, microwaves, photons, protons, solar particles, ultraviolet and xrays. While transformed the character has negligible weight, so gravity or weight manipulation powers are useless against him. Photons (particles of light) are pretty much the only massless structure in the universe. When transformed he can see and distinguish all the different energy types, equal to normal sight range.

Stellar Sustenance - Instead of needing to breathe, eat or drink the character can absorb stellar energy via photosynthesis. Further he can absorb any kind of solar or radiation attack directed against him up to a max of 1 megawatt per INT. +1 each time rebought.

Love

Empath - The character can detect the emotional state of any one person within his line of sight or 20 metre radius 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. +5 metres each time rebought.

Entrance - The character via his angelic singing can entrance and effectively paralyse anyone who hears him. The victims must be inside the range of the song and must listen to the song for at least one round in order to be affected. After 2 rounds the song will

cause a restful peace to fall over all creatures in earshot. If the character desires at this point he can use the song to put them to sleep.

Immune - The character is immune to the effects of possession and manipulation, even magical.

Manipulate - The character can transmit either his own emotional state to another or manipulate their emotions to what he desires. They must be within his line of sight or 20 metre radius. The power functions for as long as the hero concentrates on using it. +5 metres each time rebought. Confusion will affect the victim's ability to make decisions, his sense of direction, time or what is going on. -3 on everything. Despair will cause a 3% chance of surrender per WIS, +2% per melee. Combat rolls halved but fleeing MR is doubled. Fear will cause a 4% chance of fleeing per WIS, +3% per melee. Combat rolls reduced to one third but fleeing MR is doubled. Hate will cause the victim to act rashly, with a 4% chance per WIS to attack the source of his dislike (old hatreds surface), +1 to hit source, -1 all else. Satisfaction will cause a 4% chance per WIS to reconsider actions, not attack, show mercy, halt rampage, etc.

Phermones - The character is especially physically attractive, add +1 to CHA. He emits pheromones into the air that attracts members of the opposite sex. The chemicals are so strong that the character will have to avoid the opposite sex because they will follow and swoon over him constantly. Any members of the opposite sex must roll to save versus mind-control drugs whenever they come within line of sight of the character or be reduced to any means they can find to impress him/her. He can issue a command (eg. stop, look, no, etc) which everyone who hears must obey. Victims are -1 to attack. NOTE: The victim must be able to SMELL the pheromone in order to be affected by it. If they are wearing a gas mask or environmental suit, or they have an inability to smell, then they are unaffected by this power.

Remember - The character can create realistic 3D images, sounds and smells drawn from the victim's memories anywhere within line of sight with a radius of 2 metres per WIS. +5 metres each time rebought. Although not physical images will look, sound and smell real to the victim. These Illusions can be mechanically detected and recorded by such means as photography or television. The Illusion can take any size or appearance the hero desires and is limited only by his imagination. The Illusion can be a realistic simulation, a fanciful creation direct from the hero's mind, or an abstract display of light. The hero is playing with light itself and can create anything that is visible. Since most people depend on vision to gain information on their surroundings, this power presents the awesome ability to apparently alter the nature of reality. The hero can cast his Illusions anywhere though he must be able to clearly see the area where the Illusion is formed if he wants to make it at all realistic.

Worshippers - The character can attract one follower per 4 WIS who will obey only him and do all he commands unquestioningly. +1 per WIS each time rebought.

Luck

Anchored - This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if If history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Hide - A bio-aura surrounds this character making him invisible to all cameras, electronic sensors, artificial optics, robots, etc. This power does not affect normal sight unless the viewer is relying on an electronic means of perception.

Insight - The character can detect the weakness in any opponent or structure within the hero's line of sight, sense concealed people or objects within his line of sight and detect lies of anyone talking to him.

Kickback - By touching a victim the character can cause their power/s to feedback and do damage to themselves even if they're immune to it. Once touched the victim is affected until he leaves his line of sight. +1 victim each time rebought.

Luck - The character choose to have something lucky happen to any one person per WIS within his line of sight. This may include performing a failed roll, saving against great penalties, turning a minor hit into a critical one, etc. +1 victim each time rebought.

Psychic - Whenever there is impending danger to the character he avoids it by not noticing its there. He becomes distracted by a passing pretty girl and avoids a punch. He bends over to pick up the shiny pebble and dodges a bullet, etc. Gain +1 willpower save per 5 WIS, and +1 minute each time rebought.

Unluck - The character can cause something unlucky to happen to any 1 enemy per WIS within his line of sight. This may include fumbling Thac0 rolls, failing saves, taking critical damage from a minor blow, etc. +1 victim each time rebought.

Magic

Increase Mana - The character's natural mana is increased to INT + WIS x5. Plus an additional x1 each time rebought.

Increase Spell Damage - All spells the character knows have their damage increased by +1. +1 each time rebought.

Increase Spell Duration - All spells the character knows have their duration increases by 50%. +50% each time rebought.

Increase Spell Range - All spells the character knows have their range increased by +50%. +50% each time rebought.

Increase Spell Save - +1 save vs spell. +1 each time rebought.

Learn Spell - The character automatically learns any spell he sees cast in front of him regardless of which sphere it is from.

Teach Spell - By touching a person the character can automatically impart on him any spell he wishes to teach him. However the spell must be from a sphere the learner has access to.

Music

Alter Sound - Finally the character can alter the sound input for anyone in the radius of his influence, or for those he specifically targets. In essence, those who fall victim to this power will hear the sounds of the current area at varying pitches, lengths, tones, volumes, and rhythms. The effect is so disorienting, that all victims suffer a combat penalty of -6 to Thac0 for the before mentioned duration.

Enhanced Hearing - Hearing increases by x1 normal range per 3 WIS (eg. WIS 15 = x5 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. An additional x1 each time rebought.

Enhanced Voice - The character's voice range is doubled. Once per melee he can issue a command (eg. stop, look, duck, etc) which everyone who hears must obey unless save. Victims are then -1 attack next round. 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). The character gains a +2 bonus to any voice skills. Voice range is increased by a factor of x1 and an additional 10 words per level each time rebought.

Perspective Hearing - The character can pick anywhere within his line of sight to tune in to. He can then listen in as if the person were right next to him.

Remove Sound - The character can remove all sound from within a 3 metre per WIS range, over a 1 metre per WIS radius. This also allows him to absorb any kind of sonic attack directed against him of up to 2 points of damage per WIS. If he also has the sonic emission power he can add the damage he absorbs into the damage done by the blast. +3 metre range, +1 metre radius and +1 point of damage per WIS each time rebought.

Sonic Yell - The character can release a concentrated sonic blast against opponents equivalent to 10 decibels per WIS, +10 per level. These do D6 per 5 WIS +D6 per level, over 10 metres per WIS per level. Victims are -6 until the noise stops, plugging ears

reduces the effects by half. As a side effect he is immune to the effects of loud noises but not the physical damage from sonic attacks. A table on decibel effects can be found here. +D6 and +10 metres each time rebought.

Sonicportation - The character can transform himself into pure sound and travel nigh-instantaneously to any location within sight before reverting to his physical form. He cannot travel to or through areas where soundwaves cannot propagate such as vacuums. However he can only teleport at the speed of sound.

Night

D'arque Control - He can create an area of darkness of 1 metre radius per INT anywhere within his line of sight. If desired the player can focus this darkness around a single person and exert his will creating an unexplainable fear of the dark on the victim. He must make a saving throw vs. insanity or else he will be permanently afflicted with the phobia. Thereafter the victim will always suffer a -4 or -20% penalty (whichever applies) on all rolls whenever attempting to do anything in darkened conditions. +5 metres each time rebought.

D'arque Form - The ability to transform all or part of one's body into a living shadow. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his form and replacing it with a corresponding amount of D'arqueness. His mind remains in this dimension to control the form which has taken the place of his body. While in this form the character is invisible to heat, motion, and many other kinds of sensors. He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected. In the 2-D form the character has 100% Stealth, but his speed is limited to half. The character can take himself and up to 100lbs of matter into the 2-D realm. Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow. He has nightvision equal to normal vision.

D'arque Gravity - The character if successful in grabbing hold of another person can use his gravitational power to crush his opponent. The character can also increase his physical grip by forming a gravitational field in his hands and arms. This effectively increases his gripping STR by 8 points. STR damage bonus applies to damage done with these attacks. +2 STR points each time rebought.

D'arque Influence - The character can cause extreme vertigo to any victim affecting their balance and causing extreme dizziness. This can be employed in one of two ways, switching between the attacks though requires one melee action. It can either affect everyone looking at the character or he can choose to affect a radius of 1 metre per 2 WIS. Those affected are -10 on all rolls, have their actions halved and MR reduced to one third. Further any victim must save vs. trauma or start vomiting. +1 metre each time rebought.

D'arque Walk - The character can rearrange his centre of gravity so that any designated surface becomes "down". If he jumps off the surface then normal gravity takes effect again. This can allow the character to walk along walls or ceilings but without needing to worry about weight or speed restrictions.

D'arqueness Within - Through eye contact with the victim the character can force him to witness the moment of death of all those he has harmed, through his victims' eyes and develop a random insanity. For every minute of eye contact the victim has 10% cumulative chance of going into coma. Victim can save vs. insanity at -1 per level.

Dreamwalk - The character 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. 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.

Skill

Angular Vision - You can focus in two separate directions allowing you to have a greater angle of vision, aim two weapons at once or to take full advantage of extra limbs. Characters with more than two eyes can buy this again for each additional eye.

Alter Attributes - This is the startling ability to temporarily rearrange the points between any of your attributes. For example you may have a STR 15 and INT 10. You are under mental attack and so in order to increase your Psi save you decrease your STR to 10 and increase your INT to 15. In effect you shifted 5 points from your STR to INT. Or using the same example you could reduce your INT to 5 to increase your STR to 20 for one blow. You may do this once per turn per level.

Dextrous - +2 DEX, +2 Thac0, -1 AC. +1 Thac0 and -1 AC each time rebought.

Fit - This character takes a long time to get tired, four times as long. Fighting, running, carrying and any other feats of endurance have their length of time quadrupled.

Hide - The character can blend into his surroundings and become 100% undetectable if standing still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metres per round and 0% if move any faster.

Hunt - The character can psionically locate a chosen target. This differs from normal tracking in that no physical or sensory contact however tenuous is required. Consequently the power is not hampered by the concealment, erasure, or absence of the target's scent. It can operate over immense distances and even time. The only factors that can hinder the power are those that diminish any psionic activity. He can track a specific person or lifeform anywhere within the same dimension over a time span of 10 years per WIS. +10 years per WIS each time rebought.

Learn - This ability allows the character to gain the skill knowledge needed to use any non electrical or mechanical object by touching it, and absorbing the necessary skill/s from the previous owner or user. The skill level will be equal to that of the previous person's. The skills are retained for 1 day x WIS. +1 day each time rebought.

Time

Age - The character can age any object or organism 1 year per WIS for every melee that touch (unless save). An object can be aged to the point that it weakens or decays. For example a character touching a sword may be able to age it to the point that it rusts, for a door it will age it to the point that it warps, for stone it will weather to the point that it will turn to sand, for food it will decay to the point that it becomes rotten or spoiled etc. The effect lasts for 1 hour per WIS unless the organism dies or the object is destroyed. He can also do the reverse and rejuvenate organisms. +1 year each time rebought.

Anchored - This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement. Further even if If history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

Blur - The character can place himself between two time periods (a fraction of a second between the character's present time line and the future). As a result, the character's outline appears blurred, shifting and wavering. This distortion grants the subject semi invisibility (-4 to hit). Another effect of this temporal field is to shroud himself from detection by divination and psionic powers, spells and mystic objects such as crystal balls.

Chronal Sense - The character instantly knows what year he is in and how to get home. He can perceive Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared, X-rays, Chronal Wormholes, Gates, Planar Portals, etc and where they go.

Jaunt - The character can jump a short distance ahead in time. During the time of a character's temporal jump the character is not affected by anything that happens in the normal time line. When the character comes back in the next round to the timeline, he/she will notice the after effects that happened during the previous round. This can also be used on others with the subject reappearing in exactly the same orientation and condition as before. For the subject, no time has passed at all. If the space from which the subject departed is occupied, upon its return to the time stream, it appears in the closest unoccupied space, still in the original orientation (determine the closest space randomly if necessary).

Finally this can be used to send bullets, etc one round of time ahead or into the past. If rebought then the character gains the ability to alter his chronal frequency and shift between years in time. If the location is not known then the character simply transports over to the same geographical location in the other time frame. The character can travel over a time span of 10 years per WIS. If rebought again then its 20 years per WIS, a third time its 30 per WIS, etc. The character can affect him self or a victim and 100kgs per WIS. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character.

Motion - The character can slow objects over a 3 metre radius per WIS anywhere within the character's line of sight. If he cant see then it just centres around him. He can slow 1 person or object by 50% for WIS x1 melee. This will of course also effect actions, dodge ability, etc. He can also speed up objects in exactly the same way. +2 metres and +10% each time rebought.

Repeat - At any point the character can reverse time and repeat an event. You and any other players remember what happened the 'first time', but the NPCs don't. You can now act on what you learned, or avoid things that didn't work out the way you wanted them to. However each event can only be repeated once. You can rewind up to one minute per WIS. +1 minute per WIS each time rebought.

Travel

Dig - The hero can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. Burrowing remains the hero's preferred mode of transportation, when compared to running or especially to inconceivable activities like flying. 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. Examples include explosives, Vibration, etc. If the hero wants to build a relatively permanent tunnel, his movement rate is cut in half as he takes the time to make reinforced walls. 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. If the hero also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults at half speed.

Flight - Choose one of the flight powers from here.

Gate - The character can create a vertical gateway of up to 1 metre x1 metre for every 4 WIS, anywhere within 2 metres per WIS. This gate can lead to any location that know well, can see or have a detailed picture of. The hero forms two parallel space warps at the desired point of detachment, then shifts the location of the outer warp. +3 metres each time rebought.

Grab - He can teleport any object he is carrying straight into his hands or back into his pockets. The character can rob objects and life forms of their kinetic energy, motion, or momentum and use the energy to accelerate himself even faster. He can affect a 3 metre per WIS range over a 1 metre per WIS radius. He can also lend speed to inanimate objects or allies enabling them to temporarily travel nearly as fast as himself. He can absorb 1 MR per WIS. eg. with a WIS of 12 at first level he can steal or lend up to 12 MR, at third level it would be 36 MR, etc. This can include bullets in flight, speeding vehicles, falling objects, etc. At super speed levels he automatically gains a specific resistance to friction, wind resistance and wind burn while his lungs are also adapted to breathe high-velocity air. 10 points to buy this power. +3 metre range, +1 metre radius and +1 point of MR per WIS each time rebought.

Isomovement - By touching an object the character can teleport himself to the other side of it. The object can be no larger than 1 metre per WIS. The character can move himself or anyone he touches plus 30kgs per WIS. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. eg. the character is trapped in a dead end. He touches the wall which is less than a metre thick and teleports to the other side of it. He can also change his own facing instantly. So rather than having to turn around he can immediately face what is behind him. +20kgs each time rebought.

Run - This character is really fast. The character's MR is increased to 28. MR may now continue to be bought as normal. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. At this speed the character senses the ambient world moving more slowly. Thus there is no risk of encountering a situation and not being mentally capable to handle it, he can

both mentally slow time down and physically adapt so as to catch up to the newly heightened temporal perception.

Teleport - The ability to instantly transport oneself from one place to another. The location must be within line of sight, a place well known to the person or a location which have an image of. The character can move himself or anyone within sight plus 30kgs per WIS. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. Certain conditions can prevent the hero from Teleporting such as extremely dense materials like Neutronium or black holes which are impassable. +20kgs each time rebought.

War

360 Vision - The ability to see things from a different location, as if his eyes had floated out to a point and then looked around. This point can be up to 1 metre per 3 WIS away. When using this a hero can see around corners, looking around them as if he were standing beyond them. He can also look back at himself and see his surroundings. The only restriction is that the character must be able to see the point that he wishes to use as his perspective. +3 metres each time rebought.

Ballistic Enhancement - By touching a missile (including arrows, bolts, bullets, stones, etc) the character can cause it to create a replica of itself when fired or thrown at a target. The hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 WIS. Note the replicas only appear once the object is fired. Once they have hit or missed they all disappear. +1 replica each time rebought.

Blend - The character can blend into his surroundings and become 100% undetectable if standing still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metres per round and 0% if move any faster.

Sense Danger - The character gains a sense of imminent danger with a warning time of 1 minute per 5 WIS. Will know direction and threat level. +1 to Perception. Gain +1 willpower save per 5 WIS, and +1 minute each time rebought.

Strong - +4 STR, +4 each time rebought.

Tough - The ability to withstand massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space, but also in high pressure ones. The player's bones are nearly unbreakable and his skin is cut resistant. Gain +5 HPs per CON, and a +1 save bonus per 4 WIS vs. magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body. Cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches, poisons, gases, drugs, diseases and radiation have half their effect and damage with a +1 save against each per 5 WIS. Gain +10 HPs per CON (instead of +5), a +2 to saves

(instead of +1), with effects and damages reduced by three quarters (instead of half) each time rebought.

Virtual Hearing - The character can pick anywhere within his line of sight to tune in to. He can then listen in as if the person were right next to him.

Water

Animal Control - He can mentally control underwater animals though they will obey only simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS. +10 metres each time rebought.

Breathe Water - He can breathe any true water which has oxygen in it. 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).

Ice Wall - Can form a wall or shield of ice (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The field has 100 HPs per square metre. As a side effect he is immune to the effects of cold but not the damage from ice attacks. 5 points to buy with a 1 square metre size, 100 HPs, and within a 30 metre range. +1 square metre, +10 HPs and +3 metre range each time rebought.

Purify Water - The character can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content. He can affect a 2 metre radius per WIS. As a side effect he can also remove toxins from himself or another. He must first make a cut somewhere on the body. From this cut he can then summon out any poison, venom or other toxins from the body. +3 metres each time rebought.

Water Blast - This is the ability to draw condensation from the air and direct it as a jet stream of water doing STR damage D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. This pushes the victim back 1 metre per STR point greater than the victim's. A shot to an open mouth can drown a victim. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it. 5 points to buy this power. +D6 and +15 metres each time rebought.

Water Shape - He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per WIS, +3 metres per level within line of sight while concentrate. The size of the wave can be up to WIS x 1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 WIS, +2 metres per level until his concentration is broken. Further can reach out through a pool or lake, forming arms or other shapes out of the water. He can then exert his strength through the water arms. The arms can take damage equal to his total HPs,

and its stretching ability is dependant on the amount of water available for it to draw on. Does D6 damage per 3 metres height.

Water Wall - This is the ability to draw condensation and form a shield or wall of water (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, 30 centimetres per level) x (15 centimetres per WIS radius, 30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level until concentration broken. Most weapons will have their range halved by the water if not swept away together. Any kinetic attacks are simply caught in the water and slowed to the point of ineffectiveness. Lasers are diffused and rendered harmless. There are no actual HPs. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it.

Gargoyle

Gargoyles are primarily associated with the great stone buildings of medieval Europe, particularly cathedrals although they were also placed atop castles. In architecture a gargoyle is a carved stone grotesque with a spout designed to convey water from a roof and away from the side of a building. The term originates from the French Gargouille, originally "throat" or "gullet"; Latin gurgulio, gula, and similar words derived from the root gar, "to swallow" which represented the gurgling sound of water. A chimera or a grotesque figure is a sculpture that does not work as a waterspout and serves only an ornamental or artistic function.

These are also usually called gargoyles in laypersons' terminology. The term gargoyle is most often applied to medieval work, but throughout all ages some means of water diversion when not conveyed in gutters was adopted. In Egypt gargoyles ejected the water used in the washing of the sacred vessels which seems to have been done on the flat roofs of the temples. In Greek temples the water from roofs passed through the mouths of lions whose heads were carved or modelled in the marble or terra cotta cymatium of the cornice.

Medieval people often saw gargoyles as a means of frightening demons away from the cathedrals upon which they were mounted, protecting them from the forces of Hell. Many medieval cathedrals included gargoyles and chimeras. The most famous examples are those of Notre Dame de Paris which legend states come to life at night and go flying about the city.

Gargoyles are a winged humanoid race with demonic features: horns, a tail, and talons. They are the guardians of the structure on which they reside. They can use their wings to fly or glide, and have a rocky hide.

The exact origins of Gargoyles lie so far back in the mists of time that we have no certain details as to how they came about. Being magically animated it is assumed they

may have been give life by some mage in the distant past. They were plentiful and everywhere in Europe until the start of the Inquisition when many were destroyed while asleep. The numbers of Gargoyles grew steadily fewer until finally the surviving members fled into the wilds to hide. Some have recently re-entered cities to sit atop buildings with each city's inhabitants assuming they are simply statues.

The primary purpose in Gargoyle life remains to protect. There can be few anguishes greater for a gargoyle than failing to protect someone from harm. When gargoyles choose to protect an area, they will do so steadfastly, even when the humans whom they protect respond to them with fear and hatred.

Step 1: Age

Determine the character's starting age;

01-20 100 xD4 years

21-40 100 xD6 years

41-60 100 xD8 years

61-75 100 xD10 years

76-90 100 xD12 years

91-00 100 xD20 years

Next decide his background;

Where were you born? What was your childhood like? What was the reaction to your first miraculous recovery from death? Did you leave your home and family, or did you stay around and watch them grow old and die? If so, how did it affect you? (see the special Disadvantages section for more on this). Where have you been in the intervening years? Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

INT: 3D6, WIS: 3D6, STR: 6D6, DEX: 3D6, CON: 4D6, CHA: 3D6, MR: 3D6, HPs: CON +50, +12 per level, AC 0. Gargoyles can be 4-7 feet tall.

Horns do 2D6 each, talons do +D6 each, and the tail does 2D6 and possible knockback. Their claws can be used to scale stone walls, digging into the stone to provide footholds for themselves.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. The type of skills the character has should be determined by what era he was living in when he died. His form also makes any fine DEX skills difficult, such as picking locks.

Step 4: Abilities

All Gargoyles start with the following abilities free;

Gargoyle Form - While Gargoyles can be dealt with through conventional means this isn't easy. They are composed of stone and are able to continue functioning until utterly

destroyed. Gargoyles recovers HPs at the normal rate. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, fire, solar and electrical attacks do half damage. They are also immune to certain other mortal vulnerabilities including fatigue, poisons, gases, drugs, disease, possession, mind control, temperature and pain.

Gargoyles can fly at WIS x5kph, +5kph per level with a maximum ceiling height of one kilometre. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total Hps.

Gargoyles additionally 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	-1 AC
Density Control	10	Gargoyles can increase or reduce his own mass by 45kgs per melee, +5 per level up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but are unable to move once reach 360kgs. At less than 1kg weight can glide at 30kph.
Earth Sight	5	By touching any stone or earth material he can see through it up to 1 inch per WIS. Lack of light does not affect this sight. This can also be used on plants, trees and anything wooden.
Flight Bonus	5	Flight is increased to WIS x10, +10kph per level.
HP Bonus	10	It only costs 1 point to buy each point of HPs.
Indomitable	5	Gargoyles can withstand great amounts of expected kinetic force and remain in a perfect upright position. As long as the character knows he's about to be hit by sudden force like a truck, he automatically becomes almost impossible to move. 5 tons per WIS +1 per level. The subject must be aware of an attack to prepare for the blow. If the user is permitted to make a dodge or a parry roll, then he is able to activate his power. Likewise if he grabs the ground with his fingers or toes he is extremely difficult to lift (with the same abilities).
Spellcast	10	Faerie magic only but he is bestowed with all the spells within that sphere. Gargoyles 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.
Stone Talk	5	The character can cause any non living physical object that he touches to gain the power of speech and answer questions.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
STR Bonus	5	It only costs 1 point to buy each point of STR.
True Sight	10	This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility (yes, you can see the invisible). This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

Step 5: Careers

Some kind of guardian, perhaps a bodyguard.

Valkyrie

The Valkyrie is in the oldest strata of belief a corpse goddess, represented by the carrion eating raven. The name in Old Norse, valkyrja means literally "chooser of the slain." The Valkyrie is related to the Celtic warrior goddess, the Morrigan, who likewise may assume the form of the raven. Midway between the third and eleventh centuries, the Valkyries begin assuming a more benign aspect. Small amulets and pictures on memorial stones begin to depict the figure of the beautiful woman welcoming the deceased hero with a horn of mead to the afterlife. Valkyries are usually represented as blonde, blue eyed and fair skinned. They wear scarlet corslets and carry shields and spears.

By this later time, the Valkyries, as demigoddesses of death, had their legend conflated with the folklore motif of the swan maiden (young girls who are able to take on the form of a swan, sometimes as the result of a curse). If one could capture and hold a swan maiden, or her feathered cloak, one could extract a wish from her. This is why valkyries were sometimes known as swan maidens or wish maidens.

There are various traditional names one can choose from including; Brynhildr, Sigrdrifa, Sigrún, Sváva, Kára, Hrist, Mist, Skeggjöld, Skögul, Hildir, Þrúðr, Hlökk, Herfjötur, Göll, Geirahöd, Randgríðr, Ráðgri'ðr, Reginleif, Gunnr, Róta, Skuld and Göndul.

Any maiden who becomes a Valkyrie will remain immortal and invulnerable as long as they obey the gods and remain virginal. It is often said that if you see a Valkyrie before a battle, you will die in that battle.

One of the deadliest servants of Order the Valkyrie is both a warrior and also has certain clerical powers. She is feared by all infernal servants for death at her hands is eternal. The Valkyrie were selected by Odin, King of the Gods of the realm of Asgard, to wander the earth after their departure from our realm and would appear over the battlefields of mortals and choose which of the fallen were worthy to be taken to

Valhalla, the land of the honoured dead. They served capably in this capacity for centuries, until the onset of the Cult of Kali. The Cult and its goddess are considered a blasphemy against everything the Valkyries stand for. In the past few decades as the Cult has grown stronger so too have the Valkyries stepped up their campaign to eliminate its members and servants. Especially any undead and others who serve the infernal.

Step 1: Age

Determine your character's starting year. Either you have just begun your journey or you need to determine which years you have been present in.

01-20 10 xD10 years

21-40 10 x2D10 years

41-60 10 x4D10 years

61-75 10 x6D10 years

76-90 10 x8D10 years

91-00 10 x10D10 years

Next decide what you have been doing. Were you involved in any famous historical incidents? In the present day where does your character live or is he a wanderer, moving around continuously?

Step 2: Attributes

Roll attributes as normal but then add +1 to MR and all attributes except CON which is instead raised to 30. Hit points = CON +12, +12 per level. Reduce AC by 1.

Mana = 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. Mana can however be permanently traded for HPs at a rate of 1 for 1.

Step 3: Skills

Choose skills in the normal manner. Then for every 100 years alive select 1 additional skill. Also gain the following free ones;

Ride Air Animal

Ride Land Animal Horse

Weapon Group Specialty Axe

Weapon Group Specialty Bow

Weapon Group Specialty Long Blades

Weapon Group Specialty Spear

Step 4: Abilities

Valkyries gain the following abilities free;

Immortal Body - Valkyries age very slowly, and can live up to CON x100 years. They can also absorb an amazing amount of damage before they are hurt, and they can regenerate that damage very quickly depending on what made the wound. Heal x2 faster including any wounds and broken bones. Valkyries are immune to supernatural possession.

Additionally Valkyries 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>
Aura of Death	5	The Valkyrie can cause others to see her aura of death causing all enemies within line of sight of her to suffer -1 per 2 WIS on all their rolls.
Banish	5	This power 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. It can be used once per day per 5 WIS.
Command Undead	5	Valkyrie can dominate the wills and actions of previously living, still-corporeal beings whether humans or animals. Once control is established she can order the undead to perform any task she desires, so long as it is within their ability. Control ceases when the task is accomplished but can be reinstated at that time. This power cannot affect anything living. Intelligent undead may hold a grudge against the hero and later try to destroy her. Worse they might attempt to make the hero into one of themselves. In this instance undead refers to physical types such as ghouls, zombies and skeletons. The undead will obey simple telepathic commands. The character also has empathy with them able to sense their emotional state. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. She can summon up to 1 undead per 2 WIS of choice, +2 per level. She can summon any undead within a 100 metres per WIS radius, +100 metres per level. Any zombies over that number are in effect free agents who can act independently. Such free zombies never attack their animator though unless they are unique in some way.
Death 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 nature of the magic (including whether it is harmful or helpful).
Death Sign	5	The character can see a death mark over anyone who is about to die within the next hour per WIS. Plus an equal amount of hours per WIS each time rebought.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Immune to Afflictions	5	No supernatural afflictions of any type will work on the Valkyrie. This includes lycanthropy, vampirism, diseases, zombies or any other form of mystical transformation. +1 Willpower save at levels 1, 4, 8, 12, 14, 16 and 20.
Immune to Supernatural Fear	5	Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this won't work on a Valkyrie. This however is totally separate to any Trauma saving throws from seeing something repulsive. +1 Sanity save at levels 1, 3, 6, 9, 12, 15 and 18.
Infernal Enemy	5	Valkyries gain +1 Thac0 when fighting any Undead (including spirits and demons) at levels 3, 6, 9, 12, 15 and 18. Additionally choose 1 specific undead enemy; +4 to all combat rolls against this type of undead. This increases by +1 per level.
Psychometry	5	Valkyries can touch an object and read the images and history of any who have previously touched it. It can be used to gain information on what an item is and who may have handled it. It cannot provide a detailed analysis of the item's internal structure or as yet unrealized potential. The character can see up to WIS x1 minute ahead. If rebought he can see up to WIS x5 minutes ahead. If rebought again then WIS x10 minutes ahead. Then WIS x30 minutes ahead. WIS x1 hour ahead. WIS x1 day ahead. WIS x1 week ahead. WIS x1 month ahead. And finally WIS x1 year ahead.
Reduced CON cost	10	The Valkyrie gets an extra point of CON free each time he buys a point. eg. he buys 1 CON and increases his CON by 2. He buys 3 CON and gains an additional 4 CON.
Reduced STR Cost	10	The cost of increasing STR is halved.
Spellcast	10	The cost is for each sphere of magic the Valkyrie wants to learn from. The first sphere is free and must be Necromancy, each subsequent sphere costs 10 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. Valkyries 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.
Talk to Corpse	5	This character can listen to and relate conversations with the departed. This is done by going 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>
		Further he can sense the emotional state of the departed and whether they are being truthful.
Undead Followers	5	A Valkyrie can resurrect one corpse per WIS, +1 per level to fight alongside her as a zombie. The followers remain for 1 round per WIS or until destroyed. The same corpse cannot be resurrected again.
Unique Artifact	5	Start with 30 points to use on the Artifact Creation table.

Step 5: Careers

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

Step 6: Disadvantages

Regardless of their intelligence level all Undead will recognize the Valkyrie for what she is and treat her as the greatest threat, ignoring other characters present. +10 points

7. SUPERNATURAL ORGANIZATIONS



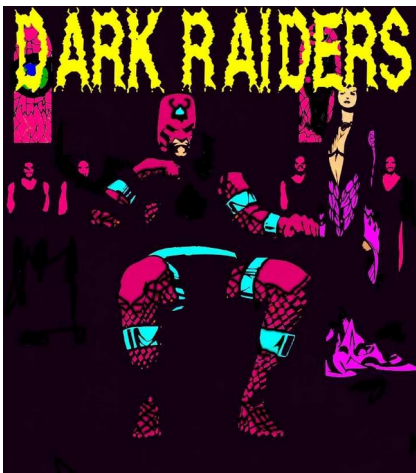
Covenant of the Rose

The Covenant of the Rose, is the governing institution of an organization dedicated to the fight against vampires and demons. Despite their status as assisting Undead Slayers, over the years the Covenant has become increasingly arrogant and egocentric, believing themselves to be the supreme authority while the Slayers are just their tools. The Covenant of the Rose has been known to use ethically questionable methods to accomplish its goals, such as interrogations, smuggling, and, if necessary, assassinations. The Covenant is also known for placing its principles and perceived goals ahead of the well-being of the Slayer. It mainly finds, trains, and supervises Undead Slayers.

The Covenant's main headquarters is in London, England. It tries to locate potential Undead Slayers and then sends Monitors to inform and train them. It is not always successful in doing so, and therefore some Slayers are fully trained when they are called, while others know nothing of the heritage or purpose of their power. Each potential Slayer is assigned their own Monitor – a Covenant employee who is responsible for

training the Slayer in combat techniques as well as researching demons, vampires, and magics. Monitors also maintain diaries chronicling the lives of the Slayers under their charge.

A standard Monitor has at least some proficiency in the use of magic with certain individuals being more powerful than others. Numerous members are alchemists. They are students of demonology and as such have a wide knowledge of various incarnations of evil, but their expertise is usually the vampire. They are also highly educated and can speak a wide variety of languages, both human and demonic in nature. Monitors are typically well versed in hand-to-hand combat techniques, though they generally confine themselves to training Slayers or supporting them in battle, as their relatively lower strength limits their effectiveness in directly engaging vampires.



Dark Raiders

The Dark Raiders began as a small group of Infernalists from the Order of Stygia who had failed a mission from Set and were ordered put to death. They escaped and eventually found a new patron, one who hated Set and wanted to supplant him.

Arkansas was appointed their leader and began recruiting other dark mages and organizing their group. However, he remembered how often the Order was attacked and defeated by powerful supernatural heroes and wondered how to avoid their notice. One night he watched a feature on Justice Anonymous and their latest adventure, the defeat of a cadre of the Fifth Reich who had attempted to cripple New York's Port Authority. He had a startling insight. For the first time he saw these new superheroes for what they truly were. In the superheroes' aliases, he saw the sorcerer assuming a name to protect his true one, the essence of his being, from his enemies.

In the iconography of their costumes, he glimpsed the occult geometries and symbols he had mastered over the last century and a half. In their forthright and unyielding moralities, he recognized the universal principles and archetypes they embodied. In their superhuman powers, he remembered the stories of lost ages such as the kingdom of

Atlantis at its height, when men wielded power enough to rival the gods. In these emerging superheroes, as well as their superhuman nemeses, Arkhanses saw the occult hiding in plain sight unnoticed by the sheep who dwelt in the mundane world.

He discovered a way to hide the Dark Raider's purpose and evil intentions. They hired mercenaries and the disenfranchised en masse and set them up as supervillains who base their powers on stolen technology. While the decoy group would keep the superheroes and law enforcement busy the inner circle of Infernalists could go about their real plans.

The Public Team



Cremator

Real Name	John Carter
Alignment	Chaotic Evil
INT	20 CON 24
WIS	30
CHA	3 MR 20
STR	24 HPs 60
DEX	24
Age	45
Weight	120lbs
Height	5'7
Category	3rd level Avatar Divine
Powers	Metamorph Fire, Fire Emission, Independent Spirit
Training	Military

Biography

One of many human disciples on earth who gave himself over to the dark gods in exchange for power.



Fuego

Alignment	Chaotic Evil		
INT	10	CON	30
WIS	18		
CHA	5	MR	18
STR	20	HPs	66
DEX	24		

Age N/a

Weight N/a

Height Varies

Category 3rd level Fire Elemental

Powers Elemental Awareness, Elemental Renewal, Elemental State, Fireball 6D8, 50% chance of causing anything combustible to catch alight, Gorge of fire 6D6 over 21 metres, anything combustible instantly catches alight. Fire Wall 210 centimetres thick, x 570 centimetres tall, x 300 centimetres radius, doing 3D6 damage for every 30 centimetres the victim walks through. The Elemental can create a 12 metre radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties.

Training Military

Biography

Tyrannus has about one fire elemental per 1000 regular troops. However only one will ever appear on the public team to give the false image of his being unique.



Iron Golem

Alignment	Chaotic Evil		
INT	6	CON	30
WIS	30		
CHA	3	MR	10
STR	40	HPs	466
DEX	20		
Age	N/a		
Weight	450lbs		
Height	6'		
Category	3rd level Animated Golem		
Powers	Metamorph Metal (permanent)		
Training	Military		
Biography			

Tyrannus' security forces. Only one will ever appear on the public team to give the false image of her being unique.



Quake

Alignment	Chaotic Evil		
INT	10	CON	30
WIS	18		
CHA	5	MR	10
STR	38	HPs	216
DEX	24		
Age	N/a		
Weight	400 lbs		
Height	6'		
Category	3rd level Earth Elemental		
Powers	Earth Burrow, Earth Manipulation, Earth Shards, Earth Sight, Elemental Awareness, Elemental Renewal.		
Training	Military		
Biography			

Tyrannus has about one earth elemental per 1000 regular troops. Only one will ever appear on the public team to give the false image of his being unique.



Raider Agent, False

Alignment	Chaotic Evil		
INT	10	CON	18
WIS	8		
CHA	8	MR	20
STR	11	HPs	54
DEX	18		

Age	Varies
Weight	Varies
Height	Varies
Category	3rd level ex Spetsnaz agent
Training	Espionage and Military

Biography

These field agents are used as decoys to give the world a false impression of the Raiders. These are the common grunts, basic infantry soldiers equipped with unconventional military gear.



Raider Officer, False

Alignment	Chaotic Evil		
INT	18	CON	15
WIS	18		
CHA	18	MR	18
STR	15	HPs	27
DEX	19		
Age	Varies		
Weight	Varies		
Height	Varies		
Category	3rd level Defiler		
Magic	Diabolic		
Training	Military		

Biography

Like their agent counterparts these magic welders are used as decoys to give the world a false image of the Raiders on earth.



Tsunami

Alignment	Chaotic Evil		
INT	10	CON	30
WIS	18		
CHA	5	MR	10
STR	15	HPs	216
DEX	24		

Age N/a

Weight 10 lbs

Height 6'

Category 3rd level Air Elemental

Powers Air Blast, Air Pocket, Elemental Awareness, Elemental Renewal, Elemental State, Whirlwind

Training Military

Biography

Tyrannus has about one air elemental per 1000 regular troops. Only one will ever appear on the public team to give the false image of her being unique.

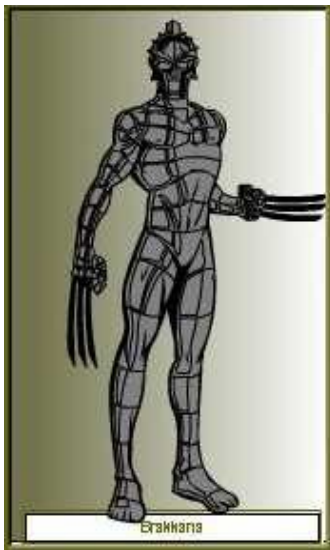


Whirlpool

Alignment	Chaotic Evil		
INT	10	CON	30
WIS	18		
CHA	5	MR	10
STR	15	HPs	216
DEX	24		
Age	N/a		
Weight	N/a		
Height	N/a		
Category	3rd level Water Elemental		
Powers	Cold Snap, Elemental Awareness, Elemental Renewal, Elemental State, Manipulate Water, Water Wall		
Training	Military		
Biography			

Tyrannus has about one water elemental per 1000 regular troops. Only one will ever appear on the public team to give the false image of her being unique.

The Real Dark Raiders



Brakkana

Alignment	Chaotic Evil		
INT	8	CON	40
WIS	8		
CHA	8	MR	30
STR	40	HPs	600
DEX	20		
Age	N/a		
Weight	600lbs		
Height	6'		
Category	6th level Undead Golem		
Powers	Metamorph Stone (permanent), claws do 7D6 damage per hand		
Training	Military		

Biography

These are the demonic footsoldiers of Tyrannus.



Brimstone

Real Name Kenny McCormack

Alignment Chaotic Evil

INT 15 CON 40

WIS 18

CHA 5 MR 40

STR 30 HPs 300

DEX 20

Age 54

Weight 200lbs

Height 6'4

Category 6th level Divine Avatar

Powers Fire Emission, Tail does 4D6 and save vs non lethal poison

Training Espionage and Military

Biography

One of many human disciples on earth who gave himself over to the dark gods in exchange for power.



Carrion

Real Name	Sandra Karter		
Alignment	Chaotic Evil		
INT	25	CON	30
WIS	30		
CHA	3	MR	20
STR	24	HPs	240
DEX	30		
Age	26		
Weight	50lbs		
Height	5'8		
Category	6th level Divine Avatar		
Powers	Pyrokinesis, Telekinesis, Telepathy		
Training	Military		

Biography

One of many human disciples on earth who gave herself over to the dark gods in exchange for power.



Gremlin

Real Name Fiona Gelding
Alignment Chaotic Evil
INT 10 CON 20
WIS 30
CHA 3 MR 20
STR 24 HPs 100
DEX 30
Age 18
Weight 80lbs
Height 6'1
Category 6th level Divine Avatar
Powers Winged Flight, Wallcrawl, Celestialkinesis
Training Military

Biography

One of many human disciples on earth who gave herself over to the dark gods in exchange for power.



Hellgate

Alignment	Chaotic Evil		
INT	20	CON	32
WIS	24		
CHA	8	MR	36
STR	54	HPs	100
DEX	24		
Age	N/a		
Weight	70lbs		
Height	6'		
Category	6th level Undead Zombie		
Powers	Winged Flight, Pyrokinesis		
Training	Military		
Biography	Tyrannus' air force.		



Leech

Alignment	Chaotic Evil		
INT	10	CON	30
WIS	30		
CHA	3	MR	10
STR	30	HPs	200
DEX	20		
Age	N/a		
Weight	110lbs		
Height	5'5		
Category	6th level Undead Leech		
Powers	Absorb Life, Energy Absorption, Drain		
Training	Military		
Biography			

Using their ability to drain powers these Leeches are used to neuter any powerful foes.



Mammoth

Alignment	Chaotic Evil		
INT	7	CON	40
WIS	30		
CHA	3	MR	10
STR	70	HPs	500
DEX	18		
Age	N/a		
Weight	600lbs		
Height	8'		
Category	6th level Undead		
Powers	Super Strength, Invulnerable, Growth		
Training	Military		
Biography	The heavy hitters of Tyrannus' army.		



Raider Officer, True

Alignment	Chaotic Evil		
INT	20	CON	18
WIS	20		
CHA	20	MR	21
STR	18	HPs	150
DEX	21		
Age	Varies		
Weight	Varies		
Height	Varies		
Category	10th level Defiler		
Magic	Diabolic		
Training	Military		

Biography

The true spellcasters of the Dark Raiders.



Raider Warrior, True

Alignment Chaotic Evil
INT 15 CON 30
WIS 15
CHA 3 MR 30
STR 30 HPs 200
DEX 30
Age Varies
Weight 200lbs
Height 6'5
Category 8th level Undead Skeleton
Powers Disruptive Touch
Training Military

Biography

The warrior elite of Tyrannus and the true Raider agents.



Scorpia

Real Name	Fiona O'Brady		
Alignment	Chaotic Evil		
INT	22	CON	24
WIS	24		
CHA	3	MR	24
PS	20	HPs	100
DEX	30		
Age	22		
Weight	120 lbs		
Height	6'		
Category	6th level Divine Avatar		
Powers	Extra DEX, Thermovision, Tail (6D6 damage, save vs lethal poison)		
Training	Espionage and Military		
Biography			

One of many human disciples on earth who gave herself over to the dark gods in exchange for power.



Tyrannus

Real Name	Nil		
Other Names	The destroyer, the conqueror		
Alignment	Chaotic Evil		
INT	30	CON	30
WIS	30		
CHA	30	MR	30
STR	50	HPs	850
DEX	30		
Age	9500		
Weight	180lbs		
Height	8'		
Category	20th level Defiler		
Training	Magical, History, and knowledge of all things supernatural.		
Biography			

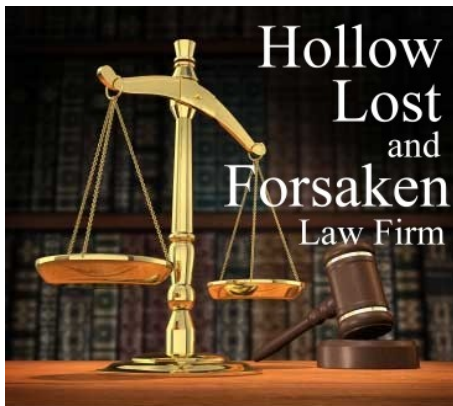
Tyrannus was a Defiler who 9500 years ago somehow came into possession of the Spear of Destiny and used it to augment himself. After 2000 years he finally gained control of the Neverworld dark dimension. He invaded earth on numerous occasions each time being driven back by Dimitrios. He was eventually slain by Gilad using Excalibur.

Bases

Raider Citadel - also known as the Silent Castle - their base of operations in Eastern Europe, located in Poland.

Pensylville - A steel town that fell into economic ruin after the closing of the local plant. The Raiders entered the town one day, and swayed the residents with promises of quick wealth and prosperity.

Monolith Base - A massive mountain complex located in India.



Hollow, Lost and Forsaken

Hollow, Lost and Forsaken are the names of the members in an ancient trio of true demons. The group was at one point, before the dawn of human history, considered relatively insignificant, and was not regarded as a threat by the Old Ones. After humanity's triumph over the demons they remained, and slowly gained power and influence, eventually leaving this dimension altogether. In the present day on Earth they are referred to as the Senior Partners by their employees, and enact their will through their international, and interdimensional law firm. While the Senior Partners have left Earth's dimension, the source of their power, the Home Office, exists on Earth itself. Without the evil residing within every living person, the firm would not exist.

The firm maintains offices in every major city throughout the world. They typically defends unscrupulous and detestable clients, including stalkers, mobsters, murderers, corrupt senators, and a number of demonic individuals and groups. While many of these clients are rich or powerful, the firm is also known to work some cases pro bono, especially when it has a secondary interest in the client. The firm also maintains departments of Real Estate; Entertainment; Science; Research and Intelligence; and Acquisitions.

In addition to the many legal functions the firm performs, Hollow, Lost & Forsaken also maintains a Special Projects Division. This is responsible for a wide range of activities, from sponsoring high-profile charity events with the intention of stealing upwards of 95% of the funds raised, to hiring assassins to kill individuals deemed threatening to the Senior Partners. Among the resources at the division's disposal is a heavily-armed special ops team, which carries out operations such as kidnapping at the firm's behest.

They are also known for their unforgiving treatment of their employees. The firm conducts random sweeps of employees, using telepaths to find workers who are disloyal to the company they pledged to work for. When discovered, these individuals are often executed on the spot. The Senior Partners are reputed to have forced employees to eat their own liver if unhappy with their performance. In another instance, several employees were reported to have been sacked with actual sacks. They have also permitted employees to execute and replace their superiors in light of poor performance,

and at least one occasion they literally fired an employee ("He was set on fire."). Every 75 years, the firm conducts a review of its employees. During the Review, a Senior Partner takes corporeal form to punish employees who have shown unfavourable performance. Many employees live in fear of the Review, and in the days preceding it do whatever they can to endear themselves to the Senior Partners, including animal and human sacrifices. However, departmental heads can use discretion when dealing with insubordination. If a manager thinks highly enough of an employee, he or she may decide to forgo punishment in favour of a second chance. Employees often have a "perpetuity clause" in their contracts, meaning that they 'remain with the firm even after their death.'

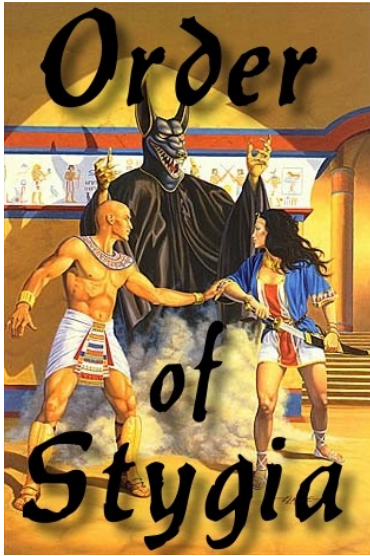
There is also a 'Non-Human Resources Department' specifically committed to their numerous demonic and vampiric employees. Since many of the employees and clients of Hollow, Lost & Forsaken are non-human, many amenities are offered within the building, ranging from special catering for non-traditional palates, blood is also kept "on tap" for those who need it). All the windows in the building are made of "Necro-Tempered" type-glass that blocks the fatal effects of sunlight and UV rays so that Vampires can walk around the building free from accidental immolation throughout the day.



Lobos Brothers Circus

Run by two werewolf brothers the circus offers exhibitions of Vampire, Weres, Ghosts, Goblins, Ghouls, Zombies, Giants, disturbed clowns, freaks on display, haunting ghosts and a Demon circus conductor. However despite first appearances all of these entities are good or at least reformed and seeking redemption. The circus acts as a sanctuary for them from their brethren, from government agencies wanting to dissect them, and from any Infernal entities hunting them.

The circus also contains the traditional acts of acrobatics and gymnastics, tightrope walking, trapeze and cradle, juggling, plate spinning, rolling globes, daredevil stunt acts, sideshow acts, a human cannonball, fire eating, knife throwing, magic shows, sword swallowing and a really strong man. The flea circus in sideshow alley is real.



The Order of Stygia

During the Second Intermediate Period a group of Asiatic foreign chiefs known as the Hyksos (literally, "rulers of foreign lands") gained the rulership of Egypt, and ruled the Nile Delta from Avaris. They chose Set originally Lower Egypt's chief god, the god of foreigners and the god they found most similar to their own chief god as their patron and so Set became worshiped as the chief god once again. In 1602 BC Ahmose I overthrew the Hyksos and expelled them from Egypt, along with the Serpent Men Cult of Kali. Nonetheless some of their human worshippers fled to Avaris to found the cult of Set, and the Egyptian garrison of Ahmose stationed there became part of the priesthood of Set at Avaris.

Why they changed to Set remains lost but it has been speculated that they felt abandoned by Kali and were made a better offer by Set. The founder of the nineteenth dynasty Ramesses I came from a military family from Avaris with strong ties to the priesthood of Set. Several of the Ramesside kings were named for Set, most notably Seti I (literally, "man of Set") and Setnakht (literally, "Set is strong"). In addition one of the garrisons of Ramesses II held Set as its patron deity and Ramesses II erected the so-called Four Hundred Years' Stele at Pi-Ramesses, commemorating the 400 year anniversary of the Set cult in the Delta. Set also became associated with foreign gods during the New Kingdom particularly in the Delta. Set was also identified by the Egyptians with the Hittite deity Teshub who was a storm god like Set.

Set was one of the earliest deities with a strong following in Upper Egypt. Originally highly regarded throughout Egypt as the god of the desert a political faction inspired an initial disparaging of Set's name and reputation. Egypt was originally split into two kingdoms: Upper ruled by Horus (and later Ra), Lower by Set. Set's followers resisted a unification of the Upper and Lower kingdoms of Egypt by the followers of Horus/Ra (with the followers of Osiris and Isis). This political split was echoed in the Osiris and Isis myth, and subsequent battle with Horus. The followers of Horus thus denigrated Set

as chaotic and evil. By the 22nd Dynasty Set was equated with his old enemy Apep and his images on temples were replaced with those of Sobek or Thoth. Set was further demonized immediately after the Hyksos Period. Most scholars date the demonization of Set to after Egypt's conquest by the Persian ruler Cambyses II. Set who had traditionally been the god of foreigners thus also became associated with foreign oppressors including the Achaemenid Persians, Ptolemaic dynasty, and Romans. Indeed it was during the time that Set was particularly vilified and his defeat by Horus widely celebrated.

Set's negative aspects were emphasized during this period. Set was the killer of Osiris in the Myth of Osiris and Isis having hacked Osiris' body into pieces and dispersed it so that he could not be resurrected. In addition Set was often depicted as one of the creatures that the Egyptians most feared crocodiles and hippopotamodes. Nevertheless throughout this period in some outlying regions of Egypt Set was still regarded as the heroic chief deity.

Set was worshipped at the temples of Ombos (Nubt near Naqada) and Ombos (Nubt near Kom Ombo), at Oxyrhynchus in upper Egypt, and also in part of the Fayyum area. More specifically Set was worshipped in the relatively large metropolitan (yet provincial) locale of Sepermeru, especially during the Rammeside Period. There Seth was honoured with an important temple called the "House of Seth, Lord of Sepermeru." One of the epithets of this town was "gateway to the desert" which fits well with Set's role as a deity of the frontier regions of ancient Egypt. At Sepermeru Set's temple enclosure included a small secondary shrine called "The House of Seth, Powerful-Is-His-Mighty-Arm," and Ramesses II himself built a second land owning temple for Nephthys, called "The House of Nephthys of Ramesses-Meriamun".

The power of Seth's cult in the mighty (yet outlying) city of Avaris from the Second Intermediate Period through the Ramesside Period cannot be denied. There he reigned supreme as a deity both at odds and in league with threatening foreign powers and in this case his chief consort-goddesses were the Phoenicians Anat and Astarte with Nephthys merely one of the harem.

In 1555 AD Cain the last Inquisitor (also known as the Damascus man) having learned of the Cult of Set and its worship of Demons travelled to Egypt where he enlisted local help (including the current Geomancer) in an attempt to destroy its worshippers. A few escaped and resettled in lower Africa where they renamed themselves the Order of Stygia (taken from ancient Egyptian and referring to infernal magic). Hereafter the cult would be exclusively for those who practised the power of Diabolical magic and wished to increase their knowledge while propagating the will of Set.

The order see Set's return as near at hand. Plagues turn villages into ghost towns, wars scatter corpses for the crows, corruption mars every human work, and decay rots flesh until only bones remain. The world is a feast for vultures, a bloating carcass even the

gods have abandoned. Why flee from darkness? It's already here. They commonly practice human sacrifice and have mummified a large number of their membership, storing the mummies in the Temple of Set in Khemi.

Set can be said to have his own highly personalized religion based on his unique driving motivations. His goal is to eliminate free will from the universe and subject all living beings to his will. These beliefs and goals are not based on purely biological needs, rational thought, or any other belief system. These unique beliefs and obsessions constitute his "religion" in the general sense of the word. But Set himself has no need for a name or an ideological explanation for what he wants to do. He is not the purveyor of a faith or an ideology, but a seeker of absolute power, all for his own sake. Set is brutally direct and honest about his own nature and seems to revel in it, in fact.

Hierarchy

Members still use the ancient Egyptian caste system.

Scribe At the lowest end of the hierarchy is the Scribe. These are unproven initiates and considered expendable until such time as they have proven themselves. They may learn new Diabolical spells of up to 20 mana value.

High Scribe

High Scribes have proven themselves, mainly by still being alive. This in itself makes themselves extremely dangerous and will often lead missions. They may learn new Diabolical spells of up to 30 mana value.

Vizier

Appointed by the Pharaoh as Keepers of the knowledge of Set, including the magical tomes. Viziers hand out assignments to other members and can also act as judges, sitting on a special council. They may learn any new Diabolical spells regardless of mana value.

Pharaoh

The Pharaoh is the supreme ruler and a direct Avatar of Set. He or she administers Set's will and maintains harmony within the Order. He may be deposed through assassination but only if Set agrees. If Set does not favour the one attempting to replace the Pharaoh then he is in for a very painful death.

The Order's sole purpose is the return of their master and Set and his eventual domination of the universe. To that end they are often at odds with the Sons of Anubis in creating puppet groups with extremist views are used to discredit or dispose of potential foes and troubles. Corporate or governmental plans which conflict with their long term goals are undercut through the action of moles or influenced officials. On a more extreme end they also organize and finance coups and coup attempts among various third world countries. When this clashes with similar attempts by the Sons of

Anubis an enormous mess is left in their wake. All of this is financed by fleecing money from others through scams like some of those internet ones.



The Vampire Nation

Vampires are an immortal race of undead first started by Count Dracula. At the time Dracula was better known as Vlad Tepes or Vlad the Impaler, a Prince of Wallachia who lived from 1431 to 1476. Best known for the cruelty of his reign he was greatly disliked but he served as a sort of buffer between Europe and the Ottoman invaders and this made him key to the European defense. Vlad did not restrict his killing however to his enemies. He also had a habit of pillaging certain towns under his rule and murdering a great number of his own subjects.

True to his name most of his victims were impaled. He fulfilled this purpose well killing so many Turks that the Ottoman Sultan Mehmed II laid siege on Vlad's castle himself. It was at this point when his castle began to fall that Vlad turned to the dark powers and made a pact with the Astaroth. In exchange for immortality they made him into something unholy. The Turks succeeded in capturing Vlad's castle and burned out his eyes and buried him alive. The next day however he arose as the first Vampire. He returned to his castle and killed all the Turks and then his own people.

Under the command of Dracula the houses of the Vampire Nation are ruled by codes of severe ritualistic beliefs and extreme obedience to him. Failure to follow his will results in severe punishments, mostly mutilation or even death. The rules of the Nation dictate that its members must not live among the human pestilence, instead dwelling underground and visiting the surface only to feed or sire new vampires.

Their underground existence is marked by observation of vampire rituals and religion, especially the tribute of the Old Ones, the original pure breed demons that ruled the Earth in its beginnings. The brethren of the Nation consider themselves to be the elite of the vampire race, destined to usher in the return of the Old Ones and the destruction of

mankind regarded by the Nation as little more than animals, a plague of boils covering the earth.

In recent times some of the Houses have begun to rebel and follow their own path. There is now open war within the Vampire Nation.

Astaroth

This House has lower standards than any of the others, and will let outcasts join their ranks. They are in every country and worship one of the first races of the universe; the Astaroths. Their worship hideously deforms them, twisting them into literal monsters. The House has a reputation for information brokering and harvesting of secrets, as their horrid appearances have forced them to perfect their mystical ability to hide, sometimes in plain sight. Nothing is beneath them in serving their masters.

Bhuta

This House dominates the Asian countries and the subcontinent. They are proficient killers and many work for the Guild of Assassins. Strong and agile possessing unusual stamina, they are the only members that do not cast a shadow. Trafficking in the commodity of souls has given this clan a disproportionate amount of power, while trafficking in world finance has given them almost sickening wealth. Other Houses are loath to trust the Bhuta who seem to be using their influence toward some unknown end. Part of their unhealthy reputation stems from the fact that it is a very insular clan, drawing almost all its members from its incestuous mortal family.

Chthon

Based in the African nations the Chthonians are elitists who consider themselves the leaders of the Vampire Nation, though this position is not universally accepted. The house was founded by an ancient deity known as Chthon who is reputed to have created the vampire race, his sword became their sacred relic. The House of Chthon has a violent history, and many of their purebloods were slain in a past war against the House of Astaroth. Inventors and practitioners of terrible blood magicks, the secretive Chthon have a tightly knit political structure based on the acquisition of power, as well as a fanatical clan loyalty, practically unknown to any other clan.

C'rnobog

The House of C'rnobog hails from Eastern Europe and are some of the wealthiest industrialists in the Vampire Nation. Possessed of a peculiar nobility, coupled with an evil that transcends mortal perception, this clan rejects all things human. Certain Kindred apocrypha claims that the Tzimisce was once the most powerful clan in the world, but that history and other Kindred conspired to bring it down to its current state. Moreso than any other vampires, they revel in their monstrosity. they practice a 'fleshcrafting' Discipline that they use to disfigure their foes and sculpt themselves into beings of terrible beauty.

Kerberos

The Kerberos are mainly in South America and have links with werewolves. No other house has earned such a deserved reputation for cannibalism among vampires. They also sell their murderous services to others acting as contract killers.

Lilin

The Lilin are found mostly in the Mediterranean area and were originally evil spirits that inhabited corpses and turned the dead into immortal night stalkers. Known for their ability to seduce their prey, they are beautiful denizens of the dark and frequent underground raves and Goth clubs. The Lilin are spurned due to their reputations as thieves and vagrants.

Prakul

Spreading across North America the Prakul claim to have created and have supported the organization of vampires as a whole since the idea's inception. Once philosopher kings of Mesopotamia, Persia and Babylon, they controlled an empire that spanned the cradle of civilization and collected lore and knowledge from around the world. They actively involve themselves in every aspect of vampiric society, in which they exercise their considerable influence over the doings of humans as well.

Sutekh

This house is dominant in the Middle East region and is supposedly one of most extreme groups of vampires there is as they use suicide bombers and some of the vampires in this clan have cybernetic limbs. They are also heavily involved in genetic engineering. They worship the deity Set, serving him in all their efforts. The Sutekh seem intent on corrupting others, enslaving victims in snares of their own weakness, but for what inscrutable purpose, none can guess. Other Houses claim to despise them yet secretly seek out them out as they are whispered to possess arcane gifts and secrets from elder nights.