



FANTASY ROLEPLAYING GAME

Ψ Psimancz Mj

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Psimancz is inspired by the Palladium™ Fantasy RPG
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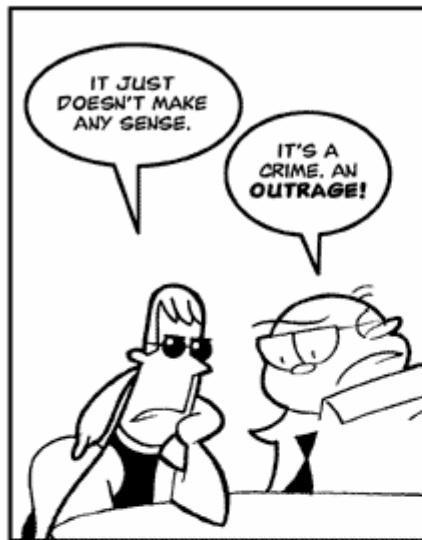


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Introduction

Trying to make the whole thing make sense.

Psimancz is a fantasy roleplaying game inspired by many fantasy roleplaying systems. You can pretend to be a wizard or a warrior or a member of a strange race like dwarf, elf, or ogre. It's all about imagination and fantasy. You take on the persona of a valiant hero (or whatever) in a magical realm full of wonder, adventure, swashbuckling, and dragon slaying. ☺

Rules and other information will often be changing to the game to make it more balanced and logical. As always, the main goal is to have fun with the game so don't sweat the details too much, and please be patient with the changes. All suggestions are welcome.

THE NOOB

Welcome to Clichequest!
The first step is to choose your race.



Humans are versatile, yet incompetent. This average and unremarkable race can choose any job, which it will always perform in a halfassed way. This race is a perfect choice for new players and people in a hurry. Humans can do any job but they excel as warriors, mobsters, farmers and estate agents.

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Elves are slender and beautiful as well as annoying. They live in forests where they molest small animals and play boring music all night long. They are a perfect choice for depressed and sociopathic players who feel undervalued and misunderstood. Suggested jobs: hairdresser, vixen, goth poet.



Dwarves have bad tempers and worse body odour. They rarely come out of their caves, much to the relief of all other races. They are the race of choice for people who speak with fake scottish accents at renaissance faires and feel uneasy around women. Suggested jobs: alcoholic, janitor, wife-beater.



Do you want to play a unique race, unseen in any other game? You can, in Clichequest! The foul swamps of Churrask'hal are inhabited by the fierce Zhk'rgz, a savage race of insectoid squid people who defend their land with the magic of the shamans and the might of the warrior maidens. To play a Zhk'rgz you need the expansion The Hidden Continent of Churrask'hal, that will be available next year.

Character Creation

“Character Building” is totally funny... captious cur.

First choose a race. Each one has a number of starting **character points** (CP). Any racial adjustments to the attributes are applied after they are set. Distribute the character points across all the

attributes and adjust as described below. The chart also contains some special characteristics of the races including lifespan, vision, starting **hit point** (HP) bonus, *nsh*.

RACE ATTRIBUTE CHART

race	CP	INT	WIL	END	STR	PRW	REF	SPD	PRE	BTY	HP	life	R/PH	vision
Catman	115	---	-2	-2	---	+2	+2	+2	-1	---	+6	50	-2	NV
Changeling*	115	---	+3	-2	-2	---	---	---	+1	+1	+6	Imm.	-10	DV/NV
Dwarf	115	---	+2	+2	+1	---	---	-2	---	-2	+6	200	-1	DV
Elf (common)	115	---	---	-2	-2	+1	+1	+2	---	+2	+6	1000	+2	NV
Elf (high)*	115	+2	+2	-4	-4	+2	+2	+4	+2	+4	+6	2000	+3	NV
Goblin	115	-1	---	+2	+1	+1	+1	---	-2	-2	+10	40	-5	N
Gnome	115	+1	+2	---	-3	---	+2	-2	---	+1	+6	300	+1	DV
Human	120	---	---	---	---	---	---	---	---	---	+6	60	---	N
Kobold	115	+1	+1	+1	---	+1	+1	---	-2	-2	+6	160	-4	DV
Ogre	115	-3	-3	+3	+3	+2	+2	---	+1	-5	+20	60	-7	N
Orc	115	-2	-2	+2	+2	+2	+2	---	-1	-4	+15	50	-6	N
Troll	115	-4	-4	+5	+5	---	---	---	+2	-6	+25	120	-8	N
Wolfen	115	---	-2	+1	+1	---	---	+2	---	---	+6	50	-3	NV

*Changeling and High Elf are only available with GM approval.

+/-n (attribute adjustments by race) = whole attribute points, not character points

CP = starting character points for that race

HP = hit points (the character's life force which equates to points of damage the character can sustain before going unconscious; death occurs when there has been enough damage to exceed the character's hit points plus its Endurance)

life = years of average lifespan

R/PH = racial and personal hostility (from the human perspective)

vision types:

DV = darkvision (only usable in complete darkness; no color perception, black and white only)

N = normal (human-like) vision

NV = nightvision (enhanced vision in low-light conditions)

(See the chart below for definitions of the nine attribute abbreviations.)

Setting and Adjusting Attributes

All attributes start at zero and are set by using character points (CP). Attribute values up to and equal to 12 cost one CP. Attribute values above 12 have a multiplier:

- 13-18: x2 Two CPs to raise one attribute point
- 19-24: x3 Three CPs to raise one attribute point
- 25-30: x4 Four CPs to raise one attribute point

Thirty (30) is typically the highest value to which an attribute may be raised (GM's discretion).

After initially setting the attributes by using all character points, they are then adjusted based on race. The adjustments are listed in the Race Attribute Chart above. The adjustments are whole attribute points, not character points, meaning an ogre gets +3 STR on top of whatever the STR ended up being after distribution of character points. So if Gornak the Slayer, an ogre, used character points to get a 17 STR, he would now adjust the STR to 20.

See the chart below for descriptions of the nine attributes and how they affect game play. Attributes at an extreme value (below ten or above twelve) provide modifiers to various aspects of the character. The 'notes' column describes the types of modifiers in general corresponding to the modifier values in the table. The attribute descriptions below the table define the specific modifiers provided by each.

As a character advances in experience, their attributes will increase. Any attribute bonuses gained from XP purchase or via automatic increase from total XP earned are considered retroactive bonuses. For example, raising the intelligence of a 6th level diabolist from 14 to 15 gains 1 additional MSP per level. The character would immediately gain the 6 MSP bonus for all levels they currently have

and the new bonus would apply to all future level increases. (Additionally, the character would gain 1 more MSP from the Intelligence increase since this is how the MSP pool is determined.)

ATTRIBUTE BONUS/PENALTY CHART

attribute value	damage, init, points, saves, skill pts, s/p/d	skills %
0	---	---
1	-5	-9
2	-4	-8
3	-4	-7
4	-3	-6
5	-3	-5
6	-2	-4
7	-2	-3
8	-1	-2
9	-1	-1
10-12	0	0
13	1	1
14	1	2
15	2	3
16	2	4
17	3	5
18	3	6
19	4	7
20	4	8
21	5	9
22	5	10
23	6	11
24	6	12
nsh...	nsh...	nsh...

Notes

- damage**
modifier affecting hand-to-hand (HTH) combat and thrown weapon damage (not missile)
- init**
modifier to combat initiative
- points**
modifier affecting HP, DSP, ESP, HSP, ISP, MSP, and NSP
- saves**
modifier to saving throws
- skill pts.**
modifier to starting skill points
- skills %**
modifier to skill success rolls; skills have a particular listed attribute which provides the modifier (see charts below)
- s/p/d**
stands for "strike/parry/dodge" modifier

INT intelligence

provides saving throw modifier versus all magical attacks, starting skill point modifier for new characters, and MSP modifier

WIL willpower

provides saving throw modifier versus psionic attacks and ISP modifier

END endurance

provides saving throw modifier versus physical attacks (acid, coma, concussion, poison, system shock, *nsh.*), HP modifier per 10 HPs purchased, and HSP modifier

STR strength

provides damage modifier (HTH combat and thrown weapon, not missile)

PRW prowess

provides HTH combat and ranged strike modifier

REF reflex

provides HTH combat parry modifier

SPD speed

provides HTH combat dodge modifier, base initiative value, initiative modifier, and miss factor (SPD ÷ 2 rounding any fraction down gives combat miss factor)

PRE presence

provides DSP and ESP modifiers and roleplaying modifiers at GM's discretion

BTY beauty

provides NSP modifier and roleplaying modifiers at GM's discretion

Threads

Threads are innate ‘stuff’ in the core of a character’s being. They exist as four aspects: fortune, magic, psionic, and spirit. Roll percentile dice for **threads**, with fortune set first. For the other three, make percentile rolls and pick where you want them to apply. You can set magic, psionic, and spirit threads with the three rolls however you wish; they can be distributed to best fit your character conception or by whatever criteria you want to use.

Having a high value for a thread provides the character with an increasing level of resistance to the applicable force. (Spirit applies to physical saves and gives true resistance to deathblows; fortune only gives true resistance to critical hits with no effect on any saving throws.)

Dying reduces the spirit thread by one (which is only relevant if the character actually comes back to life ☺).

THREAD RESISTANCE

thread value	resistance provided
0 to 50	None
51 to 90	+1 saving throw
91 to 100	+2 saving throw
101+	True resistance as a percentage equal to the <i>thread value</i> - 100 (true resistance is checked as a percentage roll before [and in addition to] the standard saving throw)

Skills, Gifts, and “Points”

Now, choose a profession and skills. Each character starts with one **primary skill**. This skill is the character’s chosen profession or class. All primary skills give the character some base ability. For all except fighter, the primary class provides a **gift** for the character, which is a knack or innate ability for doing that sort of thing. The character also chooses other skills based on a starting skill point and skill weight system.

Each skill has a **skill weight** associated with it ranging from one to four. Beginning characters start with fifteen (15) **skill points** plus their Intelligence (INT) attribute plus the starting skill point bonus associated with INT. (For example, a character with a 22 INT gets $15 + 22 + 4 = 41$ skill points.) Each skill point is equivalent to one skill weight; for example, mystic conversion (SW 3)

would require three skill points to choose when creating the character. (The cost to advance skills and acquire new ones is also based on the weight. See *Character Advancement* below.)

In addition to acquiring starting skills, characters can use skill points to start with feats for literacy and additional languages in addition to speaking their native (usually their own racial) language and the common tongue (which has no written form). Each language acquired (spoken or literacy) requires one skill point. (Characters begin only knowing how to speak their native tongue, not reading and writing it. Starting with literacy, assuming the language has a written form, would also require a skill point.)

Normal skills have a chance of success associated with them. (Primary skills and weapon proficiencies do not.) The

chance of success is a percentage and is ten percent (10%) per level for all skills regardless of their skill weight. Skills may receive a bonus or penalty to the success percentage from extreme attributes. (This modifier does not necessarily have to make sense rationally. It could be due to the magic of the world or some other innate, unexplainable effect.)

Characters have some **“points”** upon creation. All characters get **hit points** (HP). Depending on the chosen primary skill, the character may get **divine spell points** (DSP), **elemental spell points** (ESP), **healing strength points** (HSP), **inner strength points** (ISP), **magical spell points** (MSP), or **nature spell points** (NSP). [See *Primary Skills* below.]

Starting HP = (END) + (END HP modifier) + (racial HP listed in the race attribute table above).

Starting DSP, ESP, HSP, ISP, MSP, or NSP = (appropriate attribute) + (attribute point modifier) + 10.

“Points” recovery: “Points” are used by the character and return at one per power level per hour. For example, a level four warlock recovers four elemental spell points per hour. Hit points are the exception because they correlate with physical damage and must be healed.

Primary Skills (Classes)

Druid

Druids are freaky nature granola types who usually have wild, stringy hair and don't bathe often. They also typically possess a creepy relationship with animals. They gain their abilities and spells from the Force of Nature (similar to the *Magic: The Gathering*® card of the same name but with less of a temper; however, some druids prefer to believe in a dirt-smudged, hairy-legged, epicene, willowy, Gaea chick as the provider of their power). Druids do not have true spell knowledge.

"Points" for druids are nature spell points (NSP):

- Druids have and use NSP to power abilities and spells
- NSP return each hour at one per level of the druid
- NSP pool increases by *10 + BTY bonus to NSP* at each level

All druids have the following things:

- The druidic gift
- One physical action (which may be used for druidic abilities) and one magic action (for spells and which may be used for druidic abilities)
- Skill bonus of +10% to dowsing, identify plants/fruits, and zoology: general
- All special druidic abilities at first level (see *Psimancz Appendices*)
- Starting spells: choose two druidic spells plus NSP bonus (for spells, see *Psimancz Appendices*)

Advancement:

Druids advance in power level in the standard manner. (See the chart in *Character Advancement*.) They get all special druidic abilities corresponding to their power level. Druids gain two druidic spells plus NSP bonus each level. They may change one spell of a lower level each time they attain a new power level.

Quotations of typical druids:

- "Don't you dare even think about it, you knuckle-dragging troglodyte." Said to Tordu, a human, as he pulled a rabbit out of his bunny bag to deactivate the ward.
- "I'm not just a pretty face, you know."
- "Not that kind of 'special,' cretin." In response to questions about his special relationship with his familiar, Dahry, a goat.
- "I derive my immense power from the sacred heart of this vast land we now tread upon. Be wary, interloper!" Later, quietly to one of her companions, "Hey, can you parry for me?"

Fighter

Fighters are the butt-kickers of the Psimancz world. One can be an arbalester, archer, assassin, barbarian, bodyguard, bouncer, bounty hunter, brave, cavalier, chevalier, dart thrower, dragoon, fencer, gladiator, infantryman, kick boxer, knight, kung fu master, lancer, legionnaire, malla yodha, man-at-arms, mercenary, ninja, palace guard, paladin, pugilist, ranger, reaver, rogue, sailor, samurai, scout, sea rover, soldier, spearman, squire, thief, thumb wrestler, warrior or whatever hand-to-hand combat-oriented profession or style you can imagine. Fighter is the only 'cool' class; the rest are dorks.

"Points" for fighters are their hit points (HP). They get no power points unless they multi-class.

All fighters begin with the following things:

- **Autoparry** (attempting to parry a strike does not require an action)
- One physical action plus a second physical action (free, not floating)
- +10 floating HP (these are not 'purchased' points, so they get no END bonus)

- +1 floating bonus on any one thing (combat, perception, or whatever)
- Feats: light and medium armor proficiency; back-to-back

Advancement:

Fighters don't advance in power level; they improve their combat abilities.

Quotations of typical fighters:

- "Bite me. It's not like you're going to do it." Said by Tordu after he tossed the bunny.
- "I have a brain, too, you know."
- "You call that stick a weapon? Bring it on, runt."

Healer

Healers have the power to heal the sick and injured. They're usually nice, but that trait is not a requirement for the class. Healer is a support class dedicated to helping others. Generally, they do not 'adventure' away from civilization, but there are always exceptions. Though they're often described as 'pansies' or 'namby-pambies,' healers can learn to fight with a weapon as well as anyone else, but they look a little awkward and silly. (Besides, chopping people up seems so contrary to the concept of 'healer.')

They typically gain their abilities from training and internal strength of self.

"Points" for healers are healing strength points (HSP):

- Healers have and use HSP to power abilities
- HSP return each hour at one per level of the healer
- HSP pool increases by $10 + END$ bonus to HSP at each level

All healers have the following things:

- The healing gift
- One physical action and one healing action (for healing abilities)
- Starting healing abilities: choose a number of first level abilities equal to one-third END (rounding up) plus

END HSP bonus. (See *Psimancz Appendices*.)

Advancement:

Healers advance in power level in the standard manner. (See the chart in *Character Advancement*.) They acquire additional abilities by spending 100 experience points per level of the ability. There is no limit to the number of abilities acquired, but the power level of the healer determines the highest level of healing ability that can be activated.

Quotations of typical healers:

- "Is it safe to go in now?"
- "I'm not a namby-pamby, you know."
- "What? You think I can do this forever? Don't do such stupid things that always get us cut up." Said in response to an overheard comment, "Why'd we even bother bringing a healer?"

Mage

Mages are the manipulators of mystical forces in the world. A mage can be any user of magic from the local hedge wizard to the demon-summoning sorcerer, from the scholarly sage at the top of the hill to the potion-peddling alchemist on the wrong side of town, or even the surly necromancer living in the mausoleum under the graveyard. Mages typically gain their knowledge and magical powers through extensive study and training. There are four subclasses of mage, each having its own "gift" with which it is associated.

Diabolist (master of ward magic)

Necromancer (master of death magic)

Summoner (master of circle and ritual magic)

Wizard (master of spell magic)

"Points" for mages are magic spell points (MSP):

- Mages have and use MSP to power magical abilities and spells
- MSP return each hour at one per level of the mage

- MSP pool increases by $10 + INT$ bonus to MSP at each level

All mages have the following things:

- The mage subclass gift
- One physical action and one magic action (which applies to any magic action: circle, necromantic, ritual, spell, or ward)
- Starting spells for wizards: all wizards start with the common knowledge spells (*decipher magic, mage light, sense magic, tongues*) and choose half INT (rounding up) plus INT MSP bonus as levels of 1st through 5th level common spells (see *Appendix VI*).
- Diabolists and sorcerers start with magical powers as well, but it has not been written up yet.

Advancement:

Mages advance in power level in the standard manner. (See the chart in *Character Advancement*.) They acquire additional magical powers through learning, experimentation, and instruction. They cannot spend experience points for them.

Quotations of typical mages:

- “Give me a minute to figure this out.”
- “I’m not just a walking encyclopedia, you know.”
- “Well, the magic *should* work like...”
- “It’ should be safe to go in now... After you.”

Necromancer (Mage)

Necromancers are the masters of death and death magic. They are typically viewed with fear by most people. They are often more comfortable among the dust and bones of the deceased than the noisiness of the living. Many necromancers are quite insane (although this is not a requirement of the class).

All necromancers have the following things:

- The necromancer subclass gift

- One physical action and one magic action
- Starting spells for necromancers: all necromancers start with 1/3 INT (rounding up) plus INT MSP bonus of 1st level necromancy spells. (See *Psimancz Appendices*.)

Advancement:

Necromancers are unique to the mage class in that they are able to “learn” their abilities via spending experience points (XP); although they are limited to the spells from the necromancer spell list. The necromancer spells require 100 XP times the level of the spell they are learning. It is assumed that necromancers learn their spells by communing with the dead.

Notes:

- A necromancer may only actively control one animated dead per necromancer level (including animated dead with imbued spirits).
- Animated dead that have been destroyed cannot be reanimated until the total damage taken (including any damage below zero) has been completely repaired/healed.

Quotations of typical necromancers:

- “Please be quiet! Your incessant breathing is driving me crazy.”
- “I’m sorry, what did you say? I was speaking to my dead uncle.”
- “I am NOT insane!”
- “Well, I could heal him... We’d have to kill him first, though.”

Priest

The priest class refers to those who are devout followers of a specific god; many religious types are included in this category from wandering, bipolar, manitou-worshipping shamans to unctuous, dictatorial bishops. The god provides all the powers and spells that priests have at their disposal. They do not have true spell knowledge.

The first step in creating a priest character is to choose a patron (or matron) god. All gods have two spheres of influence. The spheres of influence that a god possesses will affect the choice of spells available to the priest.

“Points” for priests are divine spell points (DSP):

- Priests have and use DSP to power spells
- DSP return each hour at one per level of the priest
- DSP pool increases by $10 + PRE$ bonus to DSP at each level

All priests have the following things:

- The divine gift
- **Freeparry** (attempting to parry a strike does not require an action)
- One physical action and one magic action (for spells and priestly abilities)
- Feat: light armor proficiency
- Starting spells: see *Spell Knowledge* below
- Turn Dead ability (see below)
- *Special:* priests must devote a minimum of one point of their spirit thread to their god. Their god must always have a majority of their spirit thread, or the priest loses her priestly abilities.

Advancement:

Priests advance in power level in the standard manner. (See chart in *Character Advancement*.) See *spell knowledge* below for acquiring new spells as the priest advances.

Quotations of typical priests:

- “Have you no concern for your eternal soul?”
- “We’re not all like that, you know. I don’t even know that boy.”
- “According to the teachings of <blank>, that’s just wrong.”
- “Such things are of no concern to me, you benighted fool. I answer to a higher power.”

Spell knowledge:

A priest receives two spells per level. The spells must be equal to or lower than the power level of the priest. The priest may choose common spells equal to the power level of the character, uncommon spells equal to the power level minus one, rare spells equal to the power level minus two, and very rare spells equal to the power level minus three. All spells must be selected from the spheres of influence of the god to which the character is dedicated. (For the magic spell list, see *Psimancz Appendices*).

Turning dead (animated or un-):

Turn Dead is a spell-like ability all priests possess. It uses a spell action to cast and a standard magic save is required of all dead who attempt to pass within a five-foot radius per level of the priest. A priest can attempt to turn two minor dead per level and one major dead per level. A priest can attempt to turn dead up to their level times per day.

Minor dead: These animated dead have no intelligence of their own. Typically minor dead do not have a bonus to saving throws. Skeletons, zombies and ghouls fall into this category.

Major dead: These animated dead usually have a soul imbued into their mortal shell. Vampires and mummies fall into this category.

Psion

Psions mess with people’s minds and are either bald or appear to have a lot of static in their hair. They generally have an eerie air about them and are not to be trusted. They typically gain their abilities from training and internal strength of will.

“Points” for psions are inner strength points (ISP):

- Psions have and use ISP to power abilities
- ISP return each hour at one per level of the psion
- ISP pool increases by *10 + WIL bonus to ISP* at each level

All psions have the following things:

- The master psionic gift
- One physical action and one psionic action (for psionic powers)
- Starting psionic powers: choose a number of first level powers equal to one-third WIL (rounding up) plus WIL ISP bonus. (See *Psimancz Appendices*.)

Advancement:

Psions advance in power level in the standard manner. (See the chart in *Character Advancement*.) They acquire additional powers by spending 100 experience points per level of the ability. There is no limit to the number of powers acquired, but the power level of the psion determines the highest level of psionic ability that can be activated. The nature of the “gift” also limits a psion. Those with minor psionics may only acquire first level powers; those with major psionics, first through third level powers; and those with master psionics, all powers.

Quotations of typical psions:

- “I got your back.” To the guy parrying.
- “We’re not all mendacious manipulators, you know.”
- Running from a local card game, “Now why’d you have to go and tell them I could do a ‘cool trick’ shooting light out of my eyes?”

Warlock

Warlocks are wannabe mages who couldn’t cut it in multivariate calculus class, so they steal their power; they siphon it from the elemental planes. They do not have true spell knowledge. Warlocks begin with a power level

dedicated to one of the four elemental forces: air, earth, fire, or water.

Multi-classing to another elemental force requires the purchase of another power level dedicated to that force. [Note: A warlock that multi-classes to another elemental force does not have to buy the warlock “gift” again, only the power level.]

“Points” for warlocks are elemental spell points (ESP):

- Warlocks have and use ESP to power abilities and spells
- ESP return each hour at one per level of the warlock
- ESP pool increases by *10 + PRE bonus to ESP* at each level

All warlocks have the following things:

- The warlock gift
- One physical action and one magic action (for spells and summoning)
- Starting spells: see *Spell Knowledge* below
- Special abilities associated with elementals, which are described below
 - Non-aggression from elementals; sense, speak, and summon elemental

Advancement:

Warlocks advance in power level in the standard manner. (See the chart in *Character Advancement*.) See below for increasing abilities and acquiring new spells as the warlock advances.

Quotations of typical warlocks:

- “Thanks for the gift, but I don’t always have to wear white (or blue or green or red), you know.”
- “No, I don’t have a book. Should I?”
- “Damn, why didn’t I pick fire?”

Non-aggression:

Elementals will not attack their mortal brothers and sisters unless necessary, provoked or attacked first. If an elemental is forced to attack a warlock, it will warn the warlock of its mission first, and then attack without mercy.

This courtesy is extended to all warlocks, regardless of their affiliation.

Sense/speak elemental:

Warlocks can sense a nearby elemental (within 100 feet) regardless of the elemental type. Also, a warlock can speak with all elementals to which the warlock is affiliated.

Elemental summoning:

Warlocks may summon an elemental companion of the same element to which the warlock is dedicated. The level of the elemental is equal to the power level of the warlock. The warlock summons the elemental as a magic action and the ESP cost is the same as the MSP cost for a typical spell of the same level. The elemental will remain for ten minutes per level of the warlock. No battle of wills is necessary to summon or control the elemental. (For the powers and abilities of summoned elementals, see *Psimancz Appendices*).

Greater elemental summoning:

This spell-like ability is similar to the elemental summoning ability except that it lasts for a longer duration. Once

the warlock achieves sixth level, she can bind the elemental to the prime material plane for a longer duration. When the warlock performs a greater summoning, the elemental that is summoned is one level lower than if the elemental summoning ability were used, but the elemental will remain for one hour per level of the warlock.

Spell knowledge:

A warlock receives two spells, plus the ESP modifier from Presence, per level. The spells must be equal to or lower than the power level of the warlock. The warlock may choose common spells equal to the power level of the character, uncommon spells equal to the power level minus one, rare spells equal to the power level minus two, and very rare spells equal to the power level minus four. All spells must be selected from the element to which the character is dedicated. The warlock starts with first level *Sense Magic* spell automatically. (For the magic spell list, see *Psimancz Appendices*).

Skill List

Weight One Skills

Acting	PRE	Research	END
Animal husbandry	PRE	Rope works	REF
Astrology	WIL	Sailing	STR
Astronomy	INT	Scale walls	STR
Breeding dogs	PRE	Sculpting/whittling	PRW
Brewing	END	Sense of direction	WIL
Carpentry	STR	Siege knowledge	INT
Cartography	PRW	Sign language	PRW
Celestial lore	INT	Sing	BTY
Chemistry	INT	Sleight of hand	PRW
Chess	INT	Specialization	---
Cook	WIL	Swim	SPD
Dance	PRW	Tailor	PRW
Disguise	BTY	Undead lore	INT
Dowsing	WIL	Ventriloquism	WIL
Elemental lore	INT	Weapon proficiency: buckler	---
Erotic arts	BTY	Weapon proficiency: small	---
Faerie lore	INT	Wilderness lore	INT
Falconry	PRE	Witch lore	INT
Fashion	PRW	Writing	WIL
Fishing	WIL	Zoology: general	INT
Forgery	PRW		
Gambling	PRE	Weight Two Skills	
General riding (air or ground)	END	Armorer	END
Heraldry	INT	Combat riding (WP; air or ground)	---
Identify plants/fruits	INT	Court etiquette	PRE
Imitate voices	PRE	Criminal knowledge	PRE
Infernal lore	INT	Divination	WIL
Juggling	REF	Fast-talk	PRE
Leatherworking	STR	Find/remove traps	REF
Masonry	STR	General repair	STR
Mathematics	INT	Healing lore	INT
Metal working	STR	Herb lore	INT
Meteorology	INT	Locate secret comp/doors	PRW
Mime	PRW	Medical	INT
Mining	END	Mystic lore	INT
Mountaineering	STR	Necromantic lore	Int
Paint	REF	Pathfinding	SPD
Philosophy	WIL	Pick locks	REF
Planar lore	INT	Pick pockets	PRW
Plant/farm lore	INT	Prowl	REF
Play percussion instruments	END	Psionic lore	INT
Play string instruments	PRW	Psychology	WIL
Play wind instruments	END	Ritual lore	INT
Pottery	REF	Skinning and tanning	STR
Preserve food	STR	Study wards	INT
Public speaking	PRE	Surgery	PRW
Racial histories	INT	Tactics	INT
Read lips	WIL	Therapy	END
Read mystic symbols	INT	Track	END
Recognize poison	INT	Trap design and construction	STR
Rec. precious metals/stones	WIL	Urban lore	PRE
Recognize weapon quality	WIL	Use poison	PRW
Religious doctrine	INT		

Weight Two Skills (continued)

Ward lore	INT
Weapon proficiency: medium	---
Weaponsmith	STR
Wilderness survival	END
Zoology: mystic	INT

Weight Three Skills

Acrobatics	SPD
Healer conversion	INT
Hunting & foraging	SPD
Meditation	WIL
Mystic conversion	INT
Mystic harvesting (prereq: mys zoology)	INT
Necromantic conversion	INT
Psionic conversion	WIL
Ritual conversion	INT
Ward conversion	INT
Weapon proficiency: large	---
Weapon proficiency: shield	---

Weight Four Skills

Unarmed combat (WP; requires autoparry)	
Weapon proficiency: huge (2H)	---

Specific Weapon Proficiencies

Small (1d4)

Axe
Blowgun
Knife
Blunt
Buckler
Special

Medium (1d6)

Ball and chain
Battle-axe
Blunt
Sling
Spear/fork
Staff
Sword
Special

Large (2d6)

Ball and chain
Battle-axe
Blunt
Bow (*two handed*)
Shield
Spear/fork
Staff
Sword
Special

Huge (3d6)

(*must be two-handed*)

Ball and chain
Battle-ax
Blunt
Crossbow
Pole arm
Sword
Special

Miscellaneous

Combat riding (air or ground)
Unarmed combat (requires autoparry)

Weapon proficiency note: Those using a weapon for which they don't have the skill suffer -3 to strike, parry, and damage. (Fighters with autoparry only suffer a -1 penalty except in the case of mounted combat. When mounted, even fighters get -3 if they don't have the *combat riding* skill.) When a weapon proficiency skill is chosen for a starting character, the character gets one free (non-floating) +1 in whichever area it wants (strike, parry, or damage). This free bonus does not apply for an acquired weapon proficiency skill.

Shield note There are two types of shields: buckler and large. Shields are defensive items not designed for attacking or dealing damage. There are two weapon proficiencies applicable: *WP: buckler* (weight 1) and *WP: shield* (weight 3). *WP: buckler* uses the same weapon proficiency modifiers as *WP: shield*. The features of each item are detailed below.

Buckler: Can parry ranged attacks; can use something (other than a weapon [ranged weapons being the exception]) in hand while buckler is equipped (i.e., potion, wand, bow, torch, *nsh*); damage 1 HP.

Shield: Can parry ranged attacks; provides +2 AC; hand slot is filled (cannot hold something in hand); damage 1D4 HP.

Skill Notes

Skill success

Often just having a skill is sufficient for success. General information and common knowledge should be provided to players that have the appropriate skill. Sometimes the amount of “free” information will be determined by the skill level. Easily obtained information that is not common knowledge may result in a positive modifier to the skill roll (+20%, under the skill level on a d6, double the skill roll, *nsh*). More rare information may be more difficult to acquire and will impose a penalty modifier (-5% to -60%). Penalty modifiers should rarely be greater than -50% because 6th level is considered mastery and anyone with mastery level should have a chance to succeed.

Time increment

Sometimes if a skill is failed, additional attempts can be made (GM option). The next attempt requires more time to complete the task. The time progression is as follows (note, not all skills begin at the lowest time increment): 1 action, 1 minute, 10 minutes, 1 hour, 1 day (10 hours), 1 week (10 hours each day), 1 month, 1

year, 1 decade (10 years), 1 century (100 years), *nsh*.

Synergy bonus

Some skills provide a synergy modifier to other skills. The percentage bonus is equal to the level of the skill. For example, Animal husbandry at level 3 would provide a 3% bonus to breeding dogs, falconry, and general riding. The synergy modifier only applies to skills the character has (i.e., if the character does not have falconry, they do not have a 3% falconry skill from synergy).

Note on performance skills

It is assumed that any character that has a performance skill has a small repertoire of performance pieces (songs, plays, poems, *nsh*). The base number of pieces in the repertoire is equal to two times the skill level. Additional pieces can be learned in-game.

Terminology

“Target” refers to anyone/thing that is the target of a skill effect (NPC, player, animal, *nsh*).

Skill Descriptions

Acting [PRE]: A performance skill used for entertainment. The ability to perform a part or role. *Synergy: erotic arts, fast-talk, gambling.*

Acrobatics [SPD]: Originally a performance skill, this skill has other uses to adventurers. Characters with this skill are very mobile in combat and in general; they are adept at flips and tumbles as well as have tremendous balance and flexibility. Each skill level provides a +1 to dodge, every two skill levels provides a +1 to base miss factor. *Synergy: dance, erotic*

arts, general riding, prowl, scale walls.

Animal husbandry [PRE]: Knowledge of raising and caring for domesticated animals. *Synergy: breeding dogs, falconry, general riding (care).*

Armorer [END]: Basic understanding of making armor; ability to recognize if an item is of quality (although not the actual modifiers); ability to craft standard and masterwork quality armor of all types. *Synergy: varies (see crafting rules).*

Astrology [WIL]: A general divination skill. The character may be able to recognize global or regional events before they happen. Also allows the character to make generalized predictions about specific individuals. This skill is not applicable to specific situations.

Astronomy [INT]: Provides a familiarity with the night sky. By studying the stars and how they move in the heavens, the character can navigate on land or sea without the need for landmarks or a map.

Breeding dogs [PRE]: A more focused form of animal husbandry; this skill applies only to canines. With this skill the character is able to breed a line of canines for a specific purpose (hunting, guarding, show, *nsh*) and can train canines given enough time.

Brewing [END]: Provides the character with knowledge of how to brew beer and other alcoholic beverages (including wine and spirits). Character can also identify quality alcohol.

Carpentry [STR]: Knowledge of building/crafting with wood materials. Not limited to buildings, this skill also applies to any item (tools, furniture, *nsh*) made from wood. This skill bestows basic craftsmanship; any decoration or artistry requires sculpting/whittling. *Synergy: general repair, recognize weapon quality (wood weapons only), weaponsmith (wood weapons only).*

Cartography [PRW]: Knowledge of mapmaking and using maps to navigate. *Synergy: sense of direction.*

Celestial lore [INT]: Knowledge about “good” extra-planar beings (angels, archons, *nsh*).

Chemistry [INT]: Knowledge of the “science of matter” dealing with the composition of substances and their properties and reactions.

Chess [INT]: Proficiency in the strategy game. *Synergy: siege knowledge, tactics.*

Cook [WIL]: Ability to make raw food ready for consumption. Higher skill levels denote better quality of food. At mastery level (level 6) the character can create original recipes. *Synergy: preserve food.*

Court etiquette [PRE]: Ability to interact in high society (nobility, wealthy, *nsh*); knowledge of bureaucracy and how governments work.

Criminal knowledge [PRE]: Ability to interact with the criminal element; knowledge of black market and organized crime.

Dance [PRW]: A performance skill used for entertainment. Also, knowledge of various dances, with partners and without, that is used in social situations. At mastery level (level 6) the character can write original choreography for dance.

Disguise [BTY]: Using make-up, costumes and props, the character can transform someone (or oneself) to look like someone (or something) else. A successful roll will reduce the chance that the target will be recognized (each 10% success = -1 from sight perception roll). *Synergy: acting.*

Divination [WIL]: With this skill the character can attempt to divine some question about the future. It is best to ask one, clear question that can be answered with a “yes” or “no”. More involved answers are often cryptic (GM’s option). New characters starting with *divination* receive a standard quality set of divination instruments (cards, bones, *nsh*).

Dowsing [WIL]: Knowledge of likely places to search for water in wilderness.

Elemental lore [INT]: Knowledge of elemental extra-planar creatures.

Erotic arts [BTY]: Ability to seduce others and knowledge of “bedroom activities”.

Faerie lore [INT]: Knowledge of fey creatures (sprites, leprechauns, *nsh*).

Falconry [PRE]: A sport of the upper-class, this skill allows the character to breed and train birds of prey for hunting.

Fast-talk [PRE]: This is the ability to distract and confuse the target into believing something the character wants (escape, to enter a building, *nsh*). The player determines what outcome she wants and then makes a skill roll. Success denotes the target believes the character and grants what was desired. This skill could be heavily modified based upon situational factors. *Special synergy: other skills may provide a synergy bonus at the GM’s option.*

Find and remove traps [REF]: As the name suggests, both mundane and magical traps can be located by searching an area and making a successful roll. Once the trap is located, the character can attempt to disarm or remove any mundane traps. Magical traps must be avoided or deactivated by a mage/magically.

Fishing [WIL]: Given an appropriate natural environment, this skill provides enough aquatic animal-based food to sustain one human-sized person per level. It is assumed that the character spends a couple of hours each day setting nets, checking fishing lines, *nsh*.

Forgery [PRW]: The ability to make a duplicate item that matches the original. *Special synergy: any crafting skill that applies to the item being duplicated will provide a synergy bonus to forgery.*

Gambling [PRE]: Knowledge of the rules of games of chance. The greater the skill, the greater the chance of winning (opposed skill roll with other gamblers).

General repair [STR]: This is a catch-all skill that can be used to patch or dismantle various things. An item made/fixed with general repair does not look pretty and is never as good as if the applicable skill was used.

General riding (air or ground) [END]: Two separate skills exist: one for ground-based mounts and one for flying mounts. (Other specialized mounts might require the purchase of another *general riding* skill like in water, for example, if the character had a dolphin familiar.) This skill provides the knowledge and abilities to properly care for and ride the mounts of the given type. The level of the skill is the number of animals the character can handle (pulling a wagon or chariot, leading multiple animals, *nsh*).

Healer conversion [INT]: Knowledge of healing energy and how to influence them; ability to identify specific weaves of healing energy and manipulate them.

Healing lore [INT]: Knowledge of healing history; including important people, places, things and events.

Heraldry [INT]: The character is familiar with coats-of-arms, other significant markings of nobility and nations, and non-mystical symbols in general.

Herb lore [INT]: This skill assists in medical healing using salves, teas, *nsh*. The character can increase the natural healing of the target by 1 hit point per 2 skill levels (automatically) if they are receiving medical treatment (from someone with medical). Creating a basic herb tea/soup/poultice requires 1 hour. The character can make a number of

doses equal to their skill level each hour. The character can support a number of targets equal to their skill level. *Additional items that can be made by herbalists will be forthcoming.*

Hunting and foraging [SPD]: Given an appropriate natural environment, this skill provides enough animal based and/or vegetarian food to sustain one human-sized person per level. It is assumed that the character spends a couple of hours each day setting snares, stalking prey, foraging for berries and tubers, *nsh*.

Identify plants/fruits [INT]: The character can identify various berries, fruits, tubers and other edible and useful vegetation in the wilderness. *Synergy: herb lore, hunting and foraging (foraging), recognize poison (creating anti-toxins), wilderness lore.*

Imitate voices [PRE]: Ability to disguise one's own voice to sound like someone or something else. *Synergy: acting, ventriloquism.*

Infernal lore [INT]: Knowledge of "evil" extra-planar creatures (demons, devils, *nsh*).

Juggling [REF]: A performance skill for entertainment purposes.

Leatherworking [STR]: With this skill characters can make all manner of items from treated leather. *Synergy: armorer (leather armor), general repair, tailor.*

Locate secret compartments and doors [PRW]: This skill enables a character to find hidden compartments and secret doors.

Masonry [STR]: Knowledge of building/crafting with stone. Not limited to buildings, this skill also applies to any item (tools, furniture, *nsh*) made from stone. This skill bestows basic craftsmanship; any

decoration or artistry requires sculpting/whittling. *Synergy: general repair, locate secret compartments/doors (in stone).*

Mathematics [INT]: Knowledge of math. *Synergy: cartography.*

Medical [INT]: The character can heal wounds with this skill provided that a medical kit is used. (Having the skill and applying it to a wounded patient can prevent further damage even without the kit or if the roll is failed.) For each 10% (or part thereof) by which the skill roll is made, one hit point of physical damage is healed. For each point healed, the skill uses one "charge" of a medical kit. (For example, making the skill roll by 13% would heal 2 HP and burn 2 medical charges.) Further successes with *medical* will not heal more unless the number of hit points cured exceeds the number repaired in the most successful earlier attempt. And then, only the difference has effect, yet the full number of charges is used. New characters starting with *medical* receive a standard quality medical kit with 20 charges. Additionally, characters with *medical* can care for injured targets to increase their natural healing rate; targets gain double (x2) the standard hit point healing per night of rest. This increases to triple (x3) at level 6 and quadruple (x4) at level 10. The character with *medical* can care for a number of targets equal to their skill level.

Meditation [WIL]: This skill does not replace sleep. The maximum amount of time per day that can be spent meditating is ten hours. (During travel, it is typically four hours per day.) For each level of Meditation, the character regains one DSP, ESP, HSP, ISP, MSP, and NSP in addition to the normal recovery of energies each hour.

- Metalworking [STR]: Knowledge of building/crafting with metal. This skill applies to any item (tools, furniture, *nsh*) made from metal. This skill bestows basic craftsmanship; any decoration or artistry requires sculpting/whittling. *Synergy: armorer (metal armor), general repair, Weaponsmith (metal weapons).*
- Meteorology [INT]: The character with this skill is able to recognize current weather patterns and predict future weather. *Synergy: sailing, wilderness lore.*
- Mime [PRW]: A performance skill using gestures, facial expression and body movements without words. *Synergy: acting.*
- Mining [END]: A character with this skill is knowledgeable about all types of mining from dry-panning to deep excavation.
- Mountaineering [STR]: Knowledge of mountain environments and ability to travel and navigate in mountainous environments.
- Mystic conversion [INT]: Knowledge of the flows of magic and how to influence them; ability, with the aid of *decipher magic*, to identify specific weaves of magic and manipulate them. This is the skill used to learn new magic spells.
- Mystic harvesting [INT]: Prerequisite: *zoology, mystic* skill. This skill provides knowledge of whether a creature has components that are useful or valuable along with the ability to remove them intact.
- Mystic lore [INT]: Knowledge of magical history; including important people, places, things and events.
- Necromantic conversion [INT]: Knowledge of the flows of necromantic magic and how to influence them; ability, with the aid of *decipher magic*, to identify specific weaves of necromantic magic and manipulate them.
- Necromantic lore [INT]: Knowledge of necromancy history; including important people, places, things and events.
- Paint [REF]: The artistic ability to create images with dyes. *Synergy: cartography.*
- Pathfinding [SPD]: The ability to navigate safely though the wilderness; the ability to locate a safe and defensible campsite in the wild.
- Philosophy [WIL]: A knowledge of various doctrines accepted as authoritative by some group or school of thought.
- Pick locks [REF]: Knowledge of locks and various locking mechanisms; the ability to open locks without a key. New characters starting with *pick locks* receive a standard quality set of lock picks.
- Pick pockets [PRW]: This skill allows a character to remove something from a target without their knowing. If successful, the target can attempt a perception check with a penalty of -1 per 10% the skill was made (round up). If the penalty would reduce the check to zero, no perception roll is made; the target is unaware. On a failed roll, the target gets a perception roll to see if they notice the attempt. In certain situations, *prowl* may add a synergy bonus to this skill.
- Planar lore [INT]: The skill provides knowledge of the various planes and how they interact. It may also cover knowledge of specific planes and their inhabitants.
- Plant/farm lore [INT]: This skill is both knowledge and social skill. Characters with this skill have a working knowledge of agriculture and running/managing a farm. In

addition, the character is adept at interacting with people in a rural setting.

Play percussion instruments [END]: A performance skill for entertainment purposes. The character knows how to play various percussion instruments (drums, bongos, piano, triangle, *nsh*). At mastery level (level 6) the character can write original music for percussion.

Play string instruments [PRW]: A performance skill for entertainment purposes. The character knows how to play various string instruments (guitar, harp, ukulele, viola, *nsh*). At mastery level (level 6) the character can write original music for strings.

Play wind instruments [END]: A performance skill for entertainment purposes. The character knows how to play various wind instruments (flute, oboe, butt trumpet, mouth organ, *nsh*). At mastery level (level 6) the character can write original music for winds.

Pottery [REF]: The character can craft various items out of clay. This skill bestows basic craftsmanship; any decoration or artistry requires sculpting/whittling.

Preserve food [STR]: This skill allows the character to use various techniques to make fresh food last longer. Preserving food requires 1 hour. A character can preserve 1 meal per skill level each hour. The food will be preserved for 1 week per skill level (automatic). A successful skill roll will increase the time by one factor for each 10% the skill was made by (round up). For example, Janelle the healer has preserve food at 4th level. She preserves four meals for four weeks automatically. Her skill check results in an 18; she succeeded by 22%. This extends the duration of the preservation by quadruple (10%, x2; 20%, x3, 22%, x4). The food will be edible for 16

weeks (4 months). If she had failed the roll, the food would still be preserved for four weeks.

Prowl [REF]: The ability to move about undetected. If successful, a target can attempt a perception check with a penalty of -1 per 10% the skill was made by. If the penalty would reduce the check to zero, no perception roll is made; the target is unaware. On a failed roll, the target gets a perception roll to see if they notice the character.

Psionic conversion [WIL]: Knowledge of the psionic energy and how to influence it; ability, with the aid of detect psionics, greater, to identify specific weaves of psionic energy and manipulate them.

Psionic lore [INT]: Knowledge of psionic history; including important people, places, things and events.

Psychology [WIL]: Knowledge of the nature and functions of the mind and of humanoid behavior. A character with this skill can deduce what targets are possibly feeling or thinking but not saying; it will provide insight into the behaviors of targets.

Public speaking [PRE]: The character is able to speak clearly and with a commanding voice to a crowd. *Synergy: acting, fast-talk.*

Racial histories [INT]: Knowledge of the histories and backgrounds of the humanoid races. *Synergy: track (humanoids).*

Read lips [WIL]: The ability to decipher what someone is saying without hearing them. The target must be in view and must be speaking a language the character can understand. Partially obscured targets may require a sight perception roll.

Read mystic symbols [INT]: The character can read and understand

- the usual markings and symbols used on magic items, mystical books, potions, *nsh*.
- Recognize poison [INT]: In addition to recognizing toxins, the character can also create the proper anti-venom (given the appropriate ingredients). *Synergy: use poison.*
- Recognize precious metals and stones [WIL]: The character will be able to determine the approximate value of precious metals and stones. This knowledge will likely allow them to bargain for a better price. At mastery level (level 6) the character may be able to identify the specific maker (if well known) or history of specific pieces.
- Recognize weapon quality [WIL]: The character will be able to determine whether a weapon is of quality or not. A success roll is needed for exact bonuses. At mastery level (level 6) the character may be able to identify the specific maker (if well known) or history of specific weapons.
- Religious doctrine [INT]: Knowledge of religious orders and the organization of pantheons; including rituals and beliefs. Thorough knowledge of god baptized to; general knowledge of pantheon; limited knowledge of other pantheons.
- Research [END]: Ability to locate specific information about any topic in a library. This skill almost always requires a skill roll. *Special synergy: skill applicable to topic being investigated adds to research.*
- Ritual conversion [INT]: Knowledge of the flows of ritual and circle magic and how to influence them; ability, with the aid of *decipher magic*, to identify specific weaves of magic and manipulate them. This is the skill used to learn new rituals and circles.
- Ritual lore [INT]: Knowledge of ritual and circle history; including important people, places, things and events.
- Rope works [REF]: Knowledge of making rope and tying knots.
- Sailing [STR]: The ability to control the motion of a sailing ship or sailboat across a body of water.
- Scale walls [STR]: The ability to climb vertical surfaces.
- Sculpting/whittling/carving [PRW]: This is an artistic skill and can be manifested on many different media (stone, wood, leather, clay, *nsh*).
- Sense of direction [WIL]: This skill allows the character to keep a heading, figure out a desired direction, as well as determine which direction they are going. Additionally, the character can attempt to keep track of their path traveled.
- Siege knowledge [INT]: Knowledge of how to enact, and defend against, a siege.
- Sign language [PRW]: Ability to communicate without sound. Target must also have the skill. Like other languages, sign language can be taken as a specialization dialect. Only those that have chosen the specialized dialect can understand you. A skill roll is needed to understand a non-friendly target.
- Sing [BTY]: A performance skill for entertainment purposes. The character knows how to carry a tune. At mastery level (level 6) the character can write original music for voice.
- Skinning and tanning [STR]: Knowledge of different types of animal skins and how to remove them and prepare them for use. *Synergy: leatherworking.*

Sleight of hand [PRW]: Originally a performance skill (presdigation), this skill has other uses to adventurers. The character can make small objects seem to disappear into thin air and can hide small objects on their bodies that will not be easily detected, even if searched.

Specialization: This is a catch-all for any skills that do not exist (yet). Most specializations will be weight 1, but those that have direct in-game influence may be weight 2 (GM option). Be creative! Many skills that are now on the “official” list began as specializations: *tactics*, *intelligence*, and *philosophy*, for example.

Surgery [PRW]: Ability to reattach lost limbs or repair damaged organs of target. This skill cannot be used on self, but can be used to instruct another. The skill is at ½ the skill level in this case. If the other character has medical, they may increase the percentage chance by 5% for each level of medical (to a maximum of the character’s surgery roll). The character with surgery must be conscious to give instruction. *Synergy: mystic harvesting (removing component from creature).*

Swim [SPD]: Ability to control movement in water (or any liquid).

Tactics [INT]: Knowledge of how to arrange small groups for combat; ability to assess a situation quickly and consider the alternatives for best advantage.

Tailor [PRW]: Ability to make clothing from patterns. The character can also repair clothing. At mastery level, the character can create original patterns. This skill bestows basic craftsmanship; any decoration or artistry requires *fashion*. *Synergy: armorer (cloth armor), disguise.*

Therapy [END]: Ability to assist target in regaining lost attributes as a result of injury.

Track [END]: Ability to identify and follow the footprints or spoor of a target. Roll for each hour or environment change. Modifiers may be applied based on environment.

Trap design and construction [STR]: Knowledge of trap design; ability to craft traps suitable to the environment. *Synergy: find and remove traps.*

Undead lore [INT]: Knowledge of undead and animated dead creatures.

Urban lore [PRE]: Ability to interact with the targets in a city setting; knowledge of amenities and city planning/layout.

Use poison [PRW]: Knowledge of various poison types and how to administer them to targets. Each level of the skill allows the character to gain that many uses from one (1) dose of poison. Additionally, the skill level determines the number of times each melee round that poison can be applied to a weapon for no action. Prerequisite for *Brew Poison* feat.

Ventriloquism [WIL]: The ability to “throw one’s voice” so that it appears to originate from another person, object or location.

Ward conversion [INT]: Knowledge of the flows of ward magic and how to influence them; ability, with the aid of *decipher magic*, to identify specific weaves of magic and manipulate them. This is the skill used to learn new wards.

Ward lore [INT]: Knowledge of ward history; including important people, places, things and events.

Weaponsmith [STR]: Basic understanding of making weapons; ability to recognize if an item is of quality (although not the actual modifiers); ability to craft standard

and masterwork quality weapons of all types. *Synergy: varies (see crafting rules).*

Wilderness lore [INT]: Knowledge of various wilderness landscapes; including typical weather patterns, flora and fauna and environmental effects. *Synergy: dowsing, mountaineering, pathfinding, track, wilderness survival.*

Wilderness survival [END]: A character with this skill can survive in typical wilderness for one week per level. It requires nearly full-time effort to survive (8 hours each day).

Writing [WIL]: The ability to record original prose or poetry; fiction or non-fiction. At mastery level (level 6) the character's work is of publishable/sellable quality.

Zoology, general [INT]: Knowledge of mundane animals and beasts. *Synergy: track (animals).*

Zoology, mystic [INT]: Knowledge of mystical animals and beasts. Prerequisite for *mystic harvesting* skill.

Starting Equipment

Every character starts with the following equipment if wanted.

New characters may spend as much of their starting coin on equipment as they wish.

STARTING EQUIPMENT

1 complete set of clothing (choose style)
1 bedroll
1 backpack
1 belt pouch

1 knife
1 standard quality weapon for each WP skill

1 candle
1 personal kit
1 set of eating utensils
12 silver pieces

Final Note

When creating the character, don't forget about the personality and general motivation. Having unique, interesting PEOPLE as characters in the game with cool backgrounds and quirky traits makes it more fun for everyone. As an aid, try to come up with "three words" for each character that give a quick overview. If they happened to be "capricious, friendly, and impatient," or "callow, ebrious, and raffish" you'd have a pretty good idea of how the character

might react in many possible situations. It's just a suggestion.

Character Advancement

It's all about improvement. (But then the monsters get tougher too. Those bastards!)

Each game session, the characters tromp around the GM's imagined world participating in excellent adventures. One would expect that they

might be able to learn a little something from their adventuring. Or not. 😊 Regardless, the character gets to improve.

Experience Points

The game mechanic that represents a character's life experience and capacity for improvement is called **experience points** (XP). You 'spend' XP to increase your character's skills, abilities, and attributes. Use the advancement charts below to find the costs for increasing attributes, raising power or skill levels, learning new skills, gaining combat and weapon bonuses and abilities, increasing "points," acquiring feats, *nsh*. Attributes, power levels, and skill levels are limited in the speed at which they can increase. Only a single attribute value increase or level advancement per game session is allowed. Combat and other bonuses, hit points, DSP, ESP, HSP, ISP, MSP, and NSP may increase as much as desired. Many classes gain things at each level. See Primary Skills above.

Keep track of the total amount of experience earned by the character. Extra bonuses for Presence, perception, saving throws and attributes are based on the total amount of experience, which acts as a rough gauge of approximate overall character level and power. (The total-experience-based bonuses are 'floating,' which means they are always added on top of what you bought for the character with experience.)

TOTAL-EXPERIENCE-BASED BONUSES

For every 10,000 total experience points, the character receives

+1 floating Presence CP
(not full attribute point)

For every 20,000 total experience points, the character receives

+1 floating perception bonus
(single sense category)

For every 50,000 total experience points, the character also receives

+1 floating saving throw on all saves
(magic, psionic and physical)
+1 floating full attribute point

Multi-classing

One of the great advantages of Psimancz is that there are very few limitations. Choosing a class is no different. Although you may only choose one class to begin with, you are

able to select any other class (with a few restrictions). Simply spend the experience required to learn the new class and *viola*.

8000 XP	autoparry (fighter)
4000	upgrade from free-parry (priest) to autoparry (fighter)
5000	any non-psionic gift (separate for diabolist, druid, healer, priest, sorcerer, warlock, and wizard)
4000	power level zero (druidic, healing, mystic [separate for each], priestly, psionic, and warlock)
1000	minor psionic gift (first level abilities only)
2000	major psionic gift (first through third level abilities)
3000	master psionic gift (all abilities available)

Restrictions on multi-classing: no multi-god priests or mixing of druid, priest, and warlock. (Warlocks,

however, can have multiple elemental forces.)

Feats

Feats are sort of like skills, but they do not advance in level. They can be purchased with experience as one-time expenditures during character advancement. (There are exceptions. A few primary skills start with feats and characters can use skill points to start with language feats.) There are three types of feats: combat forms, general talents, and mystical techniques.

Note: any feat that is based on a natural d20 roll is a cumulative feat. The character must have the previous ability before purchasing subsequent abilities. For example if you want to purchase *stunning attack* on 18, the character must first possess the *stun* on 20 and *stun* on 19 abilities. The same applies for critical damage multipliers in both directions. The character needs *brutal attack (x3)* on 19 and *vicious attack (x4)* on 20 before acquiring *vicious attack (x4)* on 19.

Combat Forms

Ambidextrous conditioning

Prerequisites:

off-hand attack feat, Prowess 13+

The character gains +2 to strike with off-hand attacks. *Cost: 2500 XP*

Armor proficiency

The wearing of armor requires training to use properly. (See *Armor* below for complete armor rules.) Characters cannot use armor for which they do not have the proficiency feat. Fighters start

with light and medium AP for no cost; priests begin with light AP. *Cost varies:*

<i>Light:</i>	500 XP
<i>Medium:</i>	1000 XP
<i>Heavy:</i>	1500 XP
<i>Plate:</i>	2000 XP

Back-to-back

Through communication and training, a character with this feat is adept at positioning herself to restrict attackers to come at her 3 vs. 1 when she is

surrounded and has another character at her back. (See combat section for rules on multiple attackers.) Fighters start with BTB fighting for no cost. *Cost: 2000 XP*

Blind fighting

The character has a heightened sense of awareness when in hand-to-hand combat, and only suffers a -1 to strike, parry, and dodge and retains *miss factor* when fighting blind. The reduced penalty only applies to melee combat (hand-to-hand attacks). Ranged attacks suffer the usual penalties. The character with blind fighting is also effective at fighting against invisible creatures. The invisible creature only has +1 to strike and *miss factor* when facing off against someone with this feat. *Cost: 5000 XP*

Brutal attack (x3)

Prerequisites:

crushing attack for the level being purchased

On a natural d20 roll to strike, damage is tripled (x3). *Cost varies:*

20:	2000 XP
19:	4000 XP
18:	6000 XP
17:	8000 XP
16:	10,000 XP

Combat excellence

On a natural d20 roll to strike, the character can elect to do one of three options: roll on the critical hit table, add one (1) to their damage multiplier or bypass a defender (if applicable).

Cost varies:

20:	free
19:	9000 XP
18:	18,000 XP
17:	27,000 XP
16:	36,000 XP

Cover finesse

Prerequisite:

auto- or free-parry

Fighters with this combat form are better at defending others. There is no penalty to parry attacks that are targeted against the declared protectee

(except for the usual flank attack penalty, *nsh.*) *Cost: 2000 XP*

Crushing attack (x2)

On a natural d20 roll to strike, damage is doubled (x2). *Cost varies:*

20:	1000 XP
19:	3000 XP
18:	5000 XP
17:	7000 XP
16:	9000 XP

Defensive awareness

Prerequisite:

autoparry, awareness

A character with this feat is able to defend an invisible target at no penalty. *Cost: 2000 XP*

Defensive disarm

On a natural d20 roll parry, the opponent is disarmed if he is attempting to attack with a 'dislodgeable' weapon. *Cost varies:*

20:	1500 XP
19:	3000 XP
18:	4500 XP
17:	6000 XP
16:	7500 XP

Deflect arrows

Prerequisites:

auto- or free-parry, +2 parry in WP, Reflex 13+

This form allows characters to parry normal ranged (or thrown) attacks (not magical ranged attacks) as if they were using a shield. The parry bonus is based on the chosen WP. Each time this feat is purchased, it applies to another specific WP skill. *Cost varies:*

WP small:	1000 XP
WP medium:	1000 XP
WP large:	1000 XP
WP unarmed:	2000 XP
WP huge:	3000 XP

Free attack (physical)

On a natural d20 roll to strike, the action used is immediately recovered and can be used again this round. "Free" actions not used do not add to initiative bonus in the next round. *Cost varies:*

20:	1500 XP
-----	---------

19:	3000 XP
18:	4500 XP
17:	6000 XP
16:	7500 XP

Free kick

On a natural 20 parry, the defender gets to strike the opponent with a special kick that cannot be parried and does not take an action. It has the normal unarmed strike bonus and does 1d6 real damage plus damage bonus. *Cost: 500 XP*

Gang cover finesse

Prerequisites:

cover finesse and *gang fighting* feats

Characters with this combat form are better at defending others against multiple attackers. There is no penalty to parry attacks against the declared 'protectee's flanks, and rear attacks can be parried at a -2 penalty. *Cost: 2000 XP*

Gang fighting

Prerequisite:

auto- or free-parry

Fighters with this combat form are better at defending themselves against multiple attackers. There is no penalty to parry attacks against the flanks, and rear attacks can be parried at a -2 penalty. *Cost: 3000 XP*

Improved gang cover finesse

Prerequisites:

gang cover finesse and *improved gang fighting* feats

Characters with this combat form are expert at defending others against multiple attackers. There is no penalty to parry attacks against the declared 'protectee's flanks or rear. *Cost: 3000 XP*

Improved gang fighting

Prerequisites:

gang fighting feat

Characters with this combat form are expert at defending themselves against multiple attackers. There is no penalty to parry attacks against the flanks or rear. *Cost: 3000 XP*

Improved mobility

Prerequisites:

mobility feat, *auto- or free-parry*

This form works the same as mobility except the character may attempt to parry (when applicable) if the dodge is unsuccessful. *Cost: 2000 XP*

Innate defense

Prerequisite:

cover finesse, back-to-back

If a character with this feat is being defended by another, but the defender is not taking the attack, innate defense allows the character to attempt to parry for herself after the defender has failed. *Cost: 2000 XP*

Lightning interposition

Prerequisite:

autoparry

Characters with this combat form are quicker at defending others. They can switch their declared 'protectee' in the middle of a round as an abort without costing an action. The feat can be purchased multiple times for multiple switches within a round. *Cost: 2000 XP*

Missile interception

Prerequisites:

deflect arrows and *ranged deflection* feats

Prowess 15+

By use of this form a character may attempt to parry a ranged attack using a ranged weapon. The character's strike roll is used to stop the attack and the attempted deflection uses an action. Each time this feat is purchased, it applies to another specific WP skill.

Cost varies:

WP small: 1500 XP

WP medium: 2000 XP

WP large: 2500 XP

WP huge: 3000 XP

Example: A character may shoot an arrow out of the sky with another arrow.

Mobility

Characters with this form are extremely active in combat. As long as they are aware of the attack, they can attempt a

free dodge once per round. All dodge bonuses apply. If the free dodge attempt fails, there is no option to attempt a parry. *Cost: 2000 XP*

Multiple attack

Prerequisites:

simul-parry (weapon) feat, *off-hand attack* feat, 30,000 total XP

The form allows a character to attack a single creature with each weapon held in the same initiative instant. Each attack still requires the appropriate action (that is, a physical action and an off-hand attack action). The defending creature can attempt to parry both attacks if trained in a *simul-parry* feat. *Cost: 4000 XP*

Example: Szordrin, the elven assassin-mind mage, has a long sword in one hand and a dagger in the other. He uses the *multiple attack* feat to strike his opponent twice simultaneously, once with the sword and once with the dagger. The attacks still cost two actions (one physical, one off-hand), but they happen on the same initiative instant.

Multiple interposition

Prerequisite:

autoparry

Characters with this powerful combat form can have more than one free declared 'protectee' at the beginning of a round and have the ability to defend all of them simultaneously. (I know; it seems insane; *Psimancz* is a **fantasy** role-playing game, after all.) *Cost progresses:*

2nd protectee 5000 XP

3rd protectee 10,000 XP

4th protectee 15,000 XP

And so on

Oak hands

Prerequisite:

WP unarmed combat

This form allows fighters to do half real damage with unarmed attacks (instead of just subdual damage), if they wish. *Cost: 2000 XP*

Off-hand attack

Prerequisites:

simul-parry feat, 3 physical actions

This form gives the fighter an extra attack that can be used to strike with the weapon or shield used in the off-hand. This action cannot be used for any other purpose, and if it is not used, it does not add five to next initiative.

Cost progresses:

1st attack 1000 XP

2nd attack 3000 XP

3rd attack 9000 XP

Offensive disarm

On a natural d20 roll attack, the opponent is disarmed if he is attempting to parry with a 'dislodgeable' weapon. *Cost varies:*

20: 2000 XP

19: 4000 XP

18: 6000 XP

17: 8000 XP

16: 10,000XP

Parry ranged attacks

Prerequisites:

deflect arrows feat, Reflex 15+

This form allows characters to parry magical ranged attacks as if they were using a shield. The parry bonus is based on the chosen WP. Each time this form is purchased, it applies to another specific WP skill. *Cost varies:*

WP small: 1000 XP

WP medium: 1000 XP

WP large: 1000 XP

WP unarmed: 2000 XP

WP huge: 3000 XP

Quick change

This form allows the character to put a weapon (or shield) away (on own body) and draw another weapon, with no action cost. This feat can only be used once per round. The weapon's speed still applies for replacing and drawing the weapon. *Cost: 1000 XP*

Quick draw

Allows the character to draw or replace a weapon (from own body) with no initiative delay. This feat can be purchased multiple times. Each time this form is purchased, it applies to

another specific WP skill (including shields). *Cost: 500 XP x WP skill weight*

Ranged deflection

Prerequisites:

deflect arrows feat, Prowess 13+

This form allows a character who is currently using a ranged weapon to attempt to parry a melee attack against a character they have declared. This feat may also be aborted to in cases where the defended was not declared at the beginning of the round. The character's strike roll is used to stop the attack and the attempted deflection uses an action. Each time this form is purchased, it applies to another specific WP skill. *Cost varies:*

WP small: 1000 XP

WP medium: 2000 XP

WP large: 2500 XP

WP huge: 3000 XP

Example: Vyrsala the elven archer is in the trees covering her companions as they fight the evil SwordMaster. Lantra the Brave is disarmed and has no weapon to parry with. The SwordMaster turns to Lantra and attacks. Vyrsala knows Lantra is close to zero hit points, so she uses the Ranged Deflection feat to fire an arrow to deflect (or parry) the SwordMaster's thrust.

Savage attack (x5)

Prerequisites:

vicious attack for the level being purchased

On a natural d20 roll to strike, damage is quintupled (x5). *Cost varies:*

20: 2000 XP

19: 4000 XP

18: 6000 XP

17: 8000 XP

16: 10,000 XP

General Talents

Awareness

The character is highly aware of her surroundings and is allowed an extra first perception roll when she is the target of a sneak attack. *Cost: 1500 XP*

Simul-parry, shield

Prerequisite:

autoparry

This form allows fighters to use a shield to parry simultaneous attacks directed at them. *Cost: 1000 XP*

Simul-parry, weapon

Prerequisite:

autoparry

This form allows fighters to use a weapon to parry simultaneous attacks directed at them. *Cost: 2000 XP*

Steel hands

Prerequisite:

oak hands feat

This form allows fighters to do all real damage with unarmed attacks (instead of any subdual damage), if they wish. *Cost: 2000 XP*

Stunning attack

On a natural d20 roll to strike, the opponent struck loses their next physical action. *Cost varies:*

20: 1000 XP

19: 2000 XP

18: 3000 XP

17: 4000 XP

16: 5000 XP

Vicious attack (x4)

Prerequisites:

brutal attack for the level being purchased

On a natural d20 roll to strike, damage is quadrupled (x4). *Cost varies:*

20: 3000 XP

19: 5000 XP

18: 7000 XP

17: 9000 XP

16: 10,000 XP

Brew poison

Prerequisite:

use poison

The character is able to brew poisons (see crafting items). *Cost: 1500 XP*

Craft masterwork heavy armor

Prerequisite:

Armorer level 5

This feat enables the character to craft heavy armor (splint mail, banded mail and plate & chain) of masterwork quality or better (bestowing quality bonuses on the armor). The level of the *armorer* skill determines the highest quality that can be made by the character (see crafting items). *Cost: 2000 XP*

Craft masterwork huge weapon

Prerequisite: *weaponsmith* level 5

This feat enables the character to craft huge weapons of masterwork quality or better (bestowing quality bonuses on the weapon). The level of the *weaponsmith* skill determines the highest quality that can be made by the character (see crafting items). *Cost: 2500 XP*

Craft masterwork large weapon

Prerequisite: *weaponsmith* level 5

This feat enables the character to craft large weapons of masterwork quality or better (bestowing quality bonuses on the weapon). The level of the *weaponsmith* skill determines the highest quality that can be made by the character (see crafting items). *Cost: 2000 XP*

Craft masterwork light armor

Prerequisite: *armorer* level 5

This feat enables the character to craft light armor (padded, leather and studded leather) of masterwork quality or better (bestowing quality bonuses on the armor). The level of the *armorer* skill determines the highest quality that can be made by the character (see crafting items). *Cost: 1000 XP*

Craft masterwork medium armor

Prerequisite: *armorer* level 5

This feat enables the character to craft medium armor (chain, double and scale mail) of masterwork quality or better (bestowing quality bonuses on the armor). The level of the *armorer* skill determines the highest quality that can

be made by the character (see crafting items). *Cost: 1500 XP*

Craft masterwork medium weapon

Prerequisite: *weaponsmith* level 5

This feat enables the character to craft medium weapons of masterwork quality or better (bestowing quality bonuses on the weapon). The level of the *weaponsmith* skill determines the highest quality that can be made by the character (see crafting items). *Cost: 1500 XP*

Craft masterwork plate armor

Prerequisite: *armorer* level 5

This feat enables the character to craft plate armor (full plate) of masterwork quality or better (bestowing quality bonuses on the armor). The level of the *armorer* skill determines the highest quality that can be made by the character (see crafting items). *Cost: 2500 XP*

Craft masterwork small weapon

Prerequisite: *weaponsmith* level 5

This feat enables the character to craft small weapons of masterwork quality or better (bestowing quality bonuses on the weapon). The level of the *weaponsmith* skill determines the highest quality that can be made by the character (see crafting items). *Cost: 1000 XP*

Damage reduction

Prerequisite:

Endurance 16+

The character is quite hearty and able to withstand damage. The maximum damage reduction is equal to the character's *END* - 15. This form may be purchased multiple times with each adding one point of damage reduction up to the maximum. *Cost: 3000 XP*

Evade traps

Characters possessing this feat are allowed to make a dodge roll to avoid traps whenever they trigger a single-target trap or are caught within an area of effect trap. *Cost: 4000 XP*

Imbue armor

Allows the maker to permanently imbue armor with the “Enhance” spell (see crafting items). Cost: 2000 XP

Imbue weapon

Allows the maker to permanently imbue a weapon with the “Enhance” spell (see crafting items). Cost: 2000 XP

Language

Prerequisite:

having a brain and other appropriate organs

This talent allows characters to speak another language or read and write a language, including their native tongue

Mystical Techniques

Craft magic item: charged

Prerequisite:

ability to cast spells (*mystic gift*)
mystic power level 5

Allows the caster to create a charged item that duplicates the effect of a spell they can cast (see crafting items). Cost: 3000 XP

Craft magic item: continuous

Prerequisite:

ability to cast spells (*mystic gift*)
mystic power level 7

Allows the caster to create a charged item that duplicates the effect of a spell they can cast (see crafting items). Cost: 5000 XP

Craft magic item: focus

Prerequisite:

ability to cast spells (*mystic gift*)
mystic power level 4

Allows the caster to create a charged item that duplicates the effect of a spell they can cast (see crafting items). Cost: 2500 XP

Craft magic item: permanent

Prerequisite:

ability to cast spells (*mystic gift*)
mystic power level 6

Allows the caster to create a charged item that duplicates the effect of a spell

(assuming the language has a written form). Only ‘mortal’ languages can be chosen. (Examples would be elven, giant, human, and kobold, but not dragon, faerie, or infernal.) There is no percentage chance associated with knowing a language. In the future, there may be increasing levels of fluency. Cost: 250 XP

Light sleeper

Prerequisite: *awareness*

The character is so aware of her surroundings that she is allowed a hearing perception roll even when sleeping. Cost: 2000 XP

they can cast (see crafting items). Cost: 4000 XP

Craft magic item: potion

Prerequisite:

ability to cast spells (*mystic gift*)
mystic power level 2

Allows the caster to create a charged item that duplicates the effect of a spell they can cast (see crafting items). Cost: 1500 XP

Craft magic item: scroll

Prerequisite:

ability to cast spells (*mystic gift*)
mystic power level 1

Allows the caster to create a charged item that duplicates the effect of a spell they can cast (see crafting items). Cost: 1000 XP

Empower spell

Prerequisite:

ability to cast spells (*mystic gift*)

All variable, numeric effects of an empowered spell are increased by one-half. Spells without random variables are not affected. An empowered spell costs x2 spell points. Cost: 3000 XP

Enlarge spell

Prerequisite:

ability to cast spells (*mystic gift*)

You can alter a spell with a range of 100 feet to increase its range to 150

feet. An enlarged spell costs 12 additional spell points. *Cost: 4000 XP*

Extend spell

Prerequisite:

ability to cast spells (*mystic gift*)
mystic power level 4

An extended spell lasts twice as long as normal. A spell with duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell costs x3 spell points. *Cost: 3000 XP*

Free attack (magical/psionic)

Prerequisite:

ability to cast spells (*mystic gift*)

When casting a spell/ability that requires a d20 roll (bolt, negate, nsh.), on a natural d20 roll, the magical or psionic action used is immediately recovered and can be used again this round. "Free" actions not used do not add to initiative bonus in the next round. This feat must be purchased separately for magic actions and psionic actions. *Cost varies:*

20:	2000 XP
19:	4000 XP
18:	6000 XP
17:	8000 XP
16:	10,000 XP

Imbue Spell

Prerequisite:

ability to cast spells (*mystic gift*)
mystic power level 4

This technique allows the mage to cast any 'self' targeted spell onto another. The range is effectively changed to 'touch,' and the SP cost for casting the spell is increased by 8 points. *Cost: 1000 XP*

Maximize spell

Prerequisite:

ability to cast spells (*mystic gift*)
mystic power level 6

All variable, numeric effects of a spell modified by this feat are maximized. Spells without random variables are not affected. A maximized spell costs x3 spell points. *Cost: 5000 XP*

Silent spell

Prerequisite:

ability to cast spells (*mystic gift*)

A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell costs 4 additional spell points. *Cost: 2000 XP*

Advancement Charts

Attribute Advancement

Attributes can be increased after the initial character has been created. Character Points can be purchased with experience to raise attributes above their starting value. When a CP is purchased using experience points, it is applied to an attribute immediately.

CPs cannot be purchased and “stored” to be used at a later time. CPs are purchased as one pool, they are not purchased individually for an attribute.

The cost for a CP is 500 times the CP being purchased.

Skill Level Advancement

The cost to advance a skill by one level is a base amount of experience points (dependent on the *new* skill level) times the level to which the skill is being raised times the skill weight (SW). All skills can only be raised one level per game session.

Skill level 1 - 5: 50 base XP

Skill level 6 - 10: 100 base XP

Skill level 11 - 15: 150 base XP

For example, raising mystic conversion (SW 3) to second level would cost 300 XP ($50 \times 2 \times 3$). Raising it to sixth level would cost 1800 XP ($100 \times 6 \times 3$).

CHARACTER POINT COSTS

character point	XP cost
1	500
2	1000
3	1500
4	2000
5	2500
6	3000
7	3500
8	4000
9	4500
10	5000

SKILL LEVEL COSTS

skill level	SW 1	SW 2	SW 3	SW 4
1	50	100	150	200
2	100	200	300	400
3	150	300	450	600
4	200	400	600	800
5	250	500	750	1000
6	600	1200	1800	2400
7	700	1400	2100	2800
8	800	1600	2400	3200
9	1000	1800	2700	3600
10	1500	2000	3000	4000
11	1650	3300	4950	6600
12	1800	3600	5400	7200
13	1950	3900	5850	7800
14	2100	4200	6300	8400
15	2250	4500	6750	9000

Acquiring New Skills

When learning new skills, the XP cost to obtain the skill at zero level is 200 XP times the skill weight. For example, learning mystic conversion (SW 3) as a new skill costs 600 XP.

At zero level the skill has no percentage, nor do attribute or synergy modifiers apply. Once the skill is learned, it can be raised as normal (base \times level \times SW) after the next game session. A character must have the zero-level skill for one game session before raising it to first level.

Power Level Advancement

Power level is what determines the strength of the spells, powers and abilities that all spell casters (druid, healer, mage (4), priest, psion and warlock) use. Many variable effects of the spell are determined by spell level (damage, duration, nsh.).

Spell power can also be considered a rank of the character and it provides an in-game comparison to other NPCs and player characters.

Power level is cumulative and must be purchased in order beginning with level one.

“Points” Advancement

DSP (divine spell points), ESP (elemental spell points), HP (hit points), HSP (healing strength points), ISP (inner strength points), MSP (magic spell points), and NSP (nature spell points) all cost the same to increase. The experience point cost is equivalent to ten times the value of the point you are purchasing.

NEW SKILL COSTS

skill weight	XP cost
1	200
2	400
3	600
4	800

POWER LEVEL COSTS

power level	XP cost
1	400
2	800
3	1200
4	3200
5	4000
6	4800
7	8400
8	9600
9	10,800
10	16,000
11	17,600
12	19,200
13	26,000
14	28,000
15	30,000

For example, the first point costs $1 \times 10 = 10$ XP, and the 32nd point of that type costs $32 \times 10 = 320$ XP. Math helper: as a group, points 1-10 costs 550 XP total, 11-20 costs 1550 XP, 21-30 costs 2550 XP, and so on.

Automatic Increase of “Points”

DSP, ESP, HSP, ISP, MSP, and NSP go up by 10 + (stat bonus) for each power level. These points are in addition to the ones purchased.

Power Strength Advancement

Power strength is the amount added to the target’s required saving throw versus various forms of attack. For example if Gniko, the gnome wizard, has +3 spell strength, targets of his spells would need a 17 to save instead of the usual 14.

Separate “power strengths” must be purchased for the different types of power: circle/ritual (summoner), druidic, healing, priestly, psionic, spell, and ward (diabolist).

Saving Throw Advancement

Saving throws enable a character to resist the effect of a magical spell, psionic power or physical effect (like poison, or a healer’s touch). Characters can purchase bonuses to their saving throws to make it more like that she will succeed.

Saving throw bonuses cost 500 XP times the bonus being purchased and must be purchased individually for each type of saving throw; magic, physical and psionic.

Action Advancement

Beginning characters start with 2 actions. Depending on the class, those actions will be either two physical, or one physical and one healing, magic or psionic. In order to gain more actions in a round, the player may purchase them with experience points.

HPs do not go up automatically but instead get the stat bonus added for each ten points purchased.

POWER STRENGTH COSTS

power strength	XP cost
+1	200
+2	400
+3	800
+4	1200
+5	1600
+6	2000
+7	2400
+8	2800
+9	3200
+10	3600

SAVING THROW COSTS

saving throw bonus	XP cost
+1	500
+2	1000
+3	1500
+4	2000
+5	2500
+6	3000
+7	3500
+8	4000
+9	4500
+10	5000

ACTION COSTS

action	physical	healing, magic or psionic
1	free	1000
2	1000	3000
3	3000	9000
4	9000	15,000
	15,000	21,000

Initiative Advancement

Initiative determines the order that characters and opponents act during the combat round.

Initiative bonuses cost 500 XP times the bonus being purchased.

INITIATIVE COSTS

initiative bonus	XP cost
+1	500
+2	1000
+3	1500
+4	2000
+5	2500
+6	3000
+7	3500
+8	4000
+9	4500
+10	5000

Perception Advancement

Perception rolls are made when the character needs to identify something that is not readily apparent. There are three perceptions that get a roll; sight, hearing and scent.

Perception bonuses cost 500 XP times the bonus being purchased and must be purchased separately for each type of perception.

PERCEPTION COSTS

perception bonus	XP cost
+1	500
+2	1000
+3	1500
+4	2000
+5	2500
+6	3000
+7	3500
+8	4000
+9	4500
+10	5000

Combat Abilities Advancement

The tables below indicate the experience cost of various combat bonuses. Each of the tables are considered cumulative, which means that you must purchase a lesser bonus before a higher bonus.

Hand to Hand Combat Advancement

Hand to hand combat (HTH) reflects the character's innate ability to fight. These bonuses apply to any combat situation and any weapon the character wields.

HAND TO HAND COMBAT COSTS

combat bonus	XP cost formula
HTH damage	bonus x 200
HTH dodge	bonus x 100
HTH parry	bonus x 300
HTH strike	bonus x 400

bonus	HTH dodge	HTH damage	HTH parry	HTH strike
+1	100	200	300	400
+2	200	400	600	800
+3	300	600	900	1200
+4	400	800	1200	1600
+5	500	1000	1500	2000
+6	600	1200	1800	2400
+7	700	1400	2100	2800
+8	800	1600	2400	3200
+9	900	1800	2700	3600
+10	1000	2000	3000	4000

Weapon Proficiency Advancement

Weapon proficiencies (WP) represent the character's skill to fight with a specific weapon group. These bonuses apply only when using the weapon type applicable to the WP.

There are seven different weapon proficiency groups: WP small (1d4 damage), WP medium (1d6 damage), WP large (2d6 damage), WP huge (two-handed, 3d6 damage), WP unarmed,

WP shield (buckler, shield), WP combat riding (mounted).

Weapon proficiency small, medium, large, huge and shield requires that you select a specific weapon group (detailed in the skills section). The bonuses only apply to the select weapons included in the group.

WP Small Advancement

Weapon proficiency small refers to the character's ability to fight with small weapons (1d4 damage).

WP SMALL COSTS

combat bonus	XP cost formula
WP S damage	bonus x 400
WP S parry	bonus x 300
WP S strike	bonus x 200

bonus	wp small strike	wp small parry	wp small damage
+1	200	300	400
+2	400	600	800
+3	600	900	1200
+4	800	1200	1600
+5	1000	1500	2000
+6	1200	1800	2400
+7	1400	2100	2800
+8	1600	2400	3200
+9	1800	2700	3600
+10	2000	3000	4000

WP Medium Advancement

Weapon proficiency medium refers to the character's ability to fight with medium weapons (1d6 damage).

WP MEDIUM COSTS

combat bonus	XP cost formula
WP M damage	bonus x 400
WP M parry	bonus x 200
WP M strike	bonus x 300

bonus	wp medium parry	wp medium strike	wp medium damage
+1	200	300	400
+2	400	600	800
+3	600	900	1200
+4	800	1200	1600
+5	1000	1500	2000
+6	1200	1800	2400
+7	1400	2100	2800
+8	1600	2400	3200
+9	1800	2700	3600
+10	2000	3000	4000

WP Large Advancement

Weapon proficiency large refers to the character's ability to fight with large weapons (2d6 damage).

WP LARGE COSTS

combat bonus	XP cost formula
WP L damage	bonus x 300
WP L parry	bonus x 200
WP L strike	bonus x 400

bonus	wp large parry	wp large damage	wp large strike
+1	200	300	400
+2	400	600	800
+3	600	900	1200
+4	800	1200	1600
+5	1000	1500	2000
+6	1200	1800	2400
+7	1400	2100	2800
+8	1600	2400	3200
+9	1800	2700	3600
+10	2000	3000	4000

WP Huge Advancement

Weapon proficiency huge refers to the character's ability to fight with huge, two-handed weapons (3d6 damage).

WP HUGE COSTS

combat bonus	XP cost formula
WP H damage	bonus x 200
WP H parry	bonus x 400
WP H strike	bonus x 300

bonus	wp huge damage	wp huge strike	wp huge parry
+1	200	300	400
+2	400	600	800
+3	600	900	1200
+4	800	1200	1600
+5	1000	1500	2000
+6	1200	1800	2400
+7	1400	2100	2800
+8	1600	2400	3200
+9	1800	2700	3600
+10	2000	3000	4000

WP Shield Advancement

Weapon proficiency huge refers to the character's ability to fight with bucklers or shields.

WP SHIELD COSTS

combat bonus	XP cost formula
WP SH damage	bonus x 300
WP SH parry	bonus x 200
WP SH strike	bonus x 400

bonus	wp shield parry	wp shield damage	wp shield strike
+1	200	300	400
+2	400	600	800
+3	600	900	1200
+4	800	1200	1600
+5	1000	1500	2000
+6	1200	1800	2400
+7	1400	2100	2800
+8	1600	2400	3200
+9	1800	2700	3600
+10	2000	3000	4000

WP Unarmed Advancement

Weapon proficiency unarmed refers to the character's ability to fight without a weapon.

WP UNARMED COSTS

WP unarmed damage roll*	XP cost
1d4	free
1d6	500
1d8	1000
1d10	1500
1d12	2000
2d8	3000

*each damage roll is a prerequisite for the next higher roll

combat bonus	XP cost formula
WP UA damage	bonus x 200
WP UA dodge	bonus x 100
WP UA parry	bonus x 300
WP UA strike	bonus x 400

bonus	wp ua dodge	wp ua damage	wp ua parry	wp ua strike
+1	100	200	300	400
+2	200	400	600	800
+3	300	600	900	1200
+4	400	800	1200	1600
+5	500	1000	1500	2000
+6	600	1200	1800	2400
+7	700	1400	2100	2800
+8	800	1600	2400	3200
+9	900	1800	2700	3600
+10	1000	2000	3000	4000

WP Combat Riding Advancement

Weapon proficiency combat riding (CR) refers to the character's ability to fight while mounted. This skill requires the appropriate riding skill as a prerequisite. Bonuses gained from WP CR stack with the standard WP and HTH bonuses while the character is mounted.

WP COMBAT RIDING COSTS

combat bonus	XP cost formula
WP CR damage	bonus x 200
WP CR parry	bonus x 400
WP CR strike	bonus x 300

bonus	wp cr damage	wp cr strike	wp cr parry
+1	200	300	400
+2	400	600	800
+3	600	900	1200
+4	800	1200	1600
+5	1000	1500	2000
+6	1200	1800	2400
+7	1400	2100	2800
+8	1600	2400	3200
+9	1800	2700	3600
+10	2000	3000	4000

Combat and Adventure

This is the shiz-nit, baby! You get to see your little playing piece that you've built and developed for so long actually perform. (And it's just a piece of paper.)

Fighting nasty villains and slaying vile monsters is one of the most exciting aspects of fantasy roleplaying games. Developing a system to simulate combat situations is extremely difficult. Starting with an existing framework like Palladium helps, but there are still lots of issues. Jason and Sean constantly discuss the tradeoffs between making the system

more rational and realistic versus keeping it simple. It's tough to balance. Lots of rules are still at an experimental stage and may need work. We should keep that in mind since it's in our best interest to help create a better system. We're really playtesters for the future, official Psimancz game, and Wizards of the Coast will eventually be paying us millions of dollars for the rights to it. ☺

Doing It (Actions)

Combat Rounds and Initiative

Combat is divided into melee rounds that are roughly equivalent to a minute of time. During each round, characters, NPCs, and other entities perform actions. All actions in combat fall into one of three basic types: physical, psionic, or spell. Each action is independent of one another. For example, a beginning wizard starts with one physical action (available to all characters) and one spell action, for a total of two actions in one round. The actions may not be swapped for each other. If an action remains unused at the end of the melee round, and the character has a power level of at least 1 for the applicable action, it may apply as a +5 bonus to the character's initiative the next round. For example, Tek, a rogue, has a magic action that he often uses to activate magic items. If he does not use his magic action to activate an item, he cannot apply a +5 bonus to his initiative next round because he does not have any mystic power level. Bow actions are physical actions, and the crossbow takes one

physical action to shoot and one physical action to reload.

Each melee round is divided into thirty initiative segments starting at thirty and counting down to one. Initiative rolls determine the order in which characters and others are able to use their actions during the combat round. Players determine each character's individual initiative by rolling a d10, adding the character's speed, and then adding the character's initiative bonus (including +5 for each unused action of any type from the previous round). If the total is greater than 30, the character may begin acting on initiative 30.

Typically, the GM will count down the initiative segments starting at thirty and giving the characters a chance to declare their actions. Once the initiative countdown arrives at the character's initiative, it may begin to act. The character is not obligated to declare an action, however. Characters can **delay** their actions as long as they want to. Any action not used by initiative one of the round is lost but will give +5 to

initiative next round. The exception occurs when the character has not delayed at all but performs actions that require enough initiative segments to drop below initiative one. In those rare cases, the actions roll over into the next round counting down initiative segments as usual. Once an action is declared, depending on its type, it could take from zero to many initiative segments before the action actually is completed. **Experimental weapon speed rules:** Weapons have different speeds based on their size. Small weapons have a speed of zero, medium weapons one, large two, and huge weapons have a speed of three. The speed determines how many initiatives to count down after declaration until

the action actually occurs. Psionic actions occur instantly. Spell actions have a speed equal to the spell's level. The spellcaster declares the spell, begins casting, and it "goes off" after a number of initiative segments equal to its level have passed. This rule does not apply to defensive counterspells like "negate magic" or to **simultaneous strikes**. Declared actions can be cancelled without losing the action, only the lost initiative segments. A new action declaration needs to occur then the initiative countdown begins again for the new action.

In general, "draw and do X" counts as a single action, especially in the case of a weapon designed for throwing.

ACTIONS AND INITIATIVE DELAY

action	speed factor	note
Draw weapon	weapon's speed	first is free (no action)
Draw and throw weapon designed for throwing	weapon's speed	
Strike with weapon	weapon's speed	
Perform psionic ability	0	
Cast magic spell	spell's level	
Pick up item from ground	4	
Take potion from potion belt	2	
Get item from pouch	4	
Get item from backpack	6	
Mount a mount	2	
Tie a knot	2	
Perform combat medical skill	4	
?	?	

Aborting Actions (Jumping Initiative)

As long as a character has actions left in the round, she may choose to abort and act out of sequence. This initiative jump can only be for a defensive action. (Negate magic spell, non-auto parry, auto parry for another, force field, *nsh.*) The only exception to this rule is the simultaneous strike (described below), which may be aborted to. All aborted

actions cost one action. Actions aborted for another, such as parry and dodge, have a penalty of -2.

Free Actions

There are certain things a character will want to do that will not require an action. Certain examples include changing a declared defender or moving over difficult terrain in combat. These

acts do not require the character to use an action, but they do take time and require the character to be on initiative. It is not required that the character has a delayed action or has an action at all.

Doing Other Random Things (Attribute Checks)

At times, a character may wish to attempt any number of bizarre, unexpected actions like leap into the window of a speeding carriage or decipher the meaning of a goblin tribe's funky body language. How success is determined and even whether a particular action is possible to attempt is heavily dependent on the judgment of the GM. If a particular skill does not apply to the situation, the GM may require an **attribute check** with appropriate (in the GM's opinion) modifiers. An attribute check is

successful if a d20 roll is equal to or less than the modified attribute in question.

For example, Gornak the Slayer wants to hurl his kobold buddy over a ten-foot wall. The GM determines that given the pudgy kobold's weight and the amount of loot he is carrying, the Strength check will be made with a -5 penalty. Gornak the Slayer has a 20 STR. With the penalty, he needs to roll a 15 or less on the d20 in order to succeed.

Attribute versus attribute checks. In these cases, two or more characters are competitively attempting some feat. Whoever succeeds at the appropriate attribute check, as determined and modified by the GM, by the greatest amount (or fails by the least amount) does the "best."

Protecting Yourself (and Others)

Active Defenses

Dodging

A dodge is a defensive action that involves moving the entire body out of harm's way, not deflecting the attacks but completely avoiding them. A dodge requires a physical action. A single dodge roll is made to avoid all strikes targeting the combatant. The dodge effect will continue until the character's next action, at which point the dodge effect is terminated. The character may not delay to continue a dodge effect.

A combatant may move another character out of the way of an attack by dodging them and can decide to take the damage if they fail. Area of effect attacks will affect both combatants on a failed dodge roll regardless of who is being defended. The same penalties as parrying for another (-3) apply when dodging someone else.

Parrying

Physical melee combat attacks (typically with weapons) can be parried. If the character does not possess **autoparry**, it requires an action to attempt to parry. A weapon or shield is required to parry most attacks. Missile attacks typically require a shield to parry.

Up to six (6) human-sized creatures can surround a human-sized opponent and attack. Strikes from the three opponents facing the defender can be parried normally with no penalties. Attacks from the two opponents flanking the defender to her left and right can be parried at -2. Strikes from the single opponent attacking from behind the defender cannot be parried normally.

When parrying for another, all flanking rules and penalties still apply. Parrying strikes against another (the 'protectee') is more difficult and suffers a -3 penalty. If the pair of combatants is surrounded, the assumed formation is back-to-back. Two characters with the *back-to-back (BTB)* feat make a declared team. This coordination and mutual defense forces the enemies to attack each fighter individually (three against each) with no flanking penalties.

If only one of a defensive pair have the *BTB* feat and each character is parrying for themselves (i.e., a fighter is paired with a wizard who casts the *shield* spell), the character with the feat parries normally for the three enemies facing her, and each character must roll 1d6 for the three remaining enemies facing the combatant without the feat. If the character without the feat rolls high on the d6, parry as normal. If the two characters tie, or the character with the feat wins, the attack goes through without a parry attempt.

If neither of a defensive pair has the *BTB* feat and they are each parrying for themselves, roll 1d6 for all attacks. If the character facing the attacker rolls high, parry as normal, otherwise the attack gets through without a parry attempt.

Declarations of Protection

Combatants can protect one another by physically positioning themselves so that the protector defends against the attacks and the 'protectee' hides behind. The protector decides for each

Passive Defenses

Miss Factor

Regardless of whether anything is done to defend against an attack, a strike may miss anyway. All conscious, mobile, active combatants have a **miss factor** (MF). If the strike does not

attack whether or not to take the damage (assuming the strike hits) or let it through to the protectee. Combatants get a "free declaration" of protection on initiative thirty of each combat round.

A character may switch their declared defender when they are on initiative and the target being declared is not attacked that initiative moment. The declaration does not take an action, but delays the protector two initiative segments. If the declared target is attacked the same initiative segment and the declared defender wishes to defend against the attack, the defender must abort an action to do so. Otherwise, the attack is resolved normally and the declared defender is able to prevent attacks beginning the following initiative segment.

If there is more than one character trying to parry an attack, they may get in each other's way and bungle the attempt. Roll 1d6; the highest roll can attempt to parry the attack; if the rolls are tied, neither can attempt a parry and the attack goes through (the attack must still defeat AC); the defender that rolls low cannot attempt to parry the attack. The exception to this rule is when two characters are using the back-to-back feat.

Special: Picking up an undefended creature off the ground automatically shifts the declaration of protection to that creature the initiative segment after the action is declared.

surpass the miss factor, the target does not get hit. Divide the character's Speed by two (rounding down) to calculate the miss factor. (For example, Xq'#wa&, the savage bushman, has a speed of 17. His miss factor is 8. Any strike of 8 or less will miss him entirely.)

Miss factor can be affected by the encumbrance of armor. Based on the bulkiest piece of armor worn, there is a maximum miss factor allowed regardless of the character's Speed. See the *Armor Table* below.

Natural Armor Rating

Often, animals and mystical beasts will have scales, horns or just extra tough skin and fur. This innate resilience of the body is called natural armor rating (NAR). Natural armor rating is always applied, even if the creature is unconscious or frozen in place. A typical range for NAR is 1 – 10.

Cover

Sometimes a spell effect or even the natural environment can provide additional defense. This improved defense is called cover (C). Cover can increase the character's armor class (AC) by 1 to 10 points (depending on the type of cover). Cover bonuses are GM's option.

Shields

There are two types of shields: buckler and shield. Shields are defensive items not designed for attacking or dealing damage. There are two weapon proficiencies applicable: *WP: buckler* (weight 1) and *WP: shield* (weight 3). *WP: buckler* uses the same weapon proficiency modifiers as *WP: shield*. The features of each item are detailed below.

Buckler: Can parry ranged attacks; can use something (other than a weapon [ranged weapons being the exception]) in hand while buckler is equipped (i.e., potion, wand, bow, torch, *nsh*); damage 1 HP.

Shield: Can parry ranged attacks; provides +2 AC (shield rating: SR); hand slot is filled (cannot hold something in hand); damage 1D4 HP.

Armor

Armor can absorb attacks that aren't avoided entirely. The **armor rating** (AR) of the armor worn (including any magical bonuses) is added to the miss factor (which is potentially reduced by the encumbrance of the armor worn) the shield rating from an equipped shield (if applicable) and any cover or natural armor rating to get the **armor class** (AC). In order for an attack to successfully connect with the target, the strike roll must exceed the target's armor class (assuming the strike wasn't first dodged or parried).

Formula for armor class:

$$AC = MF + AR + SR + NAR + C$$

Formula for successful hit:

$$\text{strike roll} > \text{target's AC}$$

Base AR is used to calculate Strength armor penalty. These penalties result from wearing armor that is too heavy and are in addition to the base armor penalties listed in the armor table below.

ARMOR TABLE

category	type	SPD / prowl*	base AR	DR	max MF	base cost (sp)
Light	Padded	-0	2	-1	15	2
	Leather	-0/-5%	4	-1	15	4
	Studded Leather	-1/-5%	6	-1	15	8
Medium	Chain Mail	-1/-10%	8	-2	10	10
	Double Mail	-1/-15%	10	-2	10	20
	Scale Mail	-2/-20%	12	-2	10	40
Heavy	Splint Mail	-2/-25%	14	-3	5	50
	Banded Mail	-3/-30%	16	-3	5	100
	Plate and Chain	-4/-35%	18	-3	5	200
Plate	Full Plate	-5/-40%	20	-4	5	250

* base armor penalties

Magical effects may increase the miss factor of a creature. This magical increase does not raise the base *miss factor* and does not count toward the maximum *miss factor* allowed by armor. Some things like skills or feats (*acrobatics* for example) will raise the character's base *miss factor*, anything that affects base miss factor will count toward the max *miss factor* for armor.

Masterwork bonuses will add to the AR of the suit of armor. Armor has an innate damage reduction based on type: Light -1, Medium -2, Heavy -3, Plate -4.

A character must have enough Strength to wear armor. Although masterwork will not decrease these requirements and penalties, certain magical effects can. *Reduced weight* will halve the Strength requirement for the Speed penalty for armor. *Weightlessness* will completely negate it.

STRENGTH PENALTIES FROM ARMOR

Strength armor penalty	Subtract Strength from total base AR. If the total is a negative number the penalty is zero. The resulting number is the strength armor penalty .
Speed	Subtract the strength armor penalty from the character's armor adjusted Speed. The result is the character's new adjusted
Prowl	Multiply the strength armor penalty by five. Subtract this amount from the armor adjusted Prowl skill percentage. The result is the character's new adjusted Prowl percentage.

Armor Skill Penalties

Movement: The base armor rating is the skill percentage penalty to all movement related skills (i.e., padded armor has a -2% penalty and plate has a -20% penalty). Skills affected are: *acrobatics, dance, mountaineering, prowl, sailing, scale walls, and swim* (this is in addition to the *prowl* penalty inherent in armor – *prowl* is doubly affected by armor). *General riding* is the exception to this rule.

Fine detail: Skills requiring precise movements and fine detail will be affected by an armor penalty of half the base armor rating (-1% – -10%). Skills affected are: *carpentry, find/remove traps, fishing, forgery, general repair, hunting/foraging, locate secret compartments/doors, juggling, leatherworking, masonry, medical, metalworking, mime, paint, pick locks, pick pockets, play (any instrument), pottery, rope works, sailing, sculpting/whittling, skinning and tanning, sleight of hand, surgery, tailor, trap design and construction, writing.*

Masterwork and Magical Armor

Masterwork armor usually cannot be purchased “off the rack” and must be fitted and/or custom-made for the wearer. Light armor is typically available within one day, medium within one week, heavy in one month, and plate in six months. Masterwork

quality armor can offset base armor penalties but not strength armor penalties. It increases the AR of the armor by 2 times the quality improvement (for example, quality +2 studded leather will have a bonus of 4 to the AR, for a total of 10 [Base AR 6 + 4 from quality]). Bonuses to Speed and *prowl* from masterwork armor can only offset negatives; they do not increase the armor wearer’s Speed or *prowl*.

Magical augmentation of armor can offset base armor penalties and strength armor penalties as well as add to AR. To be enchanted, the armor must be of at least masterwork quality.

Magical bonuses to AC must fall into one of the following five categories: armor rating, miss factor, shield rating, natural armor rating or cover. Similar types of magical bonuses do not stack, only use the highest modifier. However, a character can have a magical bonus to miss factor, armor rating, natural armor rating and cover. If the character has two effects (different energy types do not matter anymore) that enhance the same aspect of AC (AR for instance) they will not combine.

(See *Ye Olde Alchemist Shoppe* for prices.)

Bringing the Smack Down

Now we’re talking. It’s “kill or be killed.”

Attacking

The most common case is when a combatant goes over to an opponent and bops him upside the head. One could use something pointy or something big and heavy or something with a long, sharp edge. One could

throw that thing or project it at great speed with a clever device or just swing it really hard. Even fists, feet, knees, elbows, and heads would work. It all comes down to making the other guy hurt.

Roll a d20 to strike, adding all appropriate strike bonuses (like from Prowess, hand-to-hand combat ability, weapon proficiency, magic, or maybe even something extra from the GM because the target happens to be the size of a stagecoach.) If the attack hits (meaning it doesn't miss and the opponent doesn't parry it), roll up some damage.

Simultaneous Strike

A combatant has the option to simultaneously strike (**simul**) an opponent who is attacking her. This can be done only if the attack is not being defended by another (that is, there is no declared protector in the way). Simul strikes cost one action and forfeit the character's option to parry. The exception is having a *simul-parry* combat form to allow it.

Off-hand Attacks

Fighters with the *off-hand attack* combat form have the ability to attack with an off-hand weapon or shield. There is a penalty to strike when attacking with the off-hand. The penalty depends on the size of the weapon in each hand and is shown in the following chart.

OFF-HAND STRIKE PENALTIES

main weapon size	off-hand weapon or shield size	penalty
S	S	-2
	M	-3
	L	-4
M	S	-3
	M	-4
	L	-5
L	S	-4
	M	-5
	L	-6

Multiple attacks made in the same round with the off-hand have increasing penalties. The second off-

hand attack takes an additional -2 penalty to strike, and the third is at -4.

Special Attacks

Most of these attacks come into play when a combatant has a special combat ability and a particular natural roll (unmodified) occurs on the d20 to parry or strike an opponent in combat. The effects begin when a 'natural twenty' is rolled. Purchased combat abilities can reduce this number.

A **critical hit** happens during a strike and causes increased damage or other nasty results. The attacker chooses whether to use the Critical Hit Table for additional effects (like maiming and amputation), to add a multiplier to their weapon damage or to bypass a defender and successfully strike the original target (only if targeting a defended creature). The critical hit table is explained below. Adding a multiplier to the damage will increase the damage multiplier for the attack. For example, tripled damage and a roll on the Critical Hit Table could increase to quadrupled damage instead. If the target of your attack is being defended by another, you may elect to bypass the defender and do normal damage (including any damage multiplier feats).

Disarm can happen offensively (strike roll) or defensively (parry roll). The experience cost is the same for both, but must be purchased separately. An offensive disarm occurs on a strike roll and can dislodge the target's parrying item (shield or other). If the target's parry roll beats the attacker's strike roll, the target is allowed a physical save to resist the disarm attempt. If the attacker beats the target's parry roll, the target is disarmed. A defensive disarm occurs on a parry roll and will dislodge the target's striking weapon.

A **free action** occurs during a strike and results in the character not using

an action for the strike. The character can use a physical action regained from this feat for any action. An off-hand attack regained from this feat must be used for another off-hand attack. Actions regained from free action cannot be used for an initiative bonus the next round although it may be possible that they are carried over (please see *Initiative*)

Stun happens during a strike and causes the target to lose their next

physical action. This effect can stack multiple times on a single creature. Creatures unaffected by critical hits are not affected by *stun*.

Critical Hit Table

Critical hits that call for rolling on the table can seriously jack up the victim. For the nasty effects caused, see the Critical Hit Table in the *Psimancz Appendices*.



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Critical Hit Chart

d100	Location	Nastiness
1	Jaw	Lose 1 tooth and 1 Beauty (P). If 10+ points of damage, jaw is broken, cannot speak/cast (UT).
2-3	Painful wound	Roll under Willpower to take each action for 1d6 rounds.
4	Throat	Lose next round. If 8+ points of damage, lose 2 HP per round (UT). If 16+ points of damage, decapitated, dead (P).
5-8	Shin	Leg sweep, 40% chance of falling prone, -2 Speed (P). If 16+ points of damage 60% chance of falling prone, Speed ½, -3 Prowess & Reflex (UT). If 26+ points of damage, lose leg (P).
9-10	Blurred vision	50% chance to miss opponent (before strike roll) for 1d4 rounds.
11	Heart	Dead.
12-13	Eye	Roll 1d20: 1-9: lose right eye, 10-18: lose left eye, 19-20: lose both eyes (P).
14-15	Massive blood loss	Take an additional 1d6 HP of damage every 10 initiatives (UT).
16	Unconscious	Knocked out for 2d4 rounds or until magically awakened.
17-19	Face	Lose next round. If 7+ points of damage, lose 1 Beauty; 14+ points of damage, lose 2 Beauty; 21+ points of damage, lose 3 Beauty and gain 1 Presence (P).
20-22	Hamstring	Roll 1d6: 1-3: right, 4-6: left. Knocked prone, cannot stand without assistance (UT). Lose 2 Speed and 1 Reflex (P).
23-24	Stomach	Lose next round. 60% chance of falling to knees.
25-29	Bicep	Roll 1d6: 1-3: right, 4-6: left. -3 strike, parry and damage with arm (UT).
30-33	Side	Lose Strength damage bonus, -3 strike, parry, dodge (UT). If 16+ points of damage, take 1 HP of damage each time a physical action is used (UT).
34	Toes	Roll 1d6: 1-3: right, 4-6: left. 1d4 toes severed (P). 20% chance per toe lost of falling prone. Lose 1 HP / rnd (UT).
35-36	Fingers	Roll 1d6: 1-3: right, 4-6: left. 1d4 fingers severed (P). 20% chance per finger lost of dropping whatever held. Lose 1 HP a round (UT).
37-39	Sternum	Stunned (lose one physical action per round) for 1d6 rounds.
40-42	Forearm	Roll 1d6: 1-3: right, 4-6: left. 40% chance of dropping whatever held. -1 strike, parry, damage (UT). If 24+ points of damage, lose arm (P).
43-47	Shoulder	Roll 1d6: 1-3: right, 4-6: left. -3 strike, parry, damage with arm (UT). If 18+ damage, lose arm (P).
48	Brilliant strike	Re-roll at +10 damage.
49-51	Armor	Roll 1d6: 1-3: upper 4-6: lower. Armor damaged, lose 3 AR. If 30+ points of damage, armor savaged, AR reduced to 0. If magical, it is allowed a save (+10).
52-53	Lungs	Lung punctured. Lose 1 Endurance (P). Difficult to breathe, reduced to 1 action (total) per round (UT). Must roll under Willpower to cast spells (UT).
54-55	Defense	Item used to parry destroyed. If magic item, it is allowed a save (+10).
56	Exact strike	Double the damage rolled (do not add a factor).
57-59	Thigh	Roll 1d6: 1-3: right, 4-6: left. 40% chance knocked prone. -5 dodge (UT). If 30+ points of damage, lose leg (P).
60-61	Precise strike	Re-roll at +5 damage.
62-63	Groin	Lose next round. -10 on initiative for 1d6 rounds. If 10+ points of damage, genitals mutilated/severed (P).
64-66	Equipment	Random piece of equipment destroyed. If magical, allowed a save.
67-68	Hand	Roll 1d6: 1-3: right, 4-6: left. Drop whatever held. If 10+ points of damage, lose hand (P).
69-72	Spine	Lose 1d4 HP (P). If 18+ points of damage, back is broken, dead.
73	Ear	Roll 1d6: 1-3: right, 4-6: left. Stunned for 1d3 rounds. If 12+ points of damage, deaf in that ear (P).
74-77	Hip	Roll 1d6: 1-3: right, 4-6: left. 90% chance of falling prone. If 15+ points of damage, lose 1d4 Speed (P).
78-79	Nose	Nose is broken, lose next round. Roll 1d6: 1-3: lose 1 Beauty, 4-6: gain 1 Beauty (P). Roll another 1d6: 1-3: gain 10% to Sing, 4-6: lose 10% from Sing (P).
80-81	Dazed	Swing at random target for 1d4 rounds with -5 strike, parry, dodge.
82-85	Ribs	Ribs broken. Stunned (lose 1 action per round) for 1d4 rounds. Take 1 HP damage each time a physical action is used (UT).
86	Concussion	Lose next 2 rounds. 10% chance of gaining Psionics. If successful, roll 1d20. 1-15: minor psionics, 16-19: major psionics, 20: master psionics.
87-88	Offense	Item used to attack destroyed. If magic item, it is allowed a save (+10).
89	Ankle	Roll 1d6: 1-3: right, 4-6: left. 30% chance of falling prone. -2 strike, parry, dodge (UT). If 12+ points of damage, lose foot (P).
90-91	Knee	Roll 1d6: 1-3: right, 4-6: left. 60% chance of falling prone. -4 strike, parry, dodge (UT). If 16+ points of damage, lose leg (P).
92-94	Elbow	Roll 1d6: 1-3: right, 4-6: left. 80% chance drop whatever held. -4 strike, parry, dodge (UT). If 14+ points of damage, lose arm (P).
95-99	Chest	Lose next round. Lose 1d4 HP each round (on initiative 1 - UT). If 16+ points of damage, lose 1 Endurance and 1 Strength (P). If 24+ points of damage, lose 2 Endurance and 1 Strength (P).
100	Bulls eye	Attacking character's choice.

UT = Until Treated (healed); P = Permanent

Bleeding from lost limb: major limb (arm, leg) is 1d10 HP blood loss damage per round UT, minor limb (hand, ankle) is 1d6 HP blood loss damage per round UT, head is *Kill Bill*-looking bleed out time

Oh, the Pain! (Damage and Its Effects)

Normal Damage

Damage to the body hurts and often makes one bleed. Subtract the amount of damage from the victim's **hit points**. Normal damage can be healed instantly by a healer or with magic. The *medical* skill can also repair damage in a limited fashion.

For **natural healing**, hit points recover one per day (1 HP/day) with moderate activity. Bed rest can speed it up to two per day (2 HP/day). If the wounds are being regularly tended by someone with the *medical* skill, the rate of hit point return doubles.

Subdual Damage

A less harmful form of damage to an opponent is possible; it's called **subdual damage**. It's generally used with the intent to subdue rather than injure and kill. Subtract the amount of subdual damage from the victim's hit points. It combines with normal damage for the purposes of going unconscious (see *Unconsciousness and Death*), but it won't kill anyone.

Any unarmed attack (with or without *WP: unarmed combat* skill) deals only subdual damage. (Note: without having *WP: unarmed combat* skill, an attacker does 1d2 unarmed damage with a punch and 1d3 damage with a kick, plus damage bonuses.) With a blunt weapon (club, mace, staff, *nsh.*), anyone can choose to deal half subdual damage (and half normal). Make the attack with a penalty of -3 to strike. With a bladed weapon, only those with the appropriate weapon proficiency can deal half subdual damage (and half normal) on a successful strike, also made with a penalty -3 to strike.

Those with the *WP: unarmed combat* skill may purchase additional feats to increase the amount of real damage dealt in combat. (See *Feats*.) Even with a feat, a character striking unarmed always has the option of doing just subdual damage. Some weapons, such as brass knuckles, will increase the amount of real damage dealt from an unarmed strike.

Subdual damage is always rounded up for the purposes of real versus subdual damage; for example if Zhun-Li attacked unarmed for 13 HP of damage, the breakdown would be 7 subdual, 6 real.

Things and creatures without an Endurance attribute are immune to subdual damage (like the undead, constructs, robots, elementals, oozes, flatware, wheelbarrows, and plants, for example).

Subdual damage heals normally at a rate of one hit point every ten minutes (1 HP/10 min). A healer can instantly restore subdual damage at twice the amount rolled with a normal healing touch.

Unconsciousness and Death

Characters go unconscious when they reach zero hit points (whether from normal damage or subdual damage). Characters die when the total damage done to them (which must be normal damage) exceeds their total hit points plus Endurance attribute. When one dies, reduce the character's spirit thread by one.

One can try to **stay conscious** even when at negative hit points. At the beginning of each round that the character has negative hit points, in order to stay conscious, the character

needs to successfully roll under the character's Endurance less the negative hit point value. If the roll fails, the character loses consciousness. Whether successful or not, the attempt to stay up does one hit point of damage.

There are rules about **bleeding**, but I don't remember them. See the bottom of the Critical Hit Table in the *Psimancz Appendices* for bleeding effects due to amputation.

Damage Reduction

As its name implies, an entity with damage reduction subtracts that amount from each and every physical source of damage that does not require a saving throw. Certain creatures may

Combat Effects

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Attribute Damaged

The character has temporarily lost 1 or more attribute points from poison, disease or some other effect. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Prowess, Reflex or Speed 0 is paralyzed. A character with Endurance 0 is dead. A character with Intelligence or Willpower 0 is unconscious. Attribute damage is different from penalties to attributes, which go away when the conditions causing them go away.

Attributed Drained

The character has permanently lost 1 or more attribute points from high-powered spell effects or the critical hit table. The character can regain drained points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character

have exceptions to their damage reduction (for example: silver for werewolves). These exceptions are called a damage weakness. If the creature is attacked with their damage weakness, they do not apply any damage reduction to the attack.

Damage Immunity

An entity with damage immunity takes no damage from the weapon type indicated. Creatures can have damage immunity to: standard, masterwork, magic (+1, +2, +3, +4, +5). A "higher" immunity also includes all those weapon types below.

with Prowess, Reflex or Speed 0 is paralyzed. A character with Endurance 0 is dead. A character with Intelligence or Willpower 0 is unconscious.

Blinded

The character cannot see. She moves at half speed and takes a -20% penalty on most Strength-, Prowess- and Reflex-based skill checks. All checks and activities that rely on vision (such as reading and visual perception checks) are impossible. Attacking while blind has the following penalties: unable to attack a defended character, -6 to strike in melee and -8 to strike ranged. Defending blind: the character loses her miss factor, is unable to defend another character or simul strike a target, and is at -6 to parry melee attacks and -8 to parry ranged. The *blind fighting* feat will offset some of these penalties (see feat description). Using *presence sense* or other detection type effect decreases the penalties to -4 to strike and parry (still -8 to parry ranged) and retain half their *miss factor*. As a magical effect blindness can be negated (spell vs. spell), and works against magical creatures. The *remove blindness* spell

automatically succeeds against the spell. *Remove blindness* can be cast on magical creatures.

Cowering

The character is frozen in fear and can take no actions. A cowering character loses her *miss factor* bonus to AC (if any) and cannot defend herself (no parry/dodge).

Dazed

The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC and can defend herself as long as it does not take an action [*auto-parry* or *free-parry*]). A dazed condition typically lasts 1 round.

Dazzled

The creature is unable to see well because of over stimulation of the eyes. A dazzled creature takes a -1 penalty on strike, parry and dodge rolls, visual perception checks, and -10% to any skill requiring sight.

Dead

The character's hit points are reduced to one greater than her negative Endurance, her Endurance attribute drops to 0, or she is killed outright by a spell or effect. The character's soul leaves her body unless held by magic. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies. (Also see *staggered* and *dying*).

Deafened

A deafened character cannot hear. She takes a -4 penalty on initiative and automatically fails hearing perception checks.

Dying

A dying character is unconscious and near death. She has -1 to - Endurance current hit points. A dying character can take no actions and is unconscious. The character loses 1 hit point every third round (on initiative 1) of being unconscious unless stabilized or healed. If a dying character reaches negative Endurance+1 hit points, she is dead. (Also see *staggered* and *dead*).

Entangled

The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed (unless anchored), cannot run, and takes a -2 penalty on all strike and parry rolls, a -4 penalty to *miss factor* and cannot dodge.

Fascinated

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on perception checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a physical action.

Frightened

A frightened creature flees from the source of its fear as best it can. If

unable to flee, it may fight. A frightened creature takes a -2 penalty on all strike, parry and dodge rolls, saving throws, attribute checks, and -10% to skill checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Helpless

A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Prowess, Reflex and Speed of 0. Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. An enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided she is adjacent to the target. The attacker automatically hits. The attack deals double maximum damage (including critical multipliers; do not convert crit table as a multiplier). Creatures that are immune to critical hits only take maximum damage without any multipliers.

Incorporeal

Having no physical body. Incorporeal creatures are immune to all non-magical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, or supernatural effects.

Invisible

Visually undetectable. An invisible creature gains a +5 bonus on melee strike rolls against opponents. Defending while invisible provides a +5 to *miss factor*. If unable to see the invisible it is difficult to protect an invisible creature. The declared

defender is at -3 to parry attacks aimed at the invisible defended creature. The combat form *defensive awareness* counteracts this penalty (see feat description). Alternatively, the invisible creature may use one physical action each round to maintain contact with the defender to eliminate the penalties. The *blind fighting* feat will offset these penalties (see feat description). Using *presence sense* or other detection type effect decreases the invisible creature's bonuses to +3 to strike and +3 to miss factor.

Panicked

A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, attribute checks, and -10% to skill checks. If cornered, a panicked creature cowers. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed

A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Prowess, Reflex, Speed and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown.

Petrified

A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as she returns to flesh, she is unharmed. If the character's petrified

body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Prone

The character is on the ground. An attacker who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks. Standing up requires an action and initiative (cannot abort to stand up).

Shaken

A shaken character takes a -2 penalty on strike, parry and dodge rolls, saving throws, attribute checks, and -10% to skill checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened

The character takes a -2 penalty on all strike, parry, dodge and damage rolls, saving throws, ability checks, and -10% to skill checks.

Stable

A character that was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character is brought to positive hit points (by magical means or through rest) she can make a physical saving throw to revive from a coma. If failed, the character remains unconscious but is not in danger of losing any more hit points. An additional attempt to wake up can be made each hour.

Staggered

A character at zero or fewer hit points and still conscious is staggered. Upon reaching zero or fewer hit points the character must make an Endurance check minus the damage below zero she has taken. At the beginning of each round, a staggered character must attempt to stay conscious. Before making the Endurance check the character takes 1 additional hit point of damage (and makes the Endurance check based upon this new total). (Also see *dying* and *dead*).

Stunned

A stunned creature loses their next physical action.

Turned

The creature is affected by a turn undead attempt. Turned undead flee for 1 round per level of the caster by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious

A character that is knocked out and helpless is unconscious. Unconsciousness can result from having current hit points between -1 and - Endurance, from subdual damage in excess of current hit points or having an Intelligence of Willpower attribute at zero (0). If a character is healed sufficiently to be conscious (1 or more hit points and/or Intelligence/Willpower), they must make a physical save (+5 if magically assisted) to wake up. If successful, they have no actions for the rest of the melee round (if applicable) but may roll initiative as normal the following round. If the saving throw is failed, they are in a coma and must wait 1 hour to attempt to wake again.

Adventure

Going out into the world and doing stuff

This is where general information about the world and how the characters will interact with it.

This is also a catch-all for other various rules and whatever else I think of.

Environment

Vision effects

Full darkness

Characters in full darkness (underground, nsh) are considered blind. Darkvision will negate all penalties and blind fighting will work in full darkness.

Starlight

Characters in starlight (above ground at night, nsh) have penalties in combat due to decreased visibility. Nightvision will negate all penalties. All characters affected by starlight are -3 to strike, parry and dodge in melee and -5 the strike, parry and dodge ranged.

Firelight

Characters within range of firelight (campfire, torches, nsh) have no penalties in combat. Targets beyond the range of the light source will have penalties as noted above.

Reading and Research

A character can read effectively and with comprehension and retention for up to their Willpower attribute divided by 2 in hours per day and up to their Intelligence attribute in days before needing to take a one day break.

Research while traveling

Normal travel time allows 3 hours of free time each day.

Skill Books

Books can be purchased that teach skills to characters. Typically, only weight 1 skills are available. A book will have general knowledge of one specific skill. Each book has an experience point value. By reading the book, the character gains the experience points from the book to apply to the skill. Most books provide 300 XP to the reader; other more rare books are rumored to have more in depth knowledge and can provide 600, 900 or even up to 1200 XP by reading it. A character must spend 1 hour reading per experience point. Each book may only be read by a character once. If a common book is read and a rare book on the same skill is later found, the character will have to read through the first 300 hours in order to gain any benefit. Those first 300 XP are not given to the character because they have already gained that knowledge from another book. The cost for a common skill book is 20 silver pieces (2gp).

Teachers

Instead of reading a book, the character can hire a tutor to teach them a skill. This is often more effective than simply reading. The teacher will provide 1 XP per hour per every two levels of the teacher's skill, with no rounding. For example, a tutor with a level 2 skill provides instruction of 1 XP per hour (the same as a skill primer). A level 6

instructor will provide 3 XP per hour. The standard cost of a tutor of mastery level (6th level) is 1 sp per day.

Transformations

Sometimes, people, creatures, and things transform . It can be magical or other strange forces that cause it. Some general rules apply:

TRANSFORMATION RULES

- * Requires one action (of applicable type) and two initiative segments
- * Must have adequate space to change or the effect automatically fails
- * Must be able to survive in environment or the effect automatically fails

Money and What to Buy

Who doesn't need a Turbo 2000 backpack?

Here is the first attempt at creating a standard list of equipment, weapons, and magic items. It is a tough task. Figuring out how the costs of various things relate to each other is extremely difficult. I (Scott) certainly welcome suggestions where things seem to be too far out of whack. In the weapons list, you may notice that there are some discrepancies. To explain, I started with a base listing from the *Ars Magica* roleplaying system. With some Internet research, it seemed to be the closest in terms of having actual historical prices listed based on medieval times. With that list and several others from various fantasy roleplaying source books, I did my best to consolidate it all and make it as consistent as possible with the base price being related to the way Jason and Sean see the value of gold in their worlds. Nick Weinberger did a lot of work on the clothing and equipment lists. During the games, I will add directly to the lists as new items get discussed and priced.

The weight of all items is included if we ever move to some sort of encumbrance system. Except where noted, all prices are for 'standard' quality items purchased in an average place where

these sorts of goods are readily available. GMs will certainly adjust things based on location, quality, the buyer's race, Presence, and behavior, or their whim. ☺

To get back to the weapon discrepancies, a sword costs a lot more than an ax or pick that does the same damage. (And wooden weapons are much cheaper in general.) No attempt was made to balance these sorts of things. I went with the historical prices as a baseline. A fine sword was a sign of nobility and wealth while an ax, flail, hammer, pick, or the like was a farmer or craftsman's tool being used as a weapon. (Even if the 'tool' is actually designed and created as a good quality weapon, it's only the perception that matters. In the fantasy world, however, a dwarf may certainly have a much different perception than a human.) So if your character wants a sword, suck it up. ☺ It will be up to the GMs to create a world where the perceptions related to the different types of weapons actually matter in game play.

For normal quality and masterwork armor, see the *Armor* section above. For magical armor, see *Ye Olde Alchemist Shoppe* below.

MONETARY SYSTEM

Everything revolves around the core unit of currency, the silver piece (sp). Other units of currency are related to silver pieces based on a decimal system as shown below:

brass bit (bb)	0.01 sp	
copper piece (cp)	0.1 sp	
silver piece (sp)	1.0 sp	standard currency
gold piece (gp)	10.0 sp	
platinum piece (pp)	100.0 sp	
mithril piece (mp)	1000.0 sp	
adamantium piece (ap)	10,000.0 sp	

Miscellany, Provisions, and Services

Notes:

- The **Beverages, Food, and Lodging** list contains a random selection of items from three levels of establishment. Depending on the particular location, the quality available and prices charged may vary greatly.
- I made up a general rule that a place to sleep in a common room will usually be included with the purchase of a meal at an inn. A lame bath may also be included depending on the location.
- All items on the following lists are considered standard quality.
- Some things are hard to categorize so you might want to check various lists.

Animals

animal	description	cost (sp)
Chicken		0.05
Cow, milk		4.1
Donkey		7.2
Goat		0.5
Horse, draft		13.8
Horse, riding		21.4
Horse, war (light)		40.5
Horse, war (charger)		53
Mule		9.5
Ox		3.2
Pig		0.9
Pony		6.3
Sheep		0.7

Beverages & Food (served) and Lodging (typical inns and taverns)

item	Description	quality of place	cost (sp)
Ale	Large mug of ale	middling +	0.02
Ale	Large mug of ale, watered down	low-end	0.01
Brandy	Glass of good brandy	high-end	0.2
Brandy	Glass of excellent brandy	middling	0.1
Cheese	Good size portion to accompany a meal. The size goes down and the quality goes up as the place gets nicer.	all	0.01
Coffee	Mug of hot coffee, bitter	low-end	0.01
Joint of meat	Good size portion	middling	0.05
Mead	Large mug of mead	High end	0.07
Mead	Large mug of mead	middling	0.06
Mead	Large mug of mead, watered down	low-end	0.03
Meal, banquet for one	Banquet style all-you-can-eat and drink (the beverage is ale or good quality wine; only available on very special occasions). *	middling	0.2
Meal, hearty for one	Special of the day. Breakfast includes fruit; lunch and dinner include dessert. *	high-end	0.1
Meal, hearty for one	Special of the day. Breakfast includes fruit; lunch and dinner include dessert. *	middling	0.08
Meal, hearty for one	Special of the day. Breakfast includes fruit; lunch and dinner include dessert. *	low-end	0.06
Meal, light	Minimal meal. Very good. *	high-end	0.06
Meal, light	Minimal meal. Usually includes oatmeal, hearty soup, or stew with choice of breads and cheeses. *	middling	0.04

Meal, light	Minimal meal. Usually includes porridge or thin soup with some bread and cheese. *	low-end	0.02
Milk, cow or goat	Large mug of cool milk	high-end	0.03
Milk, cow or goat	Large mug of cool milk	middling	0.03
Milk, cow or goat	Large mug of cool milk	low-end	0.02
Private room rental, daily	Per night. Very nice room.	high-end	0.06
Private room rental, daily	Per night. Good room.	middling	0.03
Private room rental, daily	Per night, simplest accommodations (with noise).	low-end	0.02
Private room rental, monthly	Per month, near kitchen, must do chores.	middling	0.5
Private room rental, monthly	Per month, upstairs, no chores.	middling	1
Private room rental, monthly	Per month, simplest accommodations (with noise).	low-end	0.2
Spirits	Shot of alcoholic beverage, excellent	high-end	0.12
Spirits	Shot of alcoholic beverage	middling	0.08
Spirits	Shot of alcoholic beverage, watered down	low-end	0.05
Stew, bowl	Large bowl of stew, tasty.	middling	0.02
Stew, bowl	Bowl of stew, adequate but not very tasty.	low-end	0.01
Tea	Tea infuser filled with excellent tea leaves. Comes with as much hot water as you want.	high-end	0.04
Tea	Tea infuser filled with tea leaves. Comes with as much hot water as you want.	middling	0.02
Wine, quality 1, elven	Only sold by the jug (two pints).	high-end	15
Wine, quality 2, vintage	Glass of vintage quality wine	high-end	0.6
Wine, quality 3, fine	Glass of excellent quality wine	high-end	0.1
Wine, quality 3, fine	Glass of excellent quality wine	middling	0.08
Wine, quality 4, good	Glass of average quality wine	high-end	0.04
Wine, quality 4, good	Glass of average quality wine	middling	0.03
Wine, quality 4, good	Glass of average quality wine	low-end	0.02
Wine, quality 5, poor	Glass of low quality wine	middling	0.01
Wine, quality 5, poor	Glass of low quality wine, watered down	low-end	0.01

* Meal includes a spot to sleep in the common room if available

Buildings and Vehicles

item	description	cost (sp)
Cart		1.8
Castle, king's		30,000
Castle, large		12,500
Castle, small		9,000
Coach, closed		9.8
Coach, open		5.4
Forest shack		8
Fortified manor house		500
Fortified town house		400
Longboat		11
Peasant cottage		30
Rowboat		5.4
Ship, merchant		350
Wagon		2.7

Rations

item	Description	weight		cost (sp)
		kg	lb.	
Ale, local	Per pint, filled from barrel. *	0.45	1	0.02
Brandy	Per pint, filled from jug. *	0.45	1	0.2
Bread, loaf, large round	Hard bread, travels well.	0.6	1.3	0.02
Cheese	Hunk of hard cheese (travels fairly well).	0.1	0.22	0.01
Dried oats	One pound, filled from large sack. *	0.45	1	0.01
Fruit	Includes apples (4), avocados (2), berries (pint), oranges (5), pears (4), or tomatoes (5). (Any one type for this cost.)	0.11-0.45	0.25 - 1	0.03
Herbs, small bunch	Includes basil, chilies, cilantro, garlic, oregano, parsley, rosemary, sage, or thyme.	0.03	0.07	0.01 - 0.05
Mead, local	Per pint, filled from cask. *	0.45	1	0.05
Rations for travel	One week's worth (varies): dried fruit, dried meat, and hard cheese.	1.1	2.4	0.25
Salt, one ounce	Filled from large bag. *	0.03	0.07	0.01
Sausage, smoked	Large sausage	0.45	1	0.04
Spice, exotic, one ounce	Includes cinnamon, cocoa, ginger, saffron, vanilla, or white pepper. Rarely available. Comes in small wooden box.	0.03	0.07	4
Spice, local, one ounce	Includes allspice, black pepper, clove, coriander, dill, nutmeg, paprika, or red pepper. Filled from large bag. *	0.03	0.07	0.05
Tea, four ounces	Filled from large jar. *	0.1	0.22	0.1
Wine, quality 1, elven	Two pints, comes in a special jug with minimally enchanted seal to retain quality.	1.2	2.6	15
Wine, quality 2, vintage	Per pint, filled from special cask. *	0.45	1	0.75
Wine, quality 3, fine	Per pint, filled from cask. *	0.45	1	0.1
Wine, quality 4, good	Per pint, filled from barrel. *	0.45	1	0.03
Wine, quality 5, poor	Per pint, filled from barrel. *	0.45	1	0.01

* Buyer must have own container into which this item will be dispensed.

Services and Other Stuff

item	description	cost (sp)
Courtesan's compassion	Compare with "Harlot's pity." (Price may vary.)	0.8
Farrier	Clean horse and fix bridal, hooves, shoes, and tack. (Does not include new shoes.)	0.05
Fine, civil crime, major	Includes...	20
Fine, civil crime, minor	Includes...	6
Guild membership, group, Adventurer Guild	Group benefits, must stay as a group and be hired as a group * Cost based on group size: 2-5 is 8 cp each, 6+ is 6 cp each	*
Guild membership, indiv., Adventurer Guild	Individual benefits, hired as individual	1
Harlot's pity	Compare with "Courtesan's compassion." (Price may vary.)	0.2
Healing	Typical consultation (treatment or medicine extra)	0.2
Hot bath	Very clean bath at high-end establishment	0.4
Massage and wrap	Relaxing body massage and herbal wrap at high-end establishment	0.6
Mercenary's services	Per week, must also feed and lodge	0.5
Money lending (bank)	Lend gold at a monthly interest rate	2%
Money saving (bank)	Keep safe any amounts deposited, annual charge	0.1

Mud bath and facial	Includes face, head, and neck massage at high-end establishment	0.8
Passage, caravan	Depends on length of trip, food not included	0.1 - 1
Passage, ferry		0.03
Passage, ship	Depends on length of trip, food not included	0.3 - 2
Rent, tenant family acreage	Annual, paid to landowner	1.5-2.5
Rental of cart and two horses	Per day, includes driver (must feed and lodge driver on trips)	0.2
Servant's services	Per week; excellent service, skills, and knowledge	0.3
Tax, monthly residency	Typical town	0.02
Wage for hired archer	Per day	0.5
Wage for hired knight	Per day	2
Wage for hired serf	Per year	1
Wage for serving girl	Per day at low-end establishment, includes meals and accommodations	0.01

Non-Magical Equipment, Sundry Items, and Weapons

Notes:

- All clothing listed is average quality; price can vary greatly depending on quality and outward appearance of status.
- All weapon weights and lengths may vary, depending on the wielder's preference (especially the length of hafted weapons). Also, for many of the weapons, there is no current weapon proficiency skill.

Clothing

item	description	weight		cost (sp)
		kg	lb.	
Baldric		0.6	1.3	0.25
Belt		0.4	0.9	0.18
Belt, potion		0.5	1.1	0.2
Belt, sword		0.6	1.3	0.25
Blouse or shirt (silk)		0.2	0.4	0.8
Blouse or shirt (wool/cotton)		0.35	0.8	0.2
Boots, cloth	Various heights available	1.2	2.6	0.5
Boots, hip high, leather		2.1	4.6	0.9
Boots, low, leather	Soft leather	1.5	3.3	0.6
Boots, riding, leather	Knee high	1.95	4.3	0.8
Boots, work, leather	Reinforced hard leather	1.8	4	0.7
Cap, pull over		0.15	0.3	0.15
Cape, long		0.8	1.8	0.6
Cape, long hooded		0.8	1.8	0.7
Cape, short		0.45	1	0.35
Cloak		1	2.2	0.55
Cloak, fur		3.5	7.7	1.1
Dress, common		1.4	3.1	0.15
Dress, fancy		1.8	4	0.35
Gown		2.3	5.1	0.35
Gown, night		0.55	1.2	0.1
Hat, large brim		0.75	1.7	0.4
Hat, large brim leather		0.91	2	0.6
Hat, short brim		0.5	1.1	0.3

Hood	0.7	1.5	0.2
Hose (stockings)	0.1	0.2	0.2
Jacket (long, down-filled)	1.6	3.5	0.7
Jacket (short, down-filled)	1.3	2.9	0.5
Jacket, fur (common, heavy)	2.35	5.2	1
Jacket, heavy	1	2.2	0.3
Jacket, leather	1.2	2.6	0.45
Jacket, light	0.6	1.3	0.25
Leggings, fur	2	4.4	0.75
Pants	0.45	1	0.2
Pants, work	0.8	1.8	0.4
Robe, heavy	2.5	5.5	0.6
Robe, heavy hooded	2.5	5.5	0.6
Robe, light	1.6	3.5	0.45
Robe, night	1	2.2	0.1
Sandals	0.7	1.5	0.15
Scarf	0.1	0.2	0.08
Shoes, canvas or cloth	0.9	2	0.2
Skirt	0.8	1.8	0.15
Socks	0.01	0.02	0.05
Surcoat	0.4	0.9	0.25
Sweater	0.5	1.1	0.22
Tunic (or tabard)	0.6	1.3	0.35
Vest	0.4	0.9	0.18
Undergarment	0.01	0.02	0.05

Equipment

item	description	weight		cost (sp)
		kg	lb.	
Backpack	Up to 35 kg of stuff	0.32	0.7	0.25
Bag, cloth with handle		1.15	2.5	0.15
Bag, leather with handle		1.35	3	0.45
Bedroll		4.1	9	1
Blanket, heavy	Covers up to two people	3.5	7.7	0.6
Blanket, light	Covers up to two people	2	4.4	0.3
Book, 100 blank pages		1.35	3	3.5
Book, 20 blank pages		0.3	0.7	1.1
Book, 250 blank pages		2	4.5	5
Book, 50 blank pages		0.7	1.5	1.8
Book, skill primer, weight one skills	300 XP; character must spend 1 hour reading per experience point. Each book may only be read by a character once.	0.23	0.5	20
Bottle, pint		0.3	0.7	0.12
Bowl, earthenware		0.3	0.7	0.08
Bowl, pewter		0.7	1.5	0.3
Bowl, silver		1	2.2	8.7
Bowl, wooden		0.2	0.4	0.05
Box, large metal	Holds up to 7.5 kg	5	11	5
Box, large wooden	Holds up to 7.5 kg	4	8.8	0.8
Box, medium wooden	Holds up to 2.5 kg	2	4.4	0.25
Box, small metal	Holds up to 2.5 kg	1	2.2	1.2

Box, small wooden	Holds up to 0.5 kg	0.45	1	0.08
Box, snuff		0.2	0.4	0.08
Brushes (low quality)	Each	0.01	0	0.05
Brushes (sable hair)	Each	0.01	0	0.1
Bucket, metal, 5 gallon		1.2	2.6	0.5
Bucket, wood, 5 gallon		1	2.2	0.1
Candle (3 hours)	Each	0.05	0.1	0.12
Candle (45 minutes)	Each	0.05	0.1	0.03
Candle holder (uncovered)	Keeps wax from dripping off	0.5	1.1	0.05
Candle lantern (glass)	Protects candle from wind	0.23	0.5	0.14
Case, map or scroll		0.22	0.5	0.15
Cask (wood, 10 gallons)		5	11	0.5
Cask (wood, 25 gallons)		10	22	1.25
Cask (wood, 4 gallons)		2.25	5	0.2
Cauldron, iron	Large pot over a hearth fire	5	11	1.6
Chain, heavy	Per foot, supports 3500 pounds	1.5	3.3	2.2
Chain, light	Per foot, supports 1700 pounds	0.8	1.8	1.5
Chalk (12 sticks)	Various colors available	0.01	0	0.04
Charcoal (per pound)		0.45	1	0.08
Charcoal stick (12 sticks)	Sorry, black only	0.01	0	0.02
Crow quill pen	4 quills	0.001	0	0.03
Cup or mug, earthenware		0.35	0.8	0.04
Firewood	Per day	9.1	20	0.02
Flask	Holds 12 ounces of liquid, basic metal	0.4	0.9	0.2
Glass	Made of glass	0.2	0.4	0.08
Goblet	Basic metal	0.4	0.9	0.15
Grapnel (grappling hook)	Supports 500 pounds	1	2.2	0.5
Hammock		2.5	5.5	0.65
Hanger, weapon		0.35	0.8	0.1
Harness, weapon		0.7	1.5	0.4
Hourglass		0.3	0.7	1.7
Ink (black)	6 ounces ¹ , in a small glass vial	0.13	0.3	0.1
Ink (colored)	6 ounces ¹ , in a small glass vial	0.13	0.3	0.25
Iron spike (or piton)		0.2	0.4	0.03
Jar (glass, 2 pints)		0.45	1	0.07
Jar (glass, 4 pints)		0.7	1.5	0.1
Jar (glass, gallon)		1.3	2.9	0.25
Jar (glass, pint)		0.35	0.8	0.05
Jug, 1/2 gallon		0.85	1.9	0.2
Jug, 5 gallon		4	8.8	0.7
Jug, gallon		2	4.4	0.35
Knapsack	Up to 20 kg of stuff	0.25	0.6	0.17
Lamp, oil burning, 1 pint	²	1.4	3.1	0.8
Lamp, oil burning, 2 pint	²	1.7	3.7	1.4
Lantern, oil burning, 1 pint	²	2	4.4	1.7
Lantern, oil burning, 2 pint	²	2.7	5.9	1.5
Lantern, oil burning, metal casing	²	3	6.6	5
Lock, key		1.2	2.6	1
Lock, tumbler		1.2	2.6	2.5
Manacles, hand		5	11	3
Manacles, leg		7.5	16.5	4.5
Net, fishing	25 square feet	2.25	5	0.3

Net, human-sized	Entangle a human-sized creature	3	6.6	1.4
Net, hunting		1.4	3.1	0.6
Net, mosquito		0.35	0.8	0.5
Oil, 1 pint	²	0.82	1.8	0.1
Pan, iron	Large iron skillet	2.2	4.8	0.2
Paper, 1 sheet	Thin paper from wood pulp	0.001	0	0.03
Paper, heavy, 1 sheet	Includes banana paper & papyrus	0.005	0	0.05
Parchment, 1 sheet	Includes vellum and hide-based	0.01	0	0.1
Perfume, per ounce	In a glass vial. Cheapest around.	0.08	0.2	0.1
Pole, wooden	6 - 10 feet, too flimsy for weapon	1.5	3.3	0.1
Pot, earthenware	Cooking pot	1.45	3.2	0.1
Pot, iron	Cooking pot	2	4.4	0.25
Pouch, belt	Up to 3 kg of stuff, size a factor	0.55	1.2	0.1
Pouch, belt, spell component	Up to 3 kg, compartments	0.65	1.4	0.2
Pouch, tobacco	Holds up to 6 ounces	0.03	0.1	0.1
Purse, belt		0.05	0.1	0.05
Purse, large shoulder		0.8	1.8	0.3
Purse, small pocket		0.02	0	0.02
Purse, small shoulder		0.4	0.9	0.1
Quicksilver (mercury), 1 ounce	In a glass jar	0.03	0.1	20
Rabbit skin glue, 1 pound	Dried. Must add water.	0.45	1	0.6
Rope	Per 10 feet, supports 300 pounds	0.9	2	0.2
Rope ladder	Per 10 feet, supports 500 pounds	2	4.4	0.8
Rope, heavy	Per 10 feet, supports 1000 pounds	1.7	3.7	0.5
Sack, large		0.15	0.3	0.03
Sack, small		0.23	0.5	0.06
Saddle bags		2.1	4.6	0.7
Saddle, bit, bridal, <i>etc.</i>		7	15.4	3
Sheath, knife		0.1	0.2	0.05
Sheath, sword		0.6	1.3	0.1
Silver point	2" long silver needle (for inking)	0.001	0	0.15
Slate board (18" x 24")		9	19.8	2
Soap, per ounce	Basic unscented	0.03	0.1	0.08
Sundial	Standard, permanently mounted ³	n/a	n/a	1.4
Tent canvas (4 square feet)		0.23	0.5	0.53
Tent, 1 person		4.55	10	1.75
Tent, 2 person		8.65	19	2.63
Tent, 4 person		14.3	31.5	3.5
Tobacco, chewing	per ounce	0.03	0.1	0.04
Tobacco, dried	per ounce	0.03	0.1	0.02
Torch, treated	Lasts three hours	0.55	1.2	0.13
Torch, untreated	Lasts one hour	0.55	1.2	0.04
Trap, bear		6.55	14.4	2.7
Trap, beaver		2.55	5.6	0.8
Trap, wolf		4	8.8	1.7
Trunk, large metal	Holds up to 25 kg	15	33	12
Trunk, large wooden	Holds up to 25 kg	11.5	25.3	2.5
Trunk, small metal	Holds up to 12.5 kg	8.5	18.7	5
Trunk, small wooden	Holds up to 12.5 kg	6	13.2	1
Vial (glass, 1 ounce)	Fits in a potion belt	0.03	0.1	0.03
Vial (glass, 2 ounce)		0.05	0.1	0.05
Vial (glass, 6 ounce)		0.1	0.2	0.1

Water skin, 1/2 gallon		0.5	1.1	0.3
Water skin, 2 pint		0.23	0.5	0.1
Water skin, gallon		0.95	2.1	0.65
Wax, bee's	per pound	0.45	1	0.5
Wax, clear	per pound	0.45	1	0.7

¹ enough ink to fill twelve standard sheets

² one pint of oil will burn in a lamp or lantern for twelve hours

³ includes the set-up by a skilled artisan

Field Kits

item	description	weight		cost (sp)
		kg	lb.	
Cooking Kit	Basic pot, pan, eating utensils, and mixing implements made of lightweight materials for traveling	1.8	4	1
Fishing Kit	Fishing tackle, hooks, lures, and floaters	0.5	1.1	0.7
Medical Kit	Required for effective use of <i>medical skill</i> . Starts with 10 "charges" of expendable medical supplies.	1.2	2.6	2.5
Medical Kit "charges"	Expendable medical supplies, 10 "charges"	n/a	n/a	1
Personal Kit	Includes a towel, soapstone, razor, grooming implements, small metal mirror, tooth stick, <i>nsh</i> .	0.2	0.4	0.6
Potion Belt	Carries 6 vials and one flask (containing 12 doses)	1.1	2.4	1.2
Tinder Box, Flint & Steel	Used to create sparks, box keeps tinder relatively dry	0.2	0.4	0.3

Hand-to-Hand Melee Weapons

weapon	WP skill	weight		length		cost (sp)
		kg	lb.	cm	in.	
Axe, Battle	L - Battle-ax	1.7	3.7	81	32	4.2
Axe, Francisca	M - Battle-ax	1.1	2.4	46	18	2.1
Axe, Great	H - Battle-ax	2.8	6.2	114	45	6.7
Axe, Hand (hatchet)	S - Ax (doesn't exist)	0.6	1.3	36	14	1.4
Axe, Small	S - Ax (doesn't exist)	0.8	1.8	61	24	1.1
Baton	S - Blunt (doesn't exist)	0.55	1.2	46	18	0.2
Bullwhip	S - Special?	0.9	2	396	156	0.5
Club	M - Blunt	0.8	1.8	61	24	0.4
Club, Great	H - Blunt	1.8	4	107	42	1.1
Club, War	L - Blunt	1.2	2.6	86	34	0.7
Dagger	S - Knife	0.36	0.8	46	18	0.8
Flail, Battle	H - Ball and chain	2.6	5.7	122	48	9.8
Flail, Bladed	M - Ball and chain	1.3	2.9	91	36	3.7
Flail, Goupillon	H - Ball and chain	2	4.4	91	36	18.5
Flail, Military	L - Ball and chain	1.8	4	102	40	6
Flail, War	M - Ball and chain	1.5	3.3	76	30	4.5
Halberd	H - Pole arm	4.1	9	244	96	14.4
Hammer	M - Blunt	1.3	2.9	56	22	1.3
Hammer, Small	S - Blunt (doesn't exist)	0.8	1.8	38	15	0.7
Hammer, War	L - Blunt	1.6	3.5	76	30	1.8
Iron Staff	L - Staff	2.4	5.3	152	60	1
Katana	L - Sword	1.3	2.9	99	39	20
Knife	S - Knife	0.25	0.6	25	10	0.3
Lance	L - Special	2.9	6.4	396	156	0.5

Mace	L - Blunt	1.3	2.9	58	23	2
Mace, Great	H - Blunt	2.5	5.5	71	28	4
Mace, Small	M - Blunt	1.1	2.4	46	18	1.5
Maul	H - Blunt	3.3	7.3	122	48	2.9
Morningstar	L - Ball and chain	1.6	3.5	76	30	3.9
Ninjato	M - Sword	1.4	3.1	86	34	16
Pick	M - Battle-ax or Blunt?	1.2	2.6	64	25	2
Pick, Great	H - Battle-ax or Blunt?	2.3	5.1	107	42	5.7
Pick, Military	L - Battle-ax or Blunt?	1.5	3.3	79	31	3.5
Pick, Small	S - ditto? (neither exist)	0.7	1.5	41	16	1.2
Pole Axe	H - Pole arm	3.5	7.7	213	84	6.7
Quarterstaff	M - Staff	1.8	4	168	66	0.2
Sai	S - Knife	0.5	1.1	46	18	2
Spear	L - Spear/fork	1.1	2.4	127	50	0.3
Spear, Long	H - Spear/fork	2.1	4.6	274	108	0.5
Spear, Medium	M - Spear/fork	1.5	3.3	188	74	0.4
Stiletto	S - Knife	0.18	0.4	30	12	0.9
Sword, Bastard	L - Sword	1.8	4	102	40	15.4
Sword, Broad	L - Sword	1.3	2.9	86	34	9.8
Sword, Great	H - Sword	3	6.6	157	62	24
Sword, Long	L - Sword	1.2	2.6	94	37	10.2
Sword, Short	M - Sword	0.9	2	71	28	3.8
Wakisashi	M - Sword	0.7	1.5	56	22	14

Missile Weapons

weapon	WP skill	weight		length		cost (sp)
		kg	lb.	cm	in.	
Arbalest		2.7	5.9	102	40	13.5
Arrow, longbow		0.12	0.3	89	35	0.1
Arrow, normal bow		0.1	0.2	71	28	0.07
Blowgun		0.45	1	102	40	0.7
Bolt, crossbow		0.16	0.4	76	30	0.15
Bow, Heavy		1.4	3.1	132	52	5
Bow, Light		0.8	1.8	102	40	1.2
Bow, Medium		1.1	2.4	117	46	2.5
Crossbow, Heavy		2.3	5.1	91	36	7.2
Crossbow, Light		1.8	4	81	32	3.7
Dart, blowgun		0.03	0.1	8	3	0.05
Javelin		0.9	2	152	60	0.3
Longbow, Heavy		1.6	3.5	183	72	15
Longbow, Light		1	2.2	157	62	4
Longbow, Medium		1.3	2.9	170	67	9
Shuriken/Darts		0.08	0.2	8 - 13	3 - 5	0.2
Sling		0.2	0.4	86	34	0.3
Staff Sling		1.4	3.1	137	54	0.6
Throwing Knife		0.3	0.7	23	9	1.2

Shields

weapon	WP skill	weight		size	cost (sp)
		kg	lb.		
Wooden, Buckler		1.5	3.3	15" d.	0.8
Wooden, Normal		3	6.6	24" d.	1.2
Steel, Buckler		2	4.4	15" d.	3
Steel, Normal		4	8.8	24" d.	7.7

Tools

item	description	weight		Cost (sp)
		kg	lb.	
Anvil		heavy	heavy	11.2
Carpenter's set of tools		4.1	9	4.2
Crowbar		1.7	3.7	0.6
Grapnel (grappling hook)	Supports 500 pounds	1	2.2	0.5
Hatchet		0.8	1.8	0.7
Hammer		1.3	2.9	0.4
Hatchet		0.8	1.8	0.7
Lock picks	Quality can affect their usefulness	n/a	n/a	1
Manacles, hand		5	11	3
Manacles, leg		7.5	16.5	4.5
Mason's set of tools		5	11	3.8
Pitchfork		1.5	3.3	0.7
Plow		15	33	1.2
Pulley, 2:1		2	4.4	3.2
Pulley, 3:1		2.3	5.1	5.5
Pulley, 4:1		2.7	5.9	8.9
Scythe		1.6	3.5	0.9
Shovel	4 feet long	2.5	5.5	0.8
Shovel, folding	2.5 feet long, collapses	1.2	2.6	0.7
Snare (small)	Implement to capture small game	0.22	0.5	0.4
Trap, bear		6.55	14.4	2.7
Trap, beaver		2.55	5.6	0.8
Trap, wolf		4	8.8	1.7
Whetstone	Required to keep weapons sharp *	0.3	0.7	0.05

* A weaponsmith could find one given some time and suitable terrain.

Poison

The cost of poison is 2x the cost to make. For ease, the cost to buy poison is 5 cp times the rank (see brewing poison, below). These poisons will not have any saving throw modifiers. Likewise, they do no secondary damage to attributes (considered 0 level).

Masterwork Items

The cost to purchase masterwork items depends on the level of quality.

Masterwork cost = $5 \times$ base cost of standard item (and provides no bonuses). These items are suitable to be enchanted (rings, wands, nsh).

The cost for a weapon or armor with masterwork enhancements is the *base cost* of the standard item times a factor:

Bonus	Factor
+1	x 10
+2	x 100
+3	x 1000
+4	x 10,000
+5	x 100,000

An item cannot be incrementally enhanced by masterwork craftsmanship. It is originally created with the enhancement bonus purchased.

Weapons: Weapon bonuses apply to all three areas: strike, parry, and damage

Armor: Armor bonuses are factored a little differently. The bonus to AR is equal to the enhancement bonus x2. The Speed penalty is reduced by 1x the enhancement bonus. The prowl penalty is reduced by 5x the enhancement bonus. Strength penalties (for wearing armor that is too heavy for the character) cannot be offset by masterwork enhancements.

Ye Olde Alchemist Shoppe

Generic Magic Items (single function items)

	scroll	potion	charged	charges	focus	permanent	continuous
1 st	5cp	1sp	2sp	2sp	2gp	$n \times 2gp$	20gp
2 nd	15cp	3sp	6sp	6sp	6gp	$n \times 6gp$	60gp
3 rd	5sp	1gp	12gp	2gp	30gp	$n \times 20gp+10gp$	210gp
4 th	15sp	3gp	16gp	6gp	70gp	$n \times 60gp+10gp$	610gp
5 th	5gp	10gp	30gp	20gp	210gp	$n \times 200gp+10gp$	2010gp
6 th	15gp	30gp	160gp	60gp	700gp	$n \times 600gp+100gp$	6100gp
7 th	50gp	100gp	300gp	200gp	2100gp	$n \times 2000gp+100gp$	20,100gp
8 th	150gp	300gp	700gp	600gp	6100gp	$n \times 6000gp+100gp$	60,100gp
9 th	500gp	1000gp	3000gp	2000gp	21,000gp	$n \times 20,000gp+1000gp$	201,000gp
10 th	1500gp	3000gp	7000gp	6000gp	61,000gp	$n \times 60,000gp+1000gp$	601,000gp

Replacing charges: Any caster with the appropriate spell and feat can replace charges into a magical item. The caster is limited in the number of total charges they can imbue into an item by their caster level. The caster can only recharge to a maximum of their caster level.

Using magic items in combat: All magic items can only be used (activated) once per round.

Specific Potions

"Points" Potions					
Healing (HP)		Magic Restoration (MSP)		Psionic and Other Restoration	
1d6 HP	6 cp	1d6 MSP	3 cp	1d6 ISP	1 sp
1d6+5	2 sp	1d6+5	1 sp	1d6+5	3 sp
2d6+10	6 sp	2d6+10	3 sp	2d6+10	1 gp
3d6+15	2 gp	3d6+15	1 gp	3d6+15	3 gp
4d6+20	6 gp	4d6+20	3 gp	4d6+20	10 gp
5d6+25	20 gp	5d6+25	10 gp	5d6+25	30 gp
6d6+30	60 gp	6d6+30	30 gp	6d6+30	100 gp
50	60 gp	50	30 gp	50	100 gp
100	200 gp	100	100 gp	100	300 gp

Saving Throw Potions					
Physical		Magic		Psionic	
+1 save	2 sp	+1 save	1 sp	+1 save	3 sp
+2	6 gp	+2	3 sp	+2	1 gp
+3	2 gp	+3	1 gp	+3	3 gp
+4	6 gp	+4	3 gp	+4	10 gp
+5	20 gp	+5	10 gp	+5	30 gp

Generic Magic Weapons and Armor

	wp-magic	-material	total	ar-magic	-material	total
+1	100 gp	None	100 gp	20 gp	None	20 gp
+2	300 gp	platinum 10 gp	310 gp	60 gp	platinum 10 gp	70 gp
+3	2000 gp	platinum 10 gp	2010 gp	200 gp	platinum 10 gp	210 gp
+4	6000 gp	mithril 100 gp	6100 gp	600 gp	mithril 100 gp	700 gp
+5	30,000 gp	mithril 100 gp	30,100 gp	2000 gp	mithril 100 gp	2100 gp
+6	100,000 gp	admantium 1000gp	101,000 gp	6000 gp	admantium 1000gp	7000 gp

*All magical weapons and armor must be enchanted from masterwork. The cost of masterwork is not included in the above table.

Crafting Items

Brew Poison

Prerequisite: *use poison* skill

Brewing a poison takes one day (10 hours) and requires access to a potion-brewing laboratory.

The number of doses the brewer can make is limited by the brewer's *use poison* skill level (i.e., 4th level can make up to 4 doses at a time). All doses must be of the same type.

The rank of the poison is determined by the character's *use poison* skill level.

Poison strength (saving throw modifier) is equal to $\frac{1}{2}$ brewer's *use poison* skill level, rounded down (7th level can make +3 poison, which bestows a -3 to the victim's saving throw).

Cost to synthesize poison is 2.5 cp per rank of poison times brewer's *use poison* skill times the number of doses being synthesized. (2.5 cp x poison rank x *use poison* skill x doses)

A list of standard poisons is provided below. Each poison has one type of effect (although other, more potent, formulas exist). Under each poison rank are two rows. The first is the amount of ability damage done by one dose. If the poison deals secondary damage, it will be indicated by a slash (/). The secondary damage is dealt on initiative 1 of the following minute if the primary save is failed. An additional saving throw is not allowed for this affect. All attributes can be affected by poison. The second row is the amount of hit point damage done by one dose.

STANDARD POISON CHART

rank 1	
1d4	effect attribute
1d6	hit point
rank 2	
1d4 / $\frac{1}{2}$ level	effect attribute
1d6 / 1d6	hit point
rank 3	
1d6	effect attribute
2d6	hit point
rank 4	
1d6 / $\frac{1}{2}$ level	effect attribute
2d6 / 2d6	hit point
rank 5	
1d8	effect attribute
3d6	hit point
rank 6	
1d8 / $\frac{1}{2}$ level	effect attribute
3d6 / 3d6	hit point
rank 7	
1d10	effect attribute
4d6	hit point
rank 8	
1d10 / $\frac{1}{2}$ level	effect attribute
4d6 / 4d6	hit point
rank 9	
1d12	effect attribute
5d6	hit point
rank 10	
1d12 / $\frac{1}{2}$ level	effect attribute
5d6 / 5d6	hit point

Masterwork Equipment

'Masterwork' quality describes a level of superior craftsmanship. Any item that is to be permanently enchanted must be masterwork quality.

Crafting Weapons and Armor

Requirements: Applicable skill (at appropriate level), access to proper facility (forge/anvil, *nsh*), materials equal to half the base cost of the item being made, and any special materials (mithril, special hide, *nsh*). Applicable feat in crafting masterwork items.

Rules for making weapons and armor: Manufacturing an item takes skill, time and materials. A higher skill will result in a better quality item (usually). The amount of time required is different for weapons and armor and are detailed below. One day of work is considered 10 hours.

Time to craft weapon: (1 day = 10 hours)

Standard/base: (determined by weapon size)

- Small, 1d4 → 1 day
- Medium, 1d6 → 4 days
- Large, 2d6 → 7 days
- Huge, 3d6 → 10 days

Time to craft armor: (1 day = 10 hours)

Standard/base: (determined by armor rating)

- Light, Padded, 2 → 1 day
- Light, Leather, 4 → 2 days
- Light, Studded Leather, 6 → 3 days
- Medium, Chain Mail, 8 → 4 days
- Medium, Double Mail, 10 → 5 days
- Medium, Scale Mail, 12 → 6 days
- Heavy, Splint Mail, 14 → 7 days
- Heavy, Banded Mail, 16 → 8 days
- Heavy, Plate & Chain, 18 → 9 days
- Plate, Full Plate, 20 → 10 days

Additional time for masterwork (high quality)

Masterwork (no bonus)

- Base time x 2

Masterwork +1

- Base time x 5

Masterwork +2

- Base time x 10

Masterwork +3

- Base time x 15

Masterwork +4

- Base time x 20

Masterwork +5

- Base time x 25

Masterwork cost = $2.5 \times$ base cost of standard item (and provides no bonuses)

The cost for a weapon or suit of armor with masterwork enhancements is the *base cost* of the standard item times a factor:

<u>Bonus</u>	<u>Factor</u>
+1	x 5
+2	x 50
+3	x 500
+4	x 5,000
+5	x 50,000

Weapon bonuses apply to all three areas: strike, parry, and damage.

Armor bonuses are factored a little differently. The bonus to AR is equal to the enhancement bonus x2. The Speed attribute penalty is reduced by 1x the enhancement bonus. The prowl penalty is reduced by 5x the enhancement bonus. Strength penalties (for wearing armor that is too heavy for the character) cannot be offset by masterwork enhancements.

Weapons and armor cannot be incrementally enhanced by masterwork craftsmanship. It is originally created with the enhancement bonus purchased.

Skill roll:

A standard skill roll is made after the time and materials have been spent to make the item. If the roll succeeds that item is made as desired. If the roll fails,

the item made is of lesser quality. The amount the skill roll is failed by determines to what extent the item is reduced.

Synergy skill bonus

Some skills will be directly applicable to making weapons and armor. If the character has these beneficial skills they will add a synergy bonus of +1% per skill level to the skill roll for the purpose of crafting the item. Applicable skills include: *metalworking* (for most weapons and metal armor), *leatherworking* (for leather armor), *carpentry* or *woodcarving* (for bows, staves and other wood weapons), & *tailor* (for padded armor). Other skills may be applicable (at GM's option). Only one synergy bonus can be applied when crafting an item.

Weapon failed roll table

Roll missed by:

- 1 – 20: -1 to (choose one) strike, parry or damage
- 21 – 40: -1 to (choose two) strike, parry or damage
- 41 – 60: -1 to all – strike, parry and damage
- 61+: -2 to all – strike, parry and damage

Armor failed roll table

Roll missed by:

- 1 – 20: +5 to prowl penalty
- 21 – 40: +5 to prowl penalty and +1 to Speed penalty
- 41 – 60: +5 to prowl penalty, +1 to Speed penalty and -1 to AC
- 61+: +10 to prowl penalty, +2 to Speed penalty and -2 to AC

An item of lesser quality can be melted down or scavenged to regain some of the materials used to make it. Half of the cost to make the original item can be recouped.

Magic Item Creation

An item creation feat lets a spell caster create a magic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

Raw Materials Cost:

The cost of creating a magic item equals one-half the sale cost of the item. Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

Effect and Duration:

Any effects that are set by the caster when the spell is typically cast are determined by the crafter when the item is created. The duration is determined by the caster level used to create the item.

Time to craft item:

- Armor (imbue) 1 day per spell level
- Weapon (imbue) 2 days per spell level
- Scroll 1 hour per spell level + caster level
- Potion 2 hours per spell level + caster level
- Focus 1 day per spell level + caster level
- Charged 2 days per spell level + caster level
- Permanent 1 week per spell level + caster level
- Continuous 1 month per spell level + caster level

Base cost:

Base costs do not include the cost of any special materials (mithril) or craftsmanship (masterwork). All magic items must be of masterwork quality or better. The cost of a quality item (no bonuses) is 5 times the base cost.

BASE COST OF RAW MATERIALS FOR CRAFTING MAGIC ITEMS

	scroll	potion	charged	focus	permanent	continuous	material (minimum)
1 st	25bb	5cp	1sp	1gp	$n \times 1gp$	10gp	standard (no cost)
2 nd	75bb	15cp	3sp	3gp	$n \times 3gp$	30gp	standard (no cost)
3 rd	25cp	5sp	1gp	10gp	$n \times 10gp$	100gp	platinum (+10 gp)
4 th	75cp	15sp	3gp	30gp	$n \times 30gp$	300gp	platinum (+10 gp)
5 th	25sp	5gp	10gp	100gp	$n \times 100gp$	1000gp	platinum (+10 gp)
6 th	75sp	15gp	30gp	300gp	$n \times 300gp$	3000gp	mithril (+100 gp)
7 th	25gp	50gp	100gp	1000gp	$n \times 1000gp$	10,000gp	mithril (+100 gp)
8 th	75gp	150gp	300gp	3000gp	$n \times 3000gp$	30,000gp	mithril (+100 gp)
9 th	250gp	500gp	1000gp	10,000gp	$n \times 10,000gp$	100,000gp	admantium (+1000 gp)
10 th	750gp	1500gp	3000gp	30,000gp	$n \times 30,000gp$	300,000gp	admantium (+1000 gp)

Imbuing Magic Items

When imbuing items, the appropriate spell must be cast a number of times equal to the spell's level at the desired caster level. Spell effects that have duration of "instant" or "1 minute per level" (mpl) cannot be made into continuous items.

- +1 magical enhancement masterwork quality or better
- +2, +3 magical enhancement masterwork item made with platinum (1pp/10gp)
- +4, +5 magical enhancement masterwork item made with mithril (1mp/100 gp)
- +6 magical enhancement masterwork item made with admantium (1ap/1000gp)

Armor/Weapon base item cost

There are quality and material restrictions when making magic weapons or armor based on the magical enhancement (see crafting weapons and armor for the cost of masterwork items).

WEAPON ENHANCEMENT COSTS

Bonus	Cost	Special
+1	50gp	must be masterwork
+2	150gp	must have platinum
+3	1000gp	
+4	3000gp	must have mithril
+5	15,000gp	
+6	50,000gp	must have admantium

ARMOR ENHANCEMENT COSTS

Bonus	Cost	Special
+1	10gp	must be masterwork
+2	30gp	must have platinum
+3	100gp	
+4	300gp	must have mithril
+5	1000gp	
+6	3000gp	must have admantium

Magic item base item cost

There is a quality and material restriction when making magic items based on the level of the spell being crafted into the item. Scrolls and potions do not require the additional base item cost.

- 1st, 2nd level masterwork quality or better (x5 base cost)
- 3rd, 4th, 5th level masterwork item made with platinum (x5 base cost + 10gp)
- 6th, 7th, 8th level masterwork item made with mithril (x5 base cost + 100gp)

- 9th, 10th level masterwork item made with adamantium (x5 base cost + 1000gp)

Charged items

Magic items that contain charges are restricted in the number of charges they can hold (potential) by the level of the caster making the item. The potential of a charged item is equal to the caster's level in the class appropriate to the charged effect.

Permanent effects

A permanent item can be activated a number of times per day. The item powers itself (like a charged item) and recharges itself without the owner needing to do anything. The crafter can create a maximum number of uses per day equal to his caster level/3 (round up).

There is a material restriction when making permanent magic items depending on the number times per day the effect will work. Take the greater cost between

- 2x per day Platinum (+10gp)
- 3x per day Mithril (+100gp)
- 4x per day Adamantium (+1000gp)

Feats

It is possible to imbue a feat into a magic item. The feat must be one known to the crafter. Feats cannot be made into focus items.

Level: For the purposes of crafting items, consider that feats have a spell level equal to their experience point cost/500 (i.e., Blind Fighting, 5000XP, would be considered a 10th level spell).

Duration: The effective duration of a feat is 1 minute per caster level.

Base cost: The cost of a charged item enchanted with a feat is the experience point cost/50 (or 10x's the "level") in gold pieces (gp). The sale price of these

items would be double this amount. The multiplier for other item types (i.e., permanent, continuous, nsh.) is factored on the 'base cost'.

Skills

It is possible to imbue a skill bonus into a magic item. The skill must be one known to the crafter. Skill bonuses cannot be made into focus items. Skill bonuses only add to an existing skill, it is useless if the skill is not already known.

Effect: A crafter can imbue an item with a skill bonus of 2 per level of the skill. (e.g., Qweezil has 4th level basket making, the largest bonus he can imbue into an item is +8%).

Level: For the purposes of crafting items, consider that skill bonuses have a spell level equal to the skill bonus divided by 2 times the skill weight (i.e., +6% Prowl, $\{6/2\} * 2$ would be considered a 6th level spell and +10% Masonry, $\{10/2\} * 1$ would be considered a 5th level spell).

Duration: The effective duration of a skill bonus is 10 minutes per caster level.

Base cost: The cost of a charged item enchanted with a skill bonus is the skill bonus times the skill weight in gold pieces (gp). The sale price of these items would be double this amount. The multiplier for other item types (i.e., permanent, continuous, nsh.) is factored on the 'base cost'.

Spell Strength

It is possible to imbue a caster's spell strength into a magic item. The crafter must have the spell strength bonus they are imbuing into the magic item innately (not from magical enhancements). This effect is considered an addition to the spell, although the cost and time is factored

separately. In the event that multiple spell effects are being imbued into the same item, the spell strength must be applied to each spell separately (for additional cost and time).

Level: For the purposes of crafting items, consider that spell strength have a spell level equal to the bonus (i.e., +1 spell strength is a first level spell; +4 spell strength is a fourth level spell).

Duration: The effective duration of a feat is instant (when the spell is discharged).

Base cost: The cost of a charged item enchanted with spell strength is the

same as a spell of an equivalent level. The sale price of these items would be double this amount. The multiplier for other item types (i.e., permanent, continuous, nsh.) is factored on the 'base cost'.

Simple Items

Simple magic items are temporary and will eventually expire. The advantage of simple magic items is that they are less expensive. For an item that will last for only one year, reduce the cost by $\frac{1}{2}$. A simple magic item that only lasts for one month is $\frac{1}{10}$ the cost.

Magic System

So what's the difference between a sphere and a globe again?

The magic system is centered around spells and wizards, though there also exist magic circles, necromantic arts, rituals, rune magic, and wards along with their respective practitioners. As the rules

and guidelines for the different mystic arts get written up, I'll add them to this rulebook. Or not. (Man, there sure are a lot of those "or not" phrases running around this document. ☺)

General Mystic Force Forms and Types

The forms correspond to manifestations of magical forces that are usually created by a spell. The types correspond to the special effect causing the damage (or resisting) and fall under the four main 'elemental' categories of **air**, **earth**, **fire**, and **water**. The different rarities of occurrence of the mystic element types do not relate to a difference in quantity of damage or power, only in how difficult it is to defend against that type of damage. There is also an additional energy type

simply called **arcane** or **force**. There are no different rarities of this type of energy.

See *Magic Spells* in the *Psimancz Appendices* for how these spell forms work.

Note concerning **very rare** damage types: Even if a target makes a successful saving throw (when applicable) against a very rare damage type, the target still takes half damage.

MYSTIC ELEMENT TYPES

Types	Air	Earth	Fire	Water
Common	Static	Shockwave	Flame	Frost
Uncommon	Lightning	Concussion	Balefire	Cold
Rare	Vacuum	Magma	Plasma	Drowning
Very Rare	Tornado	Gravity	Phoenix	Acid

Acquiring Spells

How do wizards and other mages acquire new powers? They earn them.

Unlike psions, warlocks, and all those other wusses who just have their powers spoon-fed to them, mages have to find, buy, learn, or research new powers in-game. Spell knowledge is the lifeblood of wizards. Here are the methods that wizards may use to attempt to gain the knowledge of how to cast a spell.

Instruction (from Alchemist)

“Throw gold at it.” Guaranteed learning, fast, safest, and most expensive.

Duration to learn: one hour per spell level

Cost: 50 times the cost for a charge of that spell. (See *Charged Magic Items* above.)

Success criteria: automatic, no chance of failure

Instruction (from Wizard)

“Come on, dude. If you show me yours, I’ll show you mine.” Slower but safe.

Duration to learn: one week per spell level

Cost: no standard; negotiated with wizard

Limitation: The teacher must have a wizard power level at least twice the level of the spell. It is possible to teach higher level spells than this restriction implies, but there is a decrease in the success rate.

Success criteria: standard mystic conversion roll for student, modified as follows: Wizards can teach spells with no penalty to the student’s skill roll if the spell is equal to or less than one half the teacher’s power level (rounding up). For spells above that and up to the teacher’s power level, there is a -10% penalty per spell level. Above the teacher’s power level, the penalty is -

20% per level. If the roll fails, they can try again with another block of teaching, one week per level of the spell.

Personal Research (course 1)

“Boooooorrrriiiiiinnnnngggggg.”

Guaranteed and safe, but damn slow.

Duration to learn: one year per spell level, full time

Cost: book, ink, quill (minimum 20 pages per spell level)

Limitation: need a method to record experimentation, requires *research* skill level equal to the spell level; can even invent spells

Success criteria: automatic success, no chance of failure. Net result is a “spell book” entry.

Personal Research (course 2)

“If I just fiddle long enough...” Safe, but slow and requires skill.

Duration to learn: one month per spell level, full time, but can be interrupted

Cost: book, ink, quill (minimum 20 pages per spell level)

Limitation: need a method to record experimentation, requires *research* skill level equal to the spell level; can even invent spells

Success criteria: standard mystic conversion roll with the penalty the same as being taught by another wizard but with self as teacher; if you fail the roll, you can try again with more research time of one week per level of the spell. Net result is a “spell book” entry.

Spell Book (learning from)

“You can learn anything from a book.” Slower but safe.

Duration to learn: one week per spell level

Cost: perhaps a checkout fee at a Wizard Guild (but would probably have to use the book on the premises)

Limitation: must be able to read the language of the book

Success criteria: standard mystic conversion roll with the penalty the same as being taught by another wizard but with the book as teacher (books will have an associated level equal to the level of the caster that created it); if the roll fails, can try again with another block of study time, one week per level of the spell.

Spell Book (creating)

“I want to save this for posterity.”

Duration to create: one week per spell level

Cost: book, ink, quill (minimum 20 pages per spell level)

Limitation: must be able to write, requires *writing* skill level equal to the spell level

Success criteria: no success roll required. The resulting book can be used by another wizard to learn the spell. Effective level of the spell book is equal to the caster level of the wizard that created it.

Via Suppository

Heh, heh. Sweet.

Scroll Conversion

“Just go for it, puss.” Fastest, very dangerous.

Duration to learn: instant

Cost: price of scroll

Success criteria: standard mystic conversion roll with a penalty of -20% per level of the spell. If the roll fails, the scroll is used up and **BAD THINGS HAPPEN.**

BTTW Conversion

“Yee-haw, m-er f-ers! I’m gonna do that too!” Fastest, most dangerous, and least expensive.

Duration to learn: instant

Cost: it’s freeeeeeeee

Limitation: converting wizard must have *sense magic* and *decipher magic* spells active when the target spell is first being cast

Success criteria: standard mystic conversion roll with a cumulative penalty of -10% per level of the spell, (1st level -10%, 2nd level -30%, 3rd level -60%, and so on). If the roll fails, **VERY BAD THINGS HAPPEN.**

Mystic Potpourri

Spell Level and Rank

These concepts are separate in order to clarify aspects of progressive spells. The spell level generally corresponds to the overall power level of a spell. Rank (indicated by a Roman numeral) applies to the specific power level of a progressive spell. For most progressive spells, the spell level is equivalent to the rank. For some, rank one can begin at a higher spell level. For example,

plasma field II (rank two) is a fourth level spell. (See *Progressive Spells* under *Magic Spells* in the *Psimancz Appendices*.)

Stacking Magical Effects

Magical items and spells that give bonuses (like to saving throws in particular) cannot always stack together for an increased total effect. It depends on the source of the enhancement and the level of the effect.

Standard effect: This effect adds to all personal bonuses. It also combines with standard effects of different energy types (but multiple standard effects of the same type do not add up together).

Greater effect: This effect is a trump effect. It adds to all other bonuses.

Psimancz Appendices

Appendix I: Critical Hit Chart

d100	Location	Nastiness
1	Jaw	Lose 1 tooth and 1 Beauty (P). If 10+ points of damage, jaw is broken, cannot speak/cast (UT).
2-3	Painful wound	Roll under Willpower to take each action for 1d6 rounds.
4	Throat	Lose next round. If 8+ points of damage, lose 2 HP per round (UT). If 16+ points of damage, decapitated, dead (P).
5-8	Shin	Leg sweep, 40% chance of falling prone, -2 Speed (P). If 16+ points of damage 60% chance of falling prone, Speed ½, -3 Prowess & Reflex (UT). If 26+ points of damage, lose leg (P).
9-10	Blurred vision	50% chance to miss opponent (before strike roll) for 1d4 rounds.
11	Heart	Dead.
12-13	Eye	Roll 1d20: 1-9: lose right eye, 10-18: lose left eye, 19-20: lose both eyes (P).
14-15	Massive blood loss	Take an additional 1d6 HP of damage every 10 initiatives (UT).
16	Unconscious	Knocked out for 2d4 rounds or until magically awakened.
17-19	Face	Lose next round. If 7+ points of damage, lose 1 Beauty; 14+ points of damage, lose 2 Beauty; 21+ points of damage, lose 3 Beauty and gain 1 Presence (P).
20-22	Hamstring	Roll 1d6: 1-3: right, 4-6: left. Knocked prone, cannot stand without assistance (UT). Lose 2 Speed and 1 Reflex (P).
23-24	Stomach	Lose next round. 60% chance of falling to knees.
25-29	Bicep	Roll 1d6: 1-3: right, 4-6: left. -3 strike, parry and damage with arm (UT).
30-33	Side	Lose Strength damage bonus, -3 strike, parry, dodge (UT). If 16+ points of damage, take 1 HP of damage each time a physical action is used (UT).
34	Toes	Roll 1d6: 1-3: right, 4-6: left. 1d4 toes severed (P). 20% chance per toe lost of falling prone. Lose 1 HP / rnd (UT).
35-36	Fingers	Roll 1d6: 1-3: right, 4-6: left. 1d4 fingers severed (P). 20% chance per finger lost of dropping whatever held. Lose 1 HP a round (UT).
37-39	Sternum	Stunned (lose one physical action per round) for 1d6 rounds.
40-42	Forearm	Roll 1d6: 1-3: right, 4-6: left. 40% chance of dropping whatever held. -1 strike, parry, damage (UT). If 24+ points of damage, lose arm (P).
43-47	Shoulder	Roll 1d6: 1-3: right, 4-6: left. -3 strike, parry, damage with arm (UT). If 18+ damage, lose arm (P).
48	Brilliant strike	Re-roll at +10 damage.
49-51	Armor	Roll 1d6: 1-3: upper 4-6: lower. Armor damaged, lose 3 AR. If 30+ points of damage, armor savaged, AR reduced to 0. If magical, it is allowed a save (+10).
52-53	Lungs	Lung punctured. Lose 1 Endurance (P). Difficult to breathe, reduced to 1 action (total) per round (UT). Must roll under Willpower to cast spells (UT).
54-55	Defense	Item used to parry destroyed. If magic item, it is allowed a save (+10).
56	Exact strike	Double the damage rolled (do not add a factor).
57-59	Thigh	Roll 1d6: 1-3: right, 4-6: left. 40% chance knocked prone. -5 dodge (UT). If 30+ points of damage, lose leg (P).
60-61	Precise strike	Re-roll at +5 damage.
62-63	Groin	Lose next round. -10 on initiative for 1d6 rounds. If 10+ points of damage, genitals mutilated/severed (P).
64-66	Equipment	Random piece of equipment destroyed. If magical, allowed a save.
67-68	Hand	Roll 1d6: 1-3: right, 4-6: left. Drop whatever held. If 10+ points of damage, lose hand (P).
69-72	Spine	Lose 1d4 HP (P). If 18+ points of damage, back is broken, dead.
73	Ear	Roll 1d6: 1-3: right, 4-6: left. Stunned for 1d3 rounds. If 12+ points of damage, deaf in that ear (P).
74-77	Hip	Roll 1d6: 1-3: right, 4-6: left. 90% chance of falling prone. If 15+ points of damage, lose 1d4 Speed (P).
78-79	Nose	Nose is broken, lose next round. Roll 1d6: 1-3: lose 1 Beauty, 4-6: gain 1 Beauty (P). Roll another 1d6: 1-3: gain 10% to Sing, 4-6: lose 10% from Sing (P).
80-81	Dazed	Swing at random target for 1d4 rounds with -5 strike, parry, dodge.
82-85	Ribs	Ribs broken. Stunned (lose 1 action per round) for 1d4 rounds. Take 1 HP damage each time a physical action is used (UT).
86	Concussion	Lose next 2 rounds. 10% chance of gaining Psionics. If successful, roll 1d20. 1-15: minor psionics, 16-19: major psionics, 20: master psionics.
87-88	Offense	Item used to attack destroyed. If magic item, it is allowed a save (+10).
89	Ankle	Roll 1d6: 1-3: right, 4-6: left. 30% chance of falling prone. -2 strike, parry, dodge (UT). If 12+ points of damage, lose foot (P).
90-91	Knee	Roll 1d6: 1-3: right, 4-6: left. 60% chance of falling prone. -4 strike, parry, dodge (UT). If 16+ points of damage, lose leg (P).
92-94	Elbow	Roll 1d6: 1-3: right, 4-6: left. 80% chance drop whatever held. -4 strike, parry, dodge (UT). If 14+ points of damage, lose arm (P).
95-99	Chest	Lose next round. Lose 1d4 HP each round (on initiative 1 - UT). If 16+ points of damage, lose 1 Endurance and 1 Strength (P). If 24+ points of damage, lose 2 Endurance and 1 Strength (P).
100	Bulls eye	Attacking character's choice.

UT = Until Treated (healed); P = Permanent

Bleeding from lost limb: major limb (arm, leg) is 1d10 HP blood loss damage per round UT, minor limb (hand, ankle) is 1d6 HP blood loss damage per round UT, head is *Kill Bill* looking bleed out time

Appendix II: Druidic Abilities and Spells

Level-Based Druidic Abilities

(All are acquired automatically as the druid advances in power level.)

druidic ability	NSP	duration	Description
Level 1			
Animal transform I	10	permanent	Small ground-based animal
Non-aggression I	---		Herbivore
Speak with animals	2	1 hr/lvl	
Summon animal I	2	10 mpl	Small animal (size level 1)
Level 2			
Bond with first familiar	---		
Free passage	---		Forest, undergrowth, and flora (non-magical): full movement
Heal animals I	1	instant	Heals 1d8 +1 hit point per level
Level 3			
Animal transform II	20	permanent	Medium ground-based animal or small avian
Non-aggression II	---		Carnivore
Summon animal II	8	10 mpl	Medium animal (size level 2)
Level 4			
Bond with second familiar	---		
Heal animals II	2	instant	Heals 2d8 +1 hit point per level
Nature sense	---		Identify plants and animals 100%
Level 5			
Animal transform III	30	permanent	Large ground-based animal or medium avian
Mass non-aggression I	16	1 hr/lvl	One target per level, herbivores
Soul catch—animal	50	permanent	Requires touch; restores life to an animal that has not been dead longer than 10 minutes per druid level; the animal's hit points will be equal to negative its Endurance attribute
Summon animal III	16	10 mpl	Large animal (size level 3)
Level 6			
Commune with nature	---		Know surrounding terrain—add 5% per level to pathfinding skill
Heal animals III	4	instant	Heals 3d8 +1 hit point per level
Raise dead—animal	75	permanent	Requires touch; restores life to an animal that has not been dead longer than one day per druid level; the animal will be at one hit point
Speak with plants	10	10 mpl	Plant's size or age = Intelligence
Trackless step	---		Self only—leave no tracks
Level 7			
Animal transform IV	40	permanent	Huge ground-based animal or large avian
Bond with third familiar	---		
Immunity to disease I	---		Druid is unaffected by disease level I
Mass non-aggression I	16	1 hr/lvl	One target per level, carnivores
Resurrection—animal	50	permanent	Requires touch; restores life to a dead animal; the animal will be at full health; it costs the druid one permanent NSP
Level 8			
Cure animals	30	instant	Remove poison and non-magical diseases from animals
Heal animals IV	8	instant	Heals 4d8 +1 hit point per level
Immunity to disease II	---		Druid is unaffected by disease level II
Immunity to venom	---		Only natural poisons
Level 9			
Animal transform V	50	10 mpl	Magical beasts (any size)
Immunity to disease III	---		Druid is unaffected by disease level III
Level 10			
Heal animals V	10	instant	Heals 5d8 +1 hit point per level
Immunity to disease IV	---		Druid is unaffected by disease level IV
Shapechange	50	10 mpl	As spell: PHB 250

Druidic Spells

(Limited number chosen as the druid advances in power level.)

druidic spell	NSP	range	duration	description
Level 1				
Create water	4	10 ft	permanent	Creates 1 gallon of fresh water per level.
Cure minor wounds	2	touch	instant	Heals 1 hit point per level.
Detect magic	2	100 ft	instant	Druid detects magical auras within range.
Detect poison	2	10 ft	instant	Druid knows if target creature/object/area is poisonous ("yes/no"); requires recognize poison to determine exact nature of poison.
Flare	2	100 ft	1 mpl	Target is -1 s/p/do/init.
Guidance	2	100 ft	1 minute	Grants the target with a +1 to their next strike, parry, dodge, damage, or saving throw.
Know direction	2	self	instant	The druid knows which direction is north.
Light	2	touch	10 mpl	The touched object glows like a torch.
Mending	2	touch	instant	Repairs small breaks/tears in objects; one break per casting; does not affect living things or constructs.
Purify food and drink	2	touch	instant	Makes contaminated food and water suitable for eating; affects 1 humanoid meal per casting; will counter magic effects (unholy water) but not magical foods (potions, nsh.).
Resistance, magic	2	Touch	10 mpl	Target receives +1 to magic saving throws.
Level 2				
Air-walk	4	Touch	10 mpl	Target walks on air like solid ground; maximum incline, 45 degrees; subject to wind.
Alarm	4	touch	1 hr/lvl	Sounds a mental or audible sound; warded area = 5 foot per level radius.
Calm animals	4	100 ft	1 mpl	Soothes and quiets animals; can affect 1 animal per level, all animals must be of the same type; dire and trained animals are allowed a saving throw.
Charm animal	4	100 ft	1 mpl	Considers druid a friend; target gets +5 to save if currently being threatened (in combat) by the caster or her allies.
Cure light wounds	4	touch	instant	Heals 1d8 +1 hit point per level.
Detect animals/plants	4	100 ft/lvl	10 mpl	Locate a specific type of plant or animal; requires concentration.
Detect snares/pits	4	100 ft	10 mpl	Detect natural hazards as well as traps fashioned from natural materials; not complex or magical traps; requires concentration.
Endure elements	4	touch	10 mpl	Target is protected from extremes of temperature (from -40 to 140 degrees Fahrenheit). This does not provide protection from heat or cold damage or other environmental hazards.
Faerie fire	4	100 ft	10 mpl	A pale glow (1 candlepower) outlines target in blue, green or violet light; counters penalties from normal darkness (not magical) and halves penalties for invisibility.
Goodberry	4	touch	1 day/lvl	Make 2d4 fresh berries magic; provide 1 meal and heal 1 HP (max 8 per 24 hours).
Hide from animals	4	touch	10 mpl	Animals cannot perceive the target; animals will act as if target was not present; if target attacks any creature, the spell ends for all recipients; affects 1 target per level.
Magic fang	4	100 ft	1 mpl	Provide a natural weapon a +1 bonus to strike, parry and damage.
Obscuring mist	4	self	1 mpl	Misty vapor flows out from the druid to a 10 foot radius: once cast it is stationary; provides a cover bonus to AR of +2 to all creatures inside the effect.
Resist elements I	4	touch	10 mpl	Target takes less damage from one common elemental damage type (chosen when spell is cast); damage reduced by 1 point.
Shillelagh	4	touch	1 mpl	Grants a +1 enhancement bonus and +1d6 damage to any wood weapon.
Snare	4	100 ft	1 mpl	Target is held in one spot, cannot move; target can attempt to break free, using 1 physical action per level of the caster; the victim can still take actions as normal; targets 1 creature.
Level 3				
Animal messenger	8	100 ft	1 day/lvl	Compel a tiny animal to go to a spot the druid chooses; druid may attach a message or trinket to the animal; the animal will go to a place known by the druid and wait for the spell's duration; the animal will allow others to approach and remove the item.
Animal trance	8	100 ft	10 mpl	Compel animals to do nothing but watch the druid: 1 target per level; Druid must stay in animals' line of sight; any attack breaks the enchantment; affects 1 target per level; requires concentration.
Barkskin	8	touch	1 mpl	Grants +2 natural armor bonus.
Cure moderate wounds	8	touch	instant	Heals 2d8 +1 per level.

druidic spell	NSP	range	duration	description
Level 3 (continued)				
Flame blade	8	self	1 mpl	Creates a 3-foot-long beam of fire; 1d6 +1 per level damage (no Strength modifier); considered short sword; cannot be disarmed.
Magic stone	8	touch	10 mpl	Change up to 1 pebble per level: +1 strike, 1d6 + 1 per level damage; double damage against undead; each stone can be used once.
Mud to rock	16	100 ft	permanent	Transform mud or quicksand to stone. The caster can affect 30 pounds per level. Multiple castings can be used to affect a larger area. Living things in the mud can dodge to escape (automatic success) or make a Speed attribute check. Creatures failing to escape the mud are shunted out and take 1d6 damage per caster level.
Pass without trace	8	100 ft	1 hour/lvl	Targets leave no footprints or scent; imposes a -40% to track percentage; does not affect magical tracking; affects 1 target per level.
Produce flame	8	self	1 mpl	Create a flame as bright as a torch in the druid's open hand; once per round can hurl the flame at an opponent (as a bolt) for 1d4 damage per level; a new flame reappears in the druid's hand the next initiative segment.
Reduce animal	8	touch	1 hour/lvl	Target animal is reduced to ½ height/length and 1/8 weight; reduce damage 1 size category.
Resist elements II	8	touch	10 mpl	Target takes less damage from one common elemental damage type (chosen when spell is cast); damage reduced by 10%.
Restoration, lesser	8	touch	instant	Removes magical effect that reduces target's attribute or cures 1d4 points of attribute damage to one attribute.
Rock to mud	16	100 ft	permanent	Transform natural, unworked rock to mud. The caster can affect 30 pounds per level. Multiple castings can be used to affect a larger area.
Sleet storm	8	100 ft	1 mpl	Field; obscures vision within and beyond; slows movement to half speed; requires a Reflex roll (modified by caster's spell strength) to enter and leave the area of effect - if fail, target falls, is prone and must use a physical action to get up.
Spider climb	8	touch	10 mpl	Target can climb on walls and ceiling; must have both hands free.
Spike growth	8	100 ft	1 hr/lvl	Ground becomes hard and sharply pointed; 1d6 damage per 10 ft traveled; roll under Reflex or Speed reduce by ½ for 24 hours (UT).
Tree shape	8	self	1 hr/lvl	Able to assume the form of a small living tree or shrub or a large dead tree trunk; druid can perceive surroundings; cannot move (Speed of 0); no physical actions; +10 natural armor rating; all equipment transforms with druid.
Warp wood	16	100 ft	permanent	Warp 1 small wood object per level; small (1 small object), medium (2), large (4), huge (8), gigantic (16), colossal (32); objects in aura get save; warped ranged weapons are useless, melee are -2 strike/parry/damage; can be cast multiple times to affect objects too large to affect with one casting; no effect until entire size is affected.
Wind rush	8	100 ft	instant	Knocks down 1 target per level (knocked prone and take 1 action to stand).
Wind wall	8	100 ft	1 mpl	An invisible curtain of wind; prevents small flying creatures and gasses from passing through; grants +10 cover AC bonus versus ranged weapons; large or siege weapons are not affected.
Wood shape	24	touch	permanent	Form an existing piece of wood, no larger than 10ft ³ + 1ft ³ per level, into another shape; crude workmanship, no fine detail; 30% chance that moving parts do not work.
Level 4				
Anti-plant shell	16	self	10 mpl	Creates a 10 foot radius hemisphere, centered on the caster; keeps plant creatures and animated plants at bay (save to enter circle).
Call lightning	12	100 ft	instant	Deals 1d10 static damage per level to one target; +20 plus any spell strength to strike; usable only outdoors.
Cure serious wounds	12	touch	instant	Heals 3d8 +1 per level.
Delay poison	12	touch	10 mpl	Target is temporarily immune to poison, any poison in system does not affect the target until after the ability has elapsed, then the poison continues as normal (as if no time has passed).
Diminish plants	24	100 ft/lvl	instant	Two versions: prune growth makes all plants in range (at caster's option) reduce in size and appear carefully trimmed; stunt growth reduces the output of all plants in range to one-third it's normal output for the next year; <i>diminish plants</i> counters (no spell vs. spell) <i>plant growth</i> .
Dominate animal	12	100 ft	1 mpl	Take control of target animal; direct it with simple commands; with concentration can direct more complex commands, no mortal peril (will ignore).
Entangle	12	100 ft	1 mpl	Target is held in one spot, cannot move; target can attempt to break free, using 2 physical action per level of the caster; the victim can still take actions as normal; targets 1 creature per level.
Flight	12	100 ft	1 hour/level	Target gains flight and can move through the air of their own volition; target moves at standard walking speed.

druidic spell	NSP	range	duration	description
Level 4 (continued)				
Fog cloud	12	100 ft	10 mpl	Field; as obscuring mist, but not centered on caster; provides a cover bonus to AR of +4 to all creatures inside the effect.
Gaseous form	12	self	1 mpl	Self and gear become insubstantial mist; gain DR masterwork and immunity to poison and critical hits; can move through small cracks; can only use druidic abilities (no spells) and cannot activate items.
Greater magic fang	12	100 ft	1 mpl	As magic fang but grants +1 per 3 levels of druid.
Ironwood	12	touch	1 day/level	Makes any wood object (up to 5 pounds per level) into ironwood, which has the properties of steel, but is not metal.
Meld into stone	12	self	10 mpl	Druid may move self and possessions into a single block of stone; caster is aware of passage of time, but cannot see outside the stone; caster can cast spells on herself; if do not leave before spell duration expires, caster is violently expelled from the stone, taking 4d8 damage. Some spells will affect the caster while melded in the stone: <i>stone to flesh</i> expels the caster, taking 4d8 damage; <i>stone shape</i> deals 4d6 damage, no expulsion; <i>rock to mud</i> expels and slays the caster (physical save with spell strength to avoid death), <i>passwall</i> expels caster without damage.
Plant growth	24	100 ft	permanent	Two versions: overgrowth makes all plants in range (at caster's option) increase in size and become a thicket or jungle, this reduces the speed of creatures moving through the affected area by ¼; enrichment increases the output of all plants in range to one-third above normal output for the next year; <i>plant growth</i> counters (no spell vs. spell) <i>diminish plants</i> .
Protection from elements	12	touch	1 mpl	Absorbs all common elemental damage (chosen when activated); up to 5 times the caster's level.
Repel vermin	12	self	10 mpl	Creates a 10 foot radius circle, centered on the caster; keeps vermin at bay (save to enter circle).
Resist elements III	12	touch	10 mpl	Target takes less damage from one common elemental damage type (chosen when spell is cast); damage reduced by 25%.
Searing light	12	100 ft	instant	Focus a blast of divine energy at one target; 1d6 per level; undead take x2 damage; does not affect constructs or objects or anything without a soul.
Stone shape	36	touch	permanent	Form an existing piece of wood, no larger than 10ft ³ + 1ft ³ per level, into another shape; crude workmanship, no fine detail; 30% chance that moving parts do not work.
Water breathing	12	touch	1 hr/lvl	Allows targets to breathe water freely; 1 target per level.
Level 5				
Control plants	16	100 ft	1 mpl	Take control of target plant creature; it automatically understands commands (no language requirement); if unable to command, will not harm caster; no mortal peril (will ignore).
Control water	16	1000 ft	10 mpl	Two versions; area of effect is 10 ft x 10 ft x 2 ft (depth) per level: Lower water: lower water: cause water to lower depth by up to 2 feet per caster level; in large bodies of water - create a whirlpool that prevents ships from leaving the area for the duration; water creatures lose 1 action per round; raise water: raise the depth of water 2 feet per caster level; in large bodies of water, the ship will be pushed by the (small) wave of water. May adjust area of effect: caster may reduce on horizontal dimension to double the other.
Cure critical wounds	16	touch	instant	Heals 4d8 + 1 per level
Flame strike	16	100 ft	instant	Magical force, instant effect, small area of effect (10 foot radius, 40 feet high); 1d8 damage - half flame, half arcane.
Freedom of movement	16	touch	10 mpl	Allows target to move normally, when underwater or even while magically hampered.
Hold animal	16	100 ft	1 mpl	Target animal freezes in place, unable to take any actions; each round (on its initiative) it may attempt an additional saving throw (which takes on physical action).
Liveoak	16	touch	1 day/level	Takes 10 minutes to cast. This spell turns a huge oak tree into a treant guardian. The treant cannot move more than 300 feet from where it was created; the caster can only have one liveoak active at a time.
Negate magic	16	100 ft	instant	Abortable; removes (spell vs. spell) a magical effect.
Quench	16	100 ft	instant	Extinguish all non-magical fires in the area; the caster can include her spell strength to negate any fire spells in the affected area; all fire elementals in the area take 1d6 damage per level (no save); a magical item targeted with this effect is allowed a magic save or lose its fire magic for 1d4 hours.

druidic spell	NSP	range	duration	description
Level 5 (continued)				
Reincarnate	48	touch	instant	Target humanoid creature is brought back to life, but in a new body; the recreation of the body takes 1 hour after which the target awakens; target retains all skills, knowledge and abilities but loses 1 spirit thread and 1 Endurance (in addition to any racial adjustments - see below); attributes are adjusted based on new race; first, remove all racial attribute adjustments, then roll a percentage to determine the race of the new body: 1-9% catman, 10-14% changeling, 15-24% dwarf, 25-34% elf, 35-41% goblin, 42-51% gnome, 52-62% human, 63-69% kobold, 70-76% ogre, 77-83% orc, 84-90% troll, 91-99% wolven, 100% stay the same; targets turned into an undead creature or killed with a death effect cannot be raised using this spell; only works on mortal creatures.
Resist elements IV	16	touch	10 mpl	Target takes less damage from one common elemental damage type (chosen when spell is cast); damage reduced by 50%.
Rusting grasp	16	touch	1 mpl	Any mundane (non-magical) iron object the caster touches becomes instantly pitted and worthless, effectively destroyed; iron weapons up to size huge are destroyed; metal armor will have its AR reduced by 1 for every two levels of the caster; this spell has no effect on magical items; items in an aura are allowed a saving throw; the caster can make one touch attack per minute for the duration of the spell.
Spike stones	16	100 ft	1 hr/lvl	Ground becomes hard and sharply pointed; 1d10 damage per 10 ft traveled; roll under Reflex or Speed to reduce by ½ for 24 hours (UT).
Tree stride	16	self	1 hr/lvl	The caster can enter a tree and "jump" from tree to tree. All trees must be of the same type, and be large enough to accommodate the caster. The caster must use a magic action each round to move 2000 feet per minute (~23 mph).
Wall of stone	48	100 ft	permanent	Create a physical wall 5 ft ² and 1 inch thick per caster level; wall does not need to be vertical and can be made into practically any shape desired; the wall has DR 5 and 10 hit points per inch of thickness for each 5'x5'; section of wall, bringing a section (5'x5') of wall to zero hit points creates a breach.
Level 6				
Animal growth	20	100 ft	1 mpl	Increases the size (x2) and weight (x8) of target animal; as a result of the size increase, the animal gains: +6 to Strength and Endurance, -4 to Speed, +4 to Natural Armor Rating (NAR); while under this effect of the spell, the animal gains: +4 to all saves and DR 10, DI masterwork. Any items on the creature also increase in size and return to normal if removed.
Awaken	60	touch	permanent	The caster awakens an animal or tree to human-like intelligence. The target makes a standard saving throw (cannot be "convinced" to accept the magic). The awakened creature is friendly to the caster, although there is no special connection. Awakened trees gain Intelligence, Willpower and Presence of 3d6, and becomes mobile. Awakened animals gain Intelligence and Willpower of 3d6 and add 1d6 to their Presence, they are considered magical beasts. An awakened creature cannot be a familiar.
Control winds	20	50 ft/lvl	10 mpl	The caster can manipulate wind direction and strength. Direction: outward from caster in all directions; inward toward caster, circular around caster or one direction across caster. Strength: caster can modify wind strength by 15 mph (increase or decrease) per caster level.
Cure minor wounds, mass	20	100 ft	instant	Heals 1 hit point per level to 1 target per level
Fly as the eagle	20	100 ft	1 hr/lvl	Target can fly at an increased speed (30 miles per hour).
Ice storm	20	100 ft	1 mpl	Creates a cylinder 20 feet in diameter per level and 10 feet tall. All inside are affected by two effects: 1d6 per level of arcane physical effect (parry) and 1d6 per level of frost magical effect (saving throw).
Insect plague	20	100 ft	1 mpl	Conjures forth 1 swarm of insects per 2 caster levels. The caster determines the target of each swarm when the spell is cast. Each swarm attacks two times per round (initiative 30 and 15) and deals 1d6 damage per caster level. The attack cannot be parried and miss factor does not apply; the target can dodge to avoid damage. The swarm's bonus to strike is the caster's level (no spell strength). Each swarm has 5 hit points per caster level, DI standard and DR equal to half the caster's level. Each swarm can be re-assigned by the caster using 1 magic or physical action.
Resist elements V	20	touch	10 mpl	Target takes less damage from one common elemental damage type (chosen when spell is cast); damage reduced by 75%.
Wall of fire	20	100 ft	10 mpl	Creates a wall of flame that only burns on one side, sending forth waves of heat that deal 1d8 damage per caster level (no saving throw) to any creatures within 10 feet of the wall. If the wall is cast on top of a creature, it may choose which side to be on by taking a small step (automatic action).

druidic spell	NSP	range	duration	description
Level 6 (continued)				
Wall of thorns	20	100 ft	10 mpl	The caster creates a barrier of tangled bramble and undergrowth with long thorns that grab and stab creatures moving through. The size of the barrier is 10' x 10' x 5' thick per caster level. The wall hinders movement: it requires 1 physical action to move through 10 feet of the wall. Each 10 feet of wall moved through deals 1d8 physical damage per level. Targets can reduce the damage they take by the amount of their Armor Rating. Opponents can cut through the wall, clearing 1 foot depth per minute.
Level 7				
Animal shapes	24	100 ft	1 hr/lvl	Transforms 1 willing target per caster level into an animal; all animals must be of the same type; individuals may elect to cancel the spell (taking a full round) but that cancels the spell for that target.
Anti-life shell	24	self	10 mpl	Creates a 10 foot radius hemisphere, centered on the caster; keeps most living creatures at bay (save to enter circle).
Chain lightning V	24	100 ft	instant	Physical force affecting 1 target per caster level; deals 1d10 per caster level; roll to strike, add caster level and spell strength as bonus to strike.
Cone of cold	32	100 ft	instant	Creates a cone of extreme cold (rare damage) that emanates from the caster; those affected take 1d6 cold damage per caster level. Cones cannot be parried and MF does not apply.
Cure light wounds, mass	24	100 ft	instant	Heals 1d8 + 1 hit point per level to 1 target per level.
Find the path	24	self	10 mpl	Takes 1 minute to cast; allows the caster to find the shortest, most direct physical route to a specified destination (determined by the caster). The destination must be a location (not a person or object) and must be on the same plane as the caster. The spell will make the caster aware of mundane traps or secret doors along the path and how to disable/bypass them.
Repel wood	24	100 ft	1 mpl	This spell causes all wooden objects in an area 10 feet wide per caster level to be pushed away to the limit of the range (100 feet). The objects move at a rate of 40 feet per round. Wooden objects more than 3 inches in diameter are not affected; loose objects are affected and objects less than 3 inches in diameter and firmly fixed in place will splinter and break and the pieces will be affected. Held wooden items are also affected, the holder can make a strength check (Strength of spell = 7 + caster level + spell strength) to hold on to the item. It is impossible to attack with a wooden weapon or item while <i>repel wood</i> is in effect.
Resist elements VI	24	touch	10 mpl	Target takes less damage from one common elemental damage type (chosen when spell is cast); damage reduced by 90%.
Spellstaff	24	touch	until used	This spell takes 10 minutes to cast. The caster can store a spell in a wooden staff that can be used at a later time. The caster must also spend the spell points for the spell being stored. The caster can only have one <i>spellstaff</i> at a time.
Stoneskin	24	100 ft	10 mpl	Provides +4 natural armor rating
Stone tell	24	self	1 mpl	This spell grants the ability to speak with stones, which relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details that are sought.
Transport via plants	24	touch	1 minute	The caster, and 1 target per level, can enter any normal living plant and pass to the same kind of plant at any distance; if the particular destination does not have that plant, the travelers will be delivered as close as possible. All targets must be in contact with one another.
Level 8				
Acid fog	28	100 ft	1 mpl	As solid fog but deals 1d6 acid damage (physical arcane damage) per round to all those in the cloud, no save.
Changestaff	56	touch	until used (see description)	This spell takes 10 minutes to cast. The caster turns a prepared staff into a huge tree creature. The caster must plant the end of the staff in the ground and use 1 magic or physical action to activate the staff. The creature will remain for 1 hour per caster level after which point the creature dissipates and the staff is left behind. If the creature is destroyed, the staff crumbles to dust. The staff must be specially crafted by the caster using 10 gp in materials and taking 28 days. If the creature dissipates (at the end of the spell duration) or the spell is cancelled the staff can be used as the focus for another casting.

druidic spell	NSP	range	duration	description
Level 8 (continued)				
Control weather	28	3 mile radius	6 hours/level	This spell takes 10 minutes to cast. The caster changes the weather in the local area. It takes 10 minutes for the effects to manifest after casting. The caster can call forth weather appropriate to the climate and season of the area. The caster can control the general tendencies of the weather, such as the direction and intensity of the wind. The caster cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When a certain weather condition is selected to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as left for the duration, or until the caster designates a new kind of weather (which takes 1 full round and fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.
Creeping doom	28	100 ft	1 mpl	Conjures forth 1 swarm of insects per 2 caster levels. The caster determines the target of each swarm when the spell is cast. Each swarm attacks three times per round (initiative 30, 20 and 10) and deals 1d10 damage per caster level. The attack cannot be parried and miss factor does not apply; the target can dodge to avoid damage. The swarm's bonus to strike is the caster's level plus spell strength. Each swarm has 10 hit points per caster level, DI masterwork and DR equal to caster level. Each swarm can be re-assigned by the caster using 1 magic or physical action.
Cure moderate wounds, mass	28	100 ft	instant	Heals 2d8 +1 hit point per level to 1 target per level.
Fire storm	28	100 ft	instant	This spell fills an area with goutts of fire. The fire does not affect natural vegetation. If the caster wishes, plant creatures will not be affected as well. All those in the area take 1d12 flame damage per caster level.
Metal to wood	56	100 ft	permanent	This spell enables the caster to change all metal objects within its area to wood. A caster can affect 1 held item per caster level or 5x that amount of loose items. A magic object made of metal or any metal item held by someone is allowed a saving throw. Artifacts cannot be transmuted. Weapons converted from metal to wood take a -2 penalty on attack, parry and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.
Resist elements VII	28	touch	10 mpl	Target takes less damage from one common elemental damage type (chosen when spell is cast); damage reduced to all but 1.
Sunbeam	36	100 ft	1 mpl	Once per round, the caster can emit a bright beam of sunlight from her hand (requiring a magical or physical action). The target is blinded for 1 hour per caster level and takes 1d10 damage (sunlight - rare arcane) per caster level. A successful saving throw negates the blindness effect and the target takes half the damage. Undead creatures affected by sunlight take 1d20 damage per level (or half if they make their save).
True seeing	28	touch	1 mpl	This spell confers the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under <i>blur</i> or <i>displacement</i> effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus her vision (using a physical or magical action) to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 100 feet.
Wind walk	28	100 ft	1 hr/lvl	Caster and 1 target per level turn to gaseous form and flies at an increased speed (60 mph). Each target can control whether they are mist or not. Caster can remove spell from individual targets.
Level 9				
Command plants	32			
Cure severe wounds, mass	32	100 ft	instant	Heals 3d8 +1 hit point per level to 1 target per level.
Iron body	32			
Repel metal or stone	32			
Reverse gravity	32			
Resist elements VIII	32	touch	10 mpl	Target takes no damage from one common elemental damage type (chosen when spell is cast); damage reduced by 100% (take no damage).
Sunburst	32			
Whirlwind	32			
Word of recall	32			

Level 10				
Antipathy	36			
Cure critical wounds, mass	36	100 ft	instant	Heals 4d8 +1 hit point per level to 1 target per level.
Earthquake	36			
Elemental swarm	36			
Foresight	36			
Healing circle	36			
Shambler	36			
Sympathy	36			

Appendix III: Elemental Powers and Warlock Abilities

Elemental Summoning

Warlocks develop power through a connection to an elemental plane. The focus of that connection manifests as an elemental creature (of the appropriate type). Warlocks do not understand arcane magic; they channel elemental “spells” via their connection to the elemental plane through their elemental conduit (the elemental creature). This specific elemental creature is bound to the warlock and as the warlock’s connection to the elemental plane develops and becomes more powerful, they can channel greater and greater elemental energy (higher level spells).

As a side-effect of their connection to the elemental plane; the warlock can also channel the elemental creature to allow it to manifest physically on the prime material plane. Similarly to their spell effects, as the warlock develops their connection to the elemental plane, they can allow a greater portion of the elemental creature to materialize. The warlock’s connection with their elemental creature is such that the warlock can “summon” the creature at will (but must use a spell action and ESP to channel the elemental energy). The elemental creature is the same creature summoned each time and is the actual creature that the warlock has developed his connection to the elemental plane through.

When an elemental creature manifests on the prime material plane, it loses some of its potency and is restricted in how much elemental energy it can use based upon the warlock. When an elemental is on the Prime Material plane their ESP regeneration is cut to 1 ESP per hour. While on their native elemental plane, the ESP regeneration is doubled

(2x level per hour). Similarly, elementals do not have a physiology like mortal creatures and as such they regain their life-force (hit points) differently. While on the PM plane, they regain 1 HP per hour. While on their native plane they are able to heal much faster and regain 2x their level per hour.

If an elemental creature were to become reduced to zero hit points or less, the elemental creature would be destroyed and would need to reform on its native plane. It takes 24 hours for the elemental creature to reform. During this time, the warlock can still cast spells normally; however he is unable to regain any spell points. After 24 hours have passed, the warlock will regain ESP normally and can then “summon” the elemental creature.

Crunchy bits:

- The warlock can summon an elemental equal to his power level. Only one elemental can be summoned at a time. The summoning of an elemental by a warlock cost no ESP but requires one spell action. The elemental can be dismissed at any time. The warlock must use a spell action to dismiss the elemental. The summoning or dismissal of the elemental cannot be aborted to. There is no limit to the number of times an elemental can be summoned nor is there a limit on the duration it can remain on the Prime Material plane.
- Elementals regain 1 hit point and ESP per hour while on the PM plane (the water elemental’s hit point regeneration ability is the exception to this rule). On the elemental’s native plane it recovers 2 hit points and ESP per level per hour.

Elementals:

Elementals share a number of abilities:

Willpower: 20 + level

Saves: + 1/level to all saves

Spells: All spells appropriate to their element equal to their level; 1-3 all common spells, 4-6 all uncommon spells, 7-9 all rare spells, 10+ all very rare spells

Spell Strength: +1 @ 1, 3, 5, 7, 9

Initiative: 10 +1 per level +1d10

Vulnerability: Elementals are vulnerable to damage from their opposing element. Fire and water oppose each other as do earth and air. Elementals take double damage from damage from their opposing element. That vulnerability is reduced as the elemental increases in level/power as follows: 1 – 4 take double damage from common and higher, 5 – 8 requires uncommon to take double damage, common does normal damage, 9 – 10 requires rare to take double damage, common and uncommon do normal damage.

Element Resistance: Elementals are resistant to their own type of elemental damage according to the following progression: 1st: resist 75% common damage, 50% uncommon, 25% rare; 4th: immune to common, resist 75% uncommon, 50% rare, 25% very rare; 7th: immune to uncommon, resist 75% rare, 50% very rare; 10th: immune to rare, resist 75% very rare.

Damage immunity: Elementals are planar beings. They develop immunity to damage from physical attacks based on the following schedule: 4th: DI standard, 8th: DI masterwork.

Defense: Air, fire and water elementals have a “free dodge” ability, it does not cost an action for them to dodge. They cannot use this ability to defend another, if they defend they must use an action to parry or take it. Earth elementals have a unique ability, “free parry”. They can use this to defend another at whatever penalties are applicable (they have no combat feats).

Air

Actions: Obtain physical actions at: 1st; magical: 1st, 3rd, 6th, 10th

MSP: 30 per level

Attack: 1d6 @ 1st, 6th

Strike: +1 per 2 levels

Parry: +1 per 2 levels

Damage: +1 per 2 levels

Dodge: +1 per level

Hit points: 10 per level

AR: 10 + 1 per level

Strength: 1 per level

Special: Magic resistance 4% every level. Are visible and do not fly naturally; hover approximately one foot off the ground.

Fire

Actions: Obtain physical actions at: 1st, 6th; magical 1st, 3rd, 10th

MSP: 20 per level

Attack: 1d6 @ 1st, 3rd, 5th, 7th, 9th

Strike: +1 ½ per level

Parry: +1 per level

Damage: +2 per level

Dodge: +1 level

Hit points: 15 per level

AR: 12 + 1 per level

Strength: 5 + 1 per level

Special: Fire aura: deals damage to opponents that successfully attack in melee combat and fail a magic saving throw (no spell strength): 1d6 damage per level (rank 3); 1 – 3 common, 4 – 6 uncommon, 7 – 9 rare, 10 very rare. Radiates light: illuminates 10' per level.

Water

Actions: Obtain additional actions
physical 1st, 3rd, 10th; magical 1st, 6th

MSP: 20 per level

Attack: 1d6 @ 1st, 4th, 7th, 10th

Strike: +1 per level

Parry: +1 per level

Damage: +1 per level

Dodge: +1 per level

Hit points: 15 per level

AR: 12 + 1 per level

Strength: 5 + 1 per level

Special: HP Regeneration 1st: 1d10 per hour, 3rd: 1d10 per 10 minutes, 5th: 1d10 per minute, 7th: 2d10 per minute, 9th: 3d10 per minute.

Earth

Actions: Obtain additional actions
physical 1st, 3rd, 6th, 10th; magical 1st

MSP: 10 per level

Attack: 1d6 @ 1st, 3rd, 5th, 7th, 9th

Strike: +2 per level

Parry: +2 per level

Damage: +2 per level

Dodge: +1 per 2 levels

Hit points: 20 per level

AR: 14 + 1 per level

Strength: 10 + 1 per level

Special: 1st "free parry" (an earth elemental does not use an action to attempt to parry an attack); 6th ranged parry (standard ranged attacks [non-magical]).

Appendix IV: Familiars

Familiars are entities generally controlled by the GM but 'attached' in some way to a player character so they'll probably do as the character asks. Usually they are animals, and due to their association with the character, they may have higher intelligence than a typical member of their species. [In reality, familiars are a fun and cool thing for the players but a royal pain-in-the-ass for the GM.]

Acquisition

Usually, familiars will be gained in-campaign; therefore, the type of creature allowed will be at the GM's discretion. If a character would like to start with a familiar, it is allowed to do so, but only common animals are acceptable. (That is, animals similar to those found at a typical pet store or a goat.)

There are two spells that allow a character to link with a familiar: *find familiar* and *familiar link*. Use *find familiar* to link with a mundane animal or an animal with minor magical abilities. Use *familiar link* to link to animals with supernatural abilities or higher than normal animal intelligence.

Advancement

Familiars advance exactly like normal characters advance. Players need to use their own experience points to purchase any abilities for the familiar. The costs are the same as for normal characters. Any bonuses that the animal starts with that

are not obtained from attributes are considered purchased bonuses; all additional bonuses need to be purchased advancing from that level. Chinchillas are probably the cutest little things in existence (even their name is cute), so they must start with at least a 19 Beauty, and their hit points are irrelevant (nothing will ever attack them).

Link with the familiar

The character has a telepathic and empathetic bond to the linked creature. As a result, the familiar can speak with and provide feedback to the player character. The act of linking the creature broadens its awareness, which raises the creature's Intelligence by two to a minimum of six. The player character can speak to and know what the creature is feeling at any distance, as long as the two are on the same plane. The character can also 'click in' to the familiar's senses to experience the world from its point of view. This is particularly useful when the creature is performing reconnaissance. The danger of using this ability is that the character is temporarily stunned and unable to take any actions (as long as the character is possessing the familiar). The player character and the familiar linked creature have two separate hit point pools that are not shared.

Appendix V: Healing Abilities

All healing abilities (unless noted in the description) require touching the target's aura. Resisting healing abilities requires a successful physical saving throw. The only way to avoid the healer's touch is to dodge.

healing ability	HSP	duration	description
Level 1			
Damage reduction I	2	10 mpl	Reduce the hit point taken from any physical attack (magic or otherwise) by 1
Death trance	1	1 hr/lvl	The target gives the appearance of death; cannot be roused; the healer sets the duration when the ability is used; can only be used on a willing target
Detect poison	1	instant	Healer knows if target creature/object/area is poisonous; requires recognize poison to determine exact nature of poison
Healing touch I	1	instant	Heals 1 hit point per level
Neutral environment	1	1 hr/lvl	Passive—target is comfortable in most weather (0o F - 120o F); can target another; refers to ambient temperature; does not ward against effects of weather (like rain, golf ball-sized hail, nsh.)
Psychic surgery	1	instant	Prerequisite: medical skill. This ability eliminates the need for a medical kit in order to perform the medical skill and does not require a healing action.
Remove disease I	3	instant	Eliminates disease from target; does not prevent re-infection
Resist fatigue	1	1 hr/lvl	Passive; can target another. The maximum number of consecutive days is equal to the target's Willpower attribute.
Resist hunger	1	1 hr/lvl	Passive; can target another. The maximum number of consecutive days is equal to the target's Endurance attribute.
Resist physical I	1	1 mpl	+1 physical save
Resist thirst	1	1 hr/lvl	Passive; can target another. The maximum number of consecutive days is equal to the target's Endurance attribute/2.
Virtue	1	1 mpl	The target creature gains 1 temporary HP per level of the healer
Level 2			
Deathwatch	2	1 mpl	Can determine the condition of creatures within range; know if: dead, fragile (below 1 HP, but alive), wounded (1 - 10 HP), injured (hurt but greater than 10 HP) or healthy (undamaged)
Detect undead	2	1 mpl	Requires concentration (1 healing action per round); PHB 194
Endure elements	2	10 mpl	This ability absorbs the first 5 points of damage each round from one of the four common elemental types (chosen when activated)
Halt poison	2	instant	Stops additional negative effects from an ongoing poisoning but does not remove the existing effects. They will continue for their full duration.
Healing touch II	2	instant	Heals 1d2 hit points per level
Life view	2	1 mpl	Passive—can see the physiology of target creatures up to 100 feet away. Can focus on one target per minute; requires concentration (1 healing action per round).
Remove disease II	6	instant	Eliminates disease from target; does not prevent re-infection
Resist magic I	2	1 mpl	+1 magic save
Sanctuary	2	1 mpl	PHB 247
Soothing touch	2	instant	Affects one wound; can counteract the negative effects of evil eye pain (but not the damage)
Level 3			
Bio-therapy	6	1 hr/day	Eventually fixes any type of critical damage including crippled attributes and lost limbs. (The limb cannot be older than one day per level of the healer. A limb will be reattached upon first use of the ability, but it will not be functional until the percentage roll succeeds.) Chance of success is the healer's level as a percentage, cumulative per day the power is used. (A fourth level healer has a 4% chance to succeed the first day, an 8% chance the second, and a 12% chance the third...) Therapy can only be ongoing for a single negative effect at a time. It's possible to take a break from therapy for one day per level of the healer doing the treatment. After that, that chance of success reduces by the healer's level per day of missed therapy.
Calm emotions	3	1 mpl	Calms agitated creatures, no violent actions; requires healers concentration (1 healing action per round), PHB 182
Damage immunity I	6	10 mpl	Target is not affected by standard weapons
Damage reduction II	6	10 mpl	Reduce the hit point taken from any physical attack (magic or otherwise) by 5
Delay poison	6	10 mpl	Target is temporarily immune to poison, any poison in system does not affect the target until after the ability has elapsed, then the poison continues as normal (as if no time has passed)
Gentle repose	6	1 day/lvl	This ability preserves the remains of a dead creature; time spent under the effect of this ability do not count for determining duration for raise dead; can also affect body parts
Healing touch III	3	instant	Heals 1d4 hit points per level
Lust for life	3	instant	Allows target to re-roll save to revive from a coma
Painful touch	3	1 mpl	Causes the target to suffer -3 to strike, parry, dodge and initiative
Remove disease III	9	instant	Eliminates disease from target; does not prevent re-infection
Resist elements	6	1 mpl	This ability absorbs the first 10 points of damage each round from one of the four

healing ability	HSP	duration	description
			common elemental types (chosen when activated)
Level 3 (continued)			
Resist physical II	3	1 mpl	+2 physical save
Resist psionic I	3	1 mpl	+1 psionic save
Shield other	3	1 hr/lvl	The healer takes ½ of the HP damage done to the target creature; the healer is affected by any effect on the target (poison, critical hit, nsh.); more than one target can have this effect on them at a time, and the healer takes half damage from everyone in the link, the damage does not transfer from the healer to the target
Level 4			
Group heal	4	instant	Heals 1 target per level of the healer 1 HP per level
Healing touch IV	4	instant	Heals 1d6 hit points per level
Protection from elements	8	1 mpl	Absorbs all common elemental damage (chosen when activated); up to 10 times the caster's level
Remove blindness/deafness	20	instant	Cures blindness or deafness, whether mundane or magical; does not replace lost eyes or ears, but will repair them if damaged
Remove disease IV	12	instant	Eliminates disease from target; does not prevent re-infection
Resist magic II	4	1 mpl	+2 magic save
Level 5			
Agonizing touch	5	1 mpl	Causes the target to suffer -5 to strike, parry, dodge and initiative
Damage reduction III	10	10 mpl	Reduce the hit point taken from any physical attack (magic or otherwise) by 10
Healing touch V	5	instant	Heals 1d8 hit points per level
Negate poison	10	instant	Removes poison from target and immediately eliminates all negative effects
Regenerate	10	1 mpl	The target is healed 1 HP per level of the healer each round (on initiative 1)
Remove disease V	15	instant	Eliminates disease from target; does not prevent re-infection
Resistance I	5	1 mpl	Grants +1 to all saves
Resist physical III	5	1 mpl	+3 physical save
Resist psionic II	5	1 mpl	+2 psionic save
Slow	10	1 mpl	The target's physical actions are reduced by 1
Soul holding	25	2 mpl	If a creature dies while under this effect, the soul will not depart the body until the ability lapses; the creature may be healed any damage sustained beyond their Endurance attribute; if the creature's HP are restored to its negative Endurance, it still lives and can continue to be healed normally. The creature still loses 1 Spirit thread.
Level 6			
Awakening	6	instant	Reverses sleep effect (including magical and psionic)—automatic
Bio-surgery	30	10 min	Repairs critical damage negatives to strike or parry or whatever. No success roll needed. (It does not fix crippled attributes or reattach limbs.)
Damage immunity II	12	10 mpl	Target is not affected by masterwork weapons
Endure element (uncommon)	6	10 mpl	This ability absorbs the first 5 points of damage each round from one of the four uncommon elemental types (chosen when activated)
Eradicate disease	6	instant	Cures all diseases (normal and magical) that the target is suffering from. Additionally, it also kills any parasites.
Healing circle, lesser	12	instant	Heals all allies (including the healer) within a 20' radius 1d6 HP per level of the healer
Healing touch VI	6	instant	Heals 1d10 hit points per level
Remove disease VI	18	instant	Eliminates disease from target; does not prevent re-infection
Remove paralysis	6	instant	Immediately and automatically removes the effects of magical paralysis from one target creature
Resist magic III	6	1 mpl	+3 magic save
Shield other	6	1 hr/lvl	The healer takes ½ of the HP damage done to the target creature; only HP damage is transferred through the link; more than one target can have this effect on them at a time, and the healer takes half damage from everyone in the link, the damage does not transfer from the healer to the target
Soul catch	40	instant	Target creature is brought back to life (1 HP); dead creature must not have died longer ago than 10 minutes per level of the healer
Spell resistance	12	1 mpl	Grants spell resistance (%) equal to the healer's level
Level 7			
Bio-succor	35	10 min	Repairs crippled attribute from critical strikes. No success roll needed.
Damage reduction IV	6	10 mpl	Reduce the hit point taken from any physical attack (magic or otherwise) by 15
Haste	14	1 mpl	Target creature gains 1 physical action
Healing touch VII	7	instant	Heals 1d12 hit points per level
Raise dead	70	instant	Target creature is brought back to life (1 HP); dead creature must not have died longer ago than 1 day per level of the healer
Remove disease VII	21	instant	Eliminates disease from target; does not prevent re-infection
Resist elements (uncommon)	14	1 mpl	This ability absorbs the first 10 points of damage each round from one of the four uncommon elemental types (chosen when activated)
Resist physical IV	7	1 mpl	+4 physical save
Resist psionic III	7	1 mpl	+3 psionic save
Level 8			
Healing circle	16	instant	Heals all allies (including the healer) within a 20' radius 1d8 HP per level of the healer
Healing touch VIII	8	instant	Heals 1d20 hit points per level

Protection from elements (uncommon)	16	1 mpl	Absorbs all uncommon elemental damage (chosen when activated); up to 10 times the caster's level
healing ability	HSP	duration	description
Level 8 (continued)			
Reattach limb	40	10 min	Reattaches a severed limb. (The limb cannot be older than one day per level of the healer.)
Remove disease VIII	24	instant	Eliminates disease from target; does not prevent re-infection
Resistance II	8	1 mpl	Grants +2 to all saves
Resist magic IV	8	1 mpl	+4 magic save
Sleep	24	1 mpl	Target falls asleep
Slow aging	80	permanent	This ability extends the life of the healer. For every HSP permanently consumed using this ability, the healer's natural life span is extended for 1/10th of the race's normal lifespan; the healer will appear to age at 1/10 the normal rate during the slow aging effect.
Level 9			
Cure	27	instant	Raises target to full health; completely heals the target of all diseases (I-V), blindness, deafness, HP damage and temporary attribute damage
Damage immunity III	10	10 mpl	Target is not affected by +1 magic weapons
Damage reduction V	6	10 mpl	Reduce the hit point taken from any physical attack (magic or otherwise) by 20
Remove disease IX	27	instant	Eliminates disease from target; does not prevent re-infection
Resist physical V	9	1 mpl	+5 physical save
Resist psionic IV	9	1 mpl	+4 psionic save
Restoration	45	10 min	Completely restores target living creature; lost limbs are replaced (in 24 hours) if not present, attribute penalties are removed, all negative affects are corrected
Reverse aging	90	permanent	The healer is able to reverse the body's natural aging process. Over the course of the next ten years the target will get younger (at the normal rate of aging); costs the healer 1 permanent HSP.
Level 10			
Healing circle, greater	20	instant	Heals all allies (including the healer) within a 20' radius 1d10 HP per level of the healer
Mass cure	50	instant	As Cure, except can target one target per two levels of the healer
Remove disease X	30	instant	Eliminates disease from target; does not prevent re-infection
Resistance III	10	1 mpl	Grants +3 to all saves
Resurrection	50	10 min	Target creature is brought back to life at full health; costs the healer 1 permanent HSP
Slay living	100	instant	Target creature dies; if the creature successfully saves, it takes 10d6 damage
Youth	100	permanent	Target instantly regains their youth; considered age 20; costs the healer 10 permanent HSP

Appendix VI: Magic Spells

Availability (or rarity) abbreviations:

C common
R rare

Standard effect progression for spells that use increasing dice (like damage for the general mystic force forms, blast, bolt, field, *nsh.*) is usually based on rank and is shown in the following table.

STANDARD EFFECT DICE

spell level	magical spell effect (saving throw)					
	single target		1 target/level		area of effect	
	instant blast	1 mpl globe	instant wave	1 mpl strobe	instant pulse	1 mpl field
1	1	---	---	---	---	---
2	d4	1	1	---	1	---
3	d6	d4	d4	1	d4	1
4	d8	d6	d6	d4	d6	d4
5	d10	d8	d8	d6	d8	d6
6	d12	d10	d10	d8	d10	d8
7	d20	d12	d12	d10	d12	d10
8	d30	d20	d20	d12	d20	d12
9	d100	d30	d30	d20	d30	d20
10	---	d100	d100	d30	d100	d30
11	---	---	---	d100	---	d100

spell level	physical spell effect (strike roll)					
	single target		1 target/level		area of effect	
	instant bolt	1 mpl ball	instant chain	1 mpl arc	instant explosion	1 mpl storm
1	1	---	---	---	---	---
2	d4	1	1	---	1	---
3	d6	d4	d4	1	d4	1
4	d8	d6	d6	d4	d6	d4
5	d10	d8	d8	d6	d8	d6
6	d12	d10	d10	d8	d10	d8
7	d20	d12	d12	d10	d12	d10
8	d30	d20	d20	d12	d20	d12
9	d100	d30	d30	d20	d30	d20
10	---	d100	d100	d30	d100	d30
11	---	---	---	d100	---	d100

For the **standard cost** in magic spell points (MSP) to cast a spell, there are a couple of formulae you could use based on spell level and availability. Or you can just look it up in the table. ☺

STANDARD SPELL COSTS

spell level	casting cost (MSP), based on rarity	
	C	R
1	2	6
2	4	12
3	8	16
4	12	20
5	16	24
6	20	28
7	24	32
8	28	36
9	32	40
10	36	44
11	40	48
12	44	52
13	48	56
14	52	60
15	56	64

Mystic element types correspond to the special effect causing the damage (or resisting) and fall under the five main 'elemental' categories of air, earth, fire, and water. The different rarities of occurrence of the mystic element types doesn't relate to a difference in quantity of damage or power, only in how difficult it is to defend against that type of damage.

MYSTIC ELEMENT TYPES

Types	Air	Earth	Fire	Water
Common	Static	Shockwave	Flame	Frost
Rare	Lightning	Concussion	Plasma	Cold

Magic Terms

Area of Effect

When this type of spell is cast it affects every target within the spell radius. There is very little targeting ability allowed to the caster other than placement of the initial spell effect.

Defensive spell

The target is affected when they interact with the spell effect. Targeting is not affected by caster.

Duration

Spells with duration continue to have an effect after the spell is initially cast. Combat spells typically have a duration of one minute per caster level. A saving throw versus magical force effects are not required, unless reentering the spell effect. Physical force effects require a defense (parry, dodge, nsh.) each round after the initial casting on base one initiative (the very last thing to happen before the next round).

Instant

The spell has an immediate effect. No additional saving throws/defenses are necessary.

Magical force

A spell effect that affects the target's aura. Magical force spells do not affect inanimate objects. The target is (usually) allowed a saving throw. The caster applies his spell strength to make the spell more difficult to resist. If the magical force spell has duration, it will affect the target each successive round on initiative 1. Successfully saving versus a magical force spell protects the target from damage in subsequent rounds. Likewise, failing the saving throw versus a magical force spell means the target will take damage on each subsequent round.

Offensive spell

The caster determines who is targeted by the spell.

Physical force

A spell effect that can be parried or dodged by the target. Physical force spells can affect inanimate objects. The spell requires a strike roll from the caster; the bonus to strike is the caster's level plus spell strength. If the physical force spell has duration, it will attempt to affect the target(s) each successive round on initiative one (1). Avoiding damage from a physical force spell does not protect the target from damage in subsequent rounds. Likewise, being struck by the physical force does not prevent the target(s) from defending in subsequent rounds. Most physical force effects are considered melee attacks with "Bolt" spells being the only exception. "Bolt" spells are considered ranged attacks.

Touch attack

Some spells require that the caster touch the target of the spell. A touch attack is successful if the caster "touches" the aura of the target. The target may dodge to avoid a touch attack.

Progressive Spells

Progressive spells are magic spells that appear at many levels and progress as they go up in rank. Rather than filling the spell lists, they are detailed here.

Damage Immunity

MSP casting cost: standard

Type: arcane

Availability: common

Range: touch

Duration: 10 minutes per level

Progression: levels 4 to 10

Ranks: I to VII (see below)

Description: Damage immunity spells eliminate damage taken from weapons. The types of weapons affected are determined by the rank of the spell. The spell level is three higher than the rank. The progression of the ranks of weapon type damage ignored is as follows:

- I. standard
- II. quality (masterwork)
- III. +1 magic
- IV. +2 magic
- V. +3 magic

- VI. +4 magic
- VII. +5 magic

Damage Reduction

MSP casting cost: standard

Type: arcane

Availability: common

Range: touch

Duration: 10 minutes per level

Progression: levels 2 to 10

Ranks: I to IX (see below)

Description: Damage reduction spells reduce the damage taken from any physical damage (magic or otherwise). The spell level is one higher than the rank. The progression of the ranks of damage amount reduced is as follows:

- I. -1 point
- II. -5 points
- III. -10 points
- IV. -15 points
- V. -20 points
- VI. -25 points
- VII. -30 points
- VIII. -35 points
- IX. -40 points

<Element> bolt (any mystic element type)

An instant, physical force, offensive spell, affecting one target. Bolt is a base level spell (a rank 1 bolt is a level 1 spell).

MSP casting cost: standard

Type: physical force

Availability: common, rare

Range: 100 feet

Duration: instant

Progression: levels 1 to 9

Ranks: I to IX

<Element> blast (any mystic element type)

An instant, magical force, offensive spell, affecting one target. Blast is a base level spell (a rank 1 blast is a level 1 spell).

MSP casting cost: standard

Type: magical force

Availability: common, rare

Range: 100 feet

Duration: instant

Progression: levels 1 to 9

Ranks: I to IX

<Element> ball (any mystic element type)

A duration, physical force, offensive spell, affecting one target. Ball is a base level +1 spell (a rank 1 ball is a level 2 spell).

MSP casting cost: standard

Type: physical force

Availability: common, rare

Range: 100 feet

Duration: 1 minute per level

Progression: levels 2 to 10

Ranks: I to IX

<Element> globe (any mystic element type)

A duration, magical force, offensive spell, affecting one target. Globe is a base level +1 spell (a rank 1 globe is a level 2 spell).

MSP casting cost: standard

Type: magical force

Availability: common, rare

Range: 100 feet

Duration: 1 minute per level

Progression: levels 2 to 10

Ranks: I to IX

<Element> chain (any mystic element type)

An instant, physical force, offensive spell, affecting one target per caster level. Chain is a base level +1 spell (a rank 1 chain is a level 2 spell).

MSP casting cost: standard

Type: physical force

Availability: common, rare

Range: 100 feet

Duration: instant

Progression: levels 2 to 10

Ranks: I to IX

<Element> wave (any mystic element type)

An instant, magical force, offensive spell, affecting one target per caster level. Wave is a base level +1 spell (a rank 1 wave is a level 2 spell).

MSP casting cost: standard

Type: magical force

Availability: common, rare

Range: 100 feet

Duration: instant

Progression: levels 2 to 10

Ranks: I to IX

<Element> arc (any mystic element type)

A duration, physical force, offensive spell, affecting one target per caster level. Arc is

a base level +2 spell (a rank 1 arc is a level 3 spell).

MSP casting cost: standard

Type: physical force

Availability: common, rare

Range: 100 feet

Duration: 1 minute per level

Progression: levels 3 to 11

Ranks: I to IX

<Element> strobe (any mystic element type)

A duration, magical force, offensive spell, affecting one target per caster level. Strobe is a base level +2 spell (a rank 1 strobe is a level 3 spell).

MSP casting cost: standard

Type: magical force

Availability: common, rare

Range: 100 feet

Duration: 1 minute per level

Progression: levels 3 to 11

Ranks: I to IX

<Element> explosion (any mystic element type)

An instant, physical force, area of affect, offensive spell. The area affected by the explosion is 10 foot radius per level. Explosion is a base level +1 spell (a rank 1 explosion is a level 2 spell).

MSP casting cost: standard

Type: physical force

Availability: common, rare

Range: 100 feet

Duration: instant

Progression: levels 2 to 10

Ranks: I to IX

<Element> pulse (any mystic element type)

An instant, magical force, area of affect, offensive spell. The area affected by the pulse is 10 foot radius per level. Pulse is a base level +1 spell (a rank 1 pulse is a level 2 spell).

MSP casting cost: standard

Type: magical force

Availability: common, rare

Range: 100 feet

Duration: instant

Progression: levels 2 to 10

Ranks: I to IX

<Element> storm (any mystic element type)

A duration, physical force, area of affect, offensive spell. Targets must make a dodge/parry each time they enter or reenter the storm. The area affected by the storm is 10'/level x 10'/level x 10' (storms are always 10 feet tall). Storm is a base level +2 spell (a rank 1 storm is a level 3 spell).

MSP casting cost: standard

Type: physical force

Availability: common, rare

Range: 100 feet

Duration: 1 minute per level

Progression: levels 3 to 11

Ranks: I to IX

<Element> field (any mystic element type)

A duration, magical force, area of affect, offensive spell. Targets must make a saving throw each time they enter or reenter the field (unless already affected). The area affected by the field is 10'/level x 10'/level x 10' (fields are always 10 feet tall). Field is a base level +2 spell (a rank 1 field is a level 3 spell).

MSP casting cost: standard

Type: magical force

Availability: common, rare

Range: 100 feet

Duration: 1 minute per level

Progression: levels 3 to 11

Ranks: I to IX

<Element> shroud (any mystic element type)

A duration, physical force, defensive spell. When this spell is cast, the caster is covered in energy that does not harm the caster or any of his equipment. When the caster is attacked successfully, the shroud will "strike" the attacker on the same initiative. The shroud also provides 10% resistance to damage of the type opposed to the type of shroud cast (flame shroud protects from frost damage, lightning shroud protects from concussion damage, nsh.). Shroud is a base level +2 spell (a rank 1 shroud is a level 3 spell).

MSP casting cost: standard

Type: physical force

Availability: common, rare

Range: 100 feet

Duration: 1 minute per level

Progression: levels 2 to 10

Ranks: I to IX

<Element> aura (any mystic element type)

A duration, magical force, defensive spell. When this spell is cast, the caster is covered in energy that does not harm the caster or any of his equipment. When the caster is attacked successfully, the attacker must make a saving throw or take damage. The aura also provides 10% resistance to damage of the type opposed to the type of aura cast (flame aura protects from frost damage, lightning aura protects from concussion damage, nsh.). Aura is a base level +2 spell (a rank 1 aura is a level 3 spell).

MSP casting cost: standard

Type: same as main type of mystic element

Availability: common, rare

Range: 100 feet

Duration: 1 minute per level

Progression: levels 2 to 10

Ranks: I to IX

<Element> sheet (any mystic element type)

A duration, physical force, barrier spell. Sheet can be cast on living creatures; anyone in or moving through the area must dodge/parry or take damage. The area affected by a sheet spell is 10'/level x 1' x 10'/level (a sheet is always 1 foot thick). A sheet must always be vertical and continuous but can be "shaped" to fit a contour or even to create a circle. Sheet is a base level +1 spell (a rank 1 sheet is a level 2 spell).

MSP casting cost: standard

Type: physical force

Availability: common, rare

Range: 100 feet

Duration: 1 minute per level

Progression: levels 2 to 10

Ranks: I to IX

<Element> veil (any mystic element type)

A duration, magical force, barrier spell. Veil can be cast on living creatures (standard save); anyone in or moving through the area must save or take

damage. The area affected by a veil spell is 10'/level x 1' x 10'/level (a veil is always 1 foot thick). A veil must always be vertical and continuous but can be "shaped" to fit a contour or even to create a circle. Veil is a base level +1 spell (a rank 1 veil is a level 2 spell).

MSP casting cost: standard

Type: magical force

Availability: common, rare

Range: 100 feet

Duration: 1 minute per level

Progression: levels 2 to 10

Ranks: I to IX

Resist <element> (any mystic element type)

MSP casting cost: standard

Type: same as main type of mystic element

Availability: common, rare

Range: touch

Duration: 10 minutes per level

Progression: levels 1 to 8

Ranks: I to VIII (see below)

Description: These resistance spells reduce the damage from different types of magic. The progression of the ranks of damage amount reduced is as follows:

- I. -1 point
- II. -10%
- III. -25%
- IV. -50%
- V. -75%
- VI. -90%
- VII. All damage reduced to 1 point
- VIII. Immune

The spell level is the same as the rank. Resistance to a particular mystic element type also applies to all of the more common types within that main category. For example, *resist plasma III* is a third level, rare, fire spell that reduces plasma, balefire, and flame damage by 50% and costs 16 MSP to cast.

First Level

spell	MSP	type	avail	Range	duration	description
Agility of the cat I	2	Arcane	C	100 ft	1 hour/lvl	Raise Reflex to 16.
Beatific aura I	2	Arcane	C	100 ft	1 hour/lvl	Raise Beauty to 16.
Blinding flash	2	Fire	C	100 ft	Instant	+2 s/p/d versus affected creature. Only one target.
Blur I	2	Arcane	C	Touch	1 mpl	+1 miss factor.
Breathe w/out air	2	Air	C	Self	10 mpl	
Brilliance of insight I	2	Arcane	C	100 ft	10 mpl	Raise Willpower to 16.
Charismatic aura I	2	Arcane	C	100 ft	1 hour/lvl	Raise Presence to 16.
Create coal	10	Fire	R	100 ft	Permanent	15 lbs. of coal per level.
Create fog	2	Water	C	100 ft	10 mpl	Field; darkvision and nightvision are unaffected, +1 s/p/d against affected creatures, can only be cast outdoors, no saving throw.
Create mild wind	2	Air	C	100 ft	1 hour/lvl	1 mph per level.
Darken the sky	2	Air	C	100 ft	1 hour/lvl	100 foot radius per level.
Darkvision, Lesser	2	Fire	C	100 ft	10 mpl	See in complete darkness.
Death trance	2	Arcane	C	Self	1 week/lvl	Slows body's metabolism. Does not need water, food: slows poison, no additional damage.
Decipher magic	2	Arcane	C	Self	Varies	Shows weave of magical energies. Can determine affects of magic spells, circles, wards, or items.
Decrease weight, lesser	2	Earth	C	100 ft	10 mpl	10 lbs. per level; may affect items, but if in aura, get save.
Detect poison	2	Arcane	C	100 ft	1 mpl	100% detect in food, nsh.
Dowsing	2	Earth/ Water	C		10 mpl	Get direction and distance.
Dust storm	2	Earth	C	100 ft	1 mpl	Field; forces wizard to roll under Willpower to cast.
Endure cold	2	Air	C	Self	1 hour/lvl	No affects from natural cold (environment).
Endure fatigue	2	Arcane	C	Touch	1 hour/lvl	Satiates need for rest.
Endure heat	2	Fire	C	Touch	1 hour/lvl	No affects from natural heat (environment).
Endure hunger	2	Earth	C	Touch	1 hour/lvl	Satiates need for food.
Endure thirst	2	Water	C	Touch	1 hour/lvl	Satiates need for water.
Feather fall	2	Air	C	Self	1 mpl	Slows descent/falling.
Flame lick	4	Fire	C	100 ft	1 mpl	1d8 damage; mystic level as bonus to strike; can be parried.
Float on water	2	Water	C	Touch	1 hour/lvl	
Fool's gold	2	Earth	C	Touch	1 hour/lvl	10 lbs. per level.
Foul water	6	Water	C	100 ft	Permanent	No damage. 10 gallons per level.
Globe of silence, lesser	2	Arcane	C	100ft	10 mpl	Cannot move, does not affect spell casting. 10 ft radius.
ID plants	2	Earth	C	100 ft	1 mpl	As skill, 100%.
ID precious metals and stones	2	Earth	C	100 ft	1 mpl	As skill, 100%.
Increase weight, lesser	2	Earth	C	100 ft	10 mpl	10 lbs. per level; may affect items, but if in aura, get save.
Knowledge of ages I	2	Arcane	C	100 ft	10 mpl	Raises Intelligence to 16.
Locate minerals	2	Earth	C	100 ft/lvl	10 mpl	Get direction and distance of unworked minerals.
Mage armor I	2	Arcane	C	100 ft	1 mpl	+1 magic AR
Mage light	2	Arcane	C	100 ft	1 hour/lvl	Caster conjures an independent light source. It can float, under the control of the caster, or focused onto an inanimate object (no aura). Radiates 1 candlepower/level, 1 color/level.
Mystic illusion I	2	Arcane	C	100 ft	10 mpl	Sight.
Nightvision, lesser	2	Fire	C	100 ft	10 mpl	See in low light conditions.
Quickness of the serpent I	2	Arcane	C	100 ft	10 mpl	Raise Prowess to 16.
Reduce self	4	Water	C	Self	10 mpl	1/x, normal size; x = level.
Resist physical I	4	Arcane	C	Touch	10 mpl	+1 to save versus physical effects
Resist psionic I	6	Arcane	C	Touch	10 mpl	+1 to save versus psionic effects
Resist magic I	2	Arcane	C	Touch	10 mpl	+1 to save versus magical effects
Rock to mud	6	Earth	C	100 ft	Permanent	30 lbs. per level, natural stone, automatic, worked stone, standard save.
Rot wood	6	Earth	C	100 ft	Permanent	Lose half SDC.
Saltwater to fresh	6	Water	C	Touch	Permanent	10 gallons per level.
See invisible	2	Air	C	Touch	1 hour/lvl	
Sense magic, lesser	2	All	C	Self	1 mpl	Plain view.
Sense traps	6	Earth	C	100 ft	1 mpl	8% per level of knowing specific.
Speed of the cheetah I	2	Arcane	C	100 ft	10 min/lv	Raises Speed to 16.
Stamina of the dwarf I	2	Arcane	C	100 ft	1 hour/lvl	Raise Endurance to 16.
Stop wind	2	Air	C	100 ft	1 mpl	Up to 25 mph.
Strength of the giant I	2	Arcane	C	Touch	1 mpl	Raises Strength to 16.
Tongues	2	All	C	100 ft	1 hour/lvl	No save.
Track	6	Earth	C	100 ft	1 hour/lvl	As skill, 100%, magically lights up tracks.

Second Level

spell	MSP	type	avail	range	duration	description
Agility of the cat II	4	Arcane	C	100 ft	1 hour/lvl	Raise Reflex to 18.
Air bubble	4	Air	C	Globe	10 mpl	AR 6, SDC 30.
Beatific aura II	4	Arcane	C	100 ft	1 hour/lvl	Raise Beauty to 18.
Breathe underwater	4	Water	C	100 ft	1 hr/lvl	
Brilliance of insight II	4	Arcane	C	100 ft	10 mpl	Raise Willpower to 18.
Carpet of adhesion	4	Earth	C	100 ft	1 mpl	Standard save; must be 10' x 10' carpet.
Chameleon, lesser	4	Earth	C	100 ft	1 mpl	
Change wind direction	4	Air	C	100 ft	1 hour/lvl	
Charismatic aura II	4	Arcane	C	100 ft	1 hour/lvl	Raise Presence to 18.
Charm	4	Arcane	C	100 ft	1 mpl	
Circle of rain	4	Air	C	100 ft/lvl	1 hr/lvl	
Create dirt or clay	14	Earth	C	100 ft	Permanent	5 pounds per level.
Create mound	14	Earth	C	100 ft	Permanent	
Create water	10	Water	C	Touch	Permanent	10 gallons per level.
Darkness, simple	4	Air	C	100 ft	10 mpl	Field; no save, creatures with DV and NV are unaffected. +1 s/p/d vs. affected creatures. Cannot be cast outside in direct sunlight, any magical light will counter in area.
Darkvision, greater	4	Fire	C	100 ft	1 hr/lvl	See in complete darkness.
Decrease weight, greater	4	Earth	C	100 ft	10 mpl	50 pounds per level; may affect items, but if in aura, get save.
Dirt to clay	10	Earth	C	100 ft	Permanent	50 pounds per level.
Dirt to sand	10	Earth	C	100 ft	Permanent	50 pounds per level.
Extinguish fire	4	Fire	C	100 ft	Instant	Extinguish normal fires; dispel magic fires (roll versus spell).
Fiery touch	8	Fire	C	Touch	1 mpl	1d8 flame damage.
First strike	4	Arcane	C	100 ft	1 minute	The target gains +20 to her next initiative roll.
Float in air	4	Air	C	100 ft	1 mpl	Move at half normal speed, 1 foot off the ground.
Fog of despair	4	Water	C	100 ft	1 mpl	Field, +2 s/p/d versus those affected.
Globe of silence, greater	8	Air	R	100 ft	1 mpl	Can move globe.
Grow plants	8	Earth	C	100 ft	1 month/lvl	Field.
Identify	8	Arcane	C	Self	10 minutes	Automatically determines common magical effect. For more complex effects make a mystic conversion skill roll.
Increase weight, greater	4	Earth	C	100 ft	10 mpl	100 pounds per level; may affect items, but if in aura, get save.
Invisibility	8	Air	R	Touch	10 mpl	
Knowledge of ages II	4	Arcane	C	100 ft	10 mpl	Raises Intelligence to 18.
Levitate	4	Air	C	100 ft	10 mpl	Strength = 15 + caster level; 10 ft per level.
Liquid (any) to water, lesser	10	Water	C	Touch	Permanent	Does not affect toxic liquid.
Mesmerism	4	Arcane	C	100 ft	10 mpl	As hypnotic suggestion.
Mystic illusion II	4	Arcane	C	100 ft	10 mpl	Sight.
Nightvision, greater	4	Air	C	100 ft	1 hr/lvl	See in low light conditions.
Quickness of the serpent II	4	Arcane	C	100 ft	10 mpl	Raise Prowess to 18.
Repel animals	4	Earth	C	100 ft/lvl	10 mpl	
Sense magic, enhanced II	4	Arcane	C	100 ft	1 mpl	Hidden magic, through wood or dirt.
Shrink	8	Water	C	Touch	10 mpl	6 inches tall; no stuff.
Speed of the cheetah II	4	Arcane	C	100 ft	10 min/lv	Raises Speed to 18.
Sphere of daylight	8	Fire	R	10 ft/lvl	10 mpl	True daylight. Sphere diameter is 1ft.
Spirit of the wolf	4	Earth	C	100 ft	10 mpl	60 ft night vision, +1 sight & hearing perceptions, +2 scent, track +8%.
Stamina of the dwarf II	4	Arcane	C	100 ft	1 hour/lvl	Raise Endurance to 18.
Strength of the giant II	4	Arcane	C	Touch	1 mpl	Raises Strength to 18.
Swim as the fish	4	Water	C	100 ft	1 hour/lvl	Affect 1 person / level; swim at own SPD.
Swords to snakes	8	Arcane	R	100 ft	1 mpl	Affects 1 sword/level. If sword held, gets save.
True dodge	4	Arcane	C	100 ft	1 minute	The target is imbued with energy that allows her to make one dodge roll at +20. The target may choose which roll receives the bonus, before the roll is made. Must be used within 1 minute.
True parry	4	Arcane	C	100 ft	1 minute	The target is imbued with energy that allows her to make one parry roll at +20. The target may choose which roll receives the bonus, before the roll is made. Must be used within 1 minute.
Walk the waves	4	Water	C	Touch	10 mpl	Speed 10.
Water seal	10	Water	C	Touch	Permanent	
Water to wine	15	Water	R	Touch	Permanent	One liter with the quality based upon the level of the caster
Weightlessness	8	Air	C	Touch	10 mpl	No weight; no stuff

spell (level 2)	MSP	type	avail	range	duration	description
Wind rush	4	Air	C	100 ft	Instant	Field; lose 1 action
Wisps of confusion	8	Air	R	100 ft	1 mpl	Affect 1 person/level; -3 s/p/d/init.
Wither plants	4	Earth	C	100 ft	1 month/lvl	Kills all seasonals, destroys fruit and flowers of perennials. Combat note: If used against a plant based creature, get standard save or 1d6 damage per level.

Third Level

spell	MSP	type	avail	range	duration	description
Agility of the serpent III	8	Arcane	C	100 ft	10 mpl	Raise Prowess to 16.
Animate plants	8	Earth	C	100 ft	1 mpl	Pal 87
Arcane lock	24	Arcane	C	Touch	Permanent	Caster unaffected, knock suppresses for 10 minutes.
Beatific aura III	8	Arcane	C	100 ft	1 hour/lvl	Raise Beauty to 16.
Blur II	8	Arcane	C	Touch	1 mpl	+2 miss factor.
Brilliance of insight III	8	Arcane	C	100 ft	10 mpl	Raise Willpower to 16.
Call lightning	8	Air	R	100 ft	Instant	1d6 dam/level, no save, only outdoors.
Calm waters	8	Water	C	100 ft	10 mpl	Reduce wave height and speed by ½.
Change self	8	Arcane	C	Self	10 mpl	No additional limbs, includes clothing and equipment, +50% disguise.
Charismatic aura III	8	Arcane	C	100 ft	1 hour/lvl	Raise Presence to 16.
Circle of cold	8	Water	C	100 ft	10 mpl	-40 degrees F, Pal 93.
Circle of flame	8	Fire	C	100 ft	1 mpl	30 ft diameter, 30 ft high, 4d8 damage.
Clairaudience	8	Arcane	C	Varies	1 mpl	Hear at a distance; PHB 184.
Clairvoyance	8	Arcane	C	Varies	1 mpl	See at a distance; PHB 184.
Cloud of ash	8	Fire	C	100 ft	1 mpl	Vision reduced to ½, 1d8 flame damage, 67% chance start fire (combustibles).
Command fish	8	Water	R	100 ft	10 mpl	Fish are not intelligent, simple commands.
Commune with dead	8	Arcane	C	Touch	1 mpl	Dead 2 hours/level, 2 questions/min.
Continual flame	24	Fire	R	Touch	Permanent	Create a torch sized flame, no heat.
Counterspell	8	Arcane	C	100 ft	Instant	Counters spell as it is cast.
Create heat	8	Fire	C	Varies	1 hour/lvl	Raises temperature by 15 degrees/level.
Crumble stone	8	Earth	C	Touch	Permanent	50 pounds per level, reduce SDC by half.
Detect thoughts	8	Arcane	R	100 ft	Varies	PHB 194, no read thoughts.
Dig	8	Earth	C	100 ft	1 mpl	Pal 88.
Displacement	8	Arcane	C	Touch	1 mpl	50% miss chance.
Dissipate gases	8	Air	C	100 ft	Instant	1st minute ½ effects, 2nd minute normal.
Fingers of the wind	8	Air	C	100 ft	1 mpl	Pal 82.
Fireball	8	Fire	R	100 ft	Instant	1d6 per level, no save, only dodge 18+.
Flight	8	Air	C	Touch	1 hour/lvl	Fly at standard speed.
Fog cloud	8	Water	C	100 ft	10 mpl	Obscures sight (including night- darkvision); melee combat, 20% miss; ranged, 50% miss, no line of sight.
Glitterdust	8	Arcane	R	100 ft	1mpl	Reveals invisible or chameleon creatures, no save.
Haste	8	Arcane	C	Touch	1 mpl	Target gains 1 action per round.
Heal burns	8	Fire	C	Touch	Instant	1d6 per level, only heals burn damage.
Heat object/water	8	Fire	C	100 ft	1 mpl	Pal 93.
Knock	8	Arcane	C	100 ft	Instant	Opens two means of locking; has a chance of success equal to 5% per caster level.
Knowledge of ages III	8	Arcane	C	100 ft	10 mpl	Raises Intelligence to 16.
Leomund's trap	16	Arcane	C	Touch	Permanent	Object appears trapped.
Locate object	8	Arcane	C	1000 ft	1 mpl	PHB 223.
Lower temperature	8	Water	C	Varies	1 hour/lvl	Lowers temperature by 15 degrees/level.
Mage armor II	8	Arcane	C	100 ft	1 mpl	+2 magic AR
Magic mouth	8	Arcane	C	Touch	Varies	PHB 225.
Melf's acid arrow	8	Arcane	R	100 ft	Varies	2d4 damage per round for every 3 levels.
Misdirection	8	Arcane	C	100 ft	1 hour/lvl	PHB 230
Mount	8	Arcane	C	100 ft	2 hours/lvl	Summon light horse/pony, saddle, nsh.
Obscure object	8	Arcane	C	Touch	1 hour/lvl	Hides object from location by spell, nsh.
Protection from arrows	8	Arcane	C	Touch	10 mpl	Gain DR: 10/+1, max 10 per level.
Reduce object	8	Arcane	C	100 ft	10 mpl	1/3 size, ½ weight, not > 1000 pounds.
Resist physical II	12	Arcane	C	Touch	10 mpl	+2 to save versus physical effects
Resist psionic II	16	Arcane	C	Touch	10 mpl	+2 to save versus psionic effects
Resist magic II	8	Arcane	C	Touch	10 mpl	+2 to save versus magical effects
Ride the waves	8	Water	C	100 ft	1 hour/lvl	Move at 20 mph on water (surfboard).
Rust	8	Earth	C	100 ft	Permanent	Affects 40 pounds of iron per level, reduce SDC by 1/3, only mundane items.

spell (level 3)	MSP	type	avail	range	duration	description
Shatter	8	Earth	R	100 ft	Instant	PHB 251
Sheet of ice	8	Water	C	100 ft	1 mpl	Pal 97
Shield	8	Arcane	R	Self	1 mpl	Auto-parries for caster; parry bonus = caster's spell strength + caster level; if parry is failed, caster takes the damage; auto-blocks magic missiles (no damage).
Speed of the cheetah III	8	Arcane	C	100 ft	10 min/lv	Raises Speed to 16.
Speed of the snail	8	Arcane	C	100 ft	1 mpl	Target's physical actions reduced by half.
Sphere of invisibility	8	Arcane	C	Touch	10 mpl	15 foot radius, can move (caster concentration).
Sphere of protection celestial	8	Arcane	C	Self	1 mpl	Creates a 20 foot radius of protection around the caster. Any celestial creature trying to enter that radius must make a standard saving throw or be -6 to strike, parry, and dodge. While under the influence of the sphere, the caster and any others within the radius gain a +6 to save against magic cast by a celestial (regardless of the celestial's save).
Sphere of protection infernal	8	Arcane	C	Self	1 mpl	Creates a 20 foot radius of protection around the caster. Any infernal creature trying to enter that radius must make a standard saving throw or be -6 to strike, parry, and dodge. While under the influence of the sphere, the caster and any others within the radius gain a +6 to save against magic cast by an infernal (regardless of the infernal's save).
Strength of the giant III	8	Arcane	C	Touch	1 mpl	Raises Strength to 16.
Tasha's hideous laughter	8	Arcane	R	100 ft	1 min	Target loses 1 round of actions.
True strike	8	Arcane	C	Self	1 mpl	Gain +20 to next strike.
Turn self to mist, lesser	8	Arcane	C	Self	10 mpl	No stuff, Pal 65.
Water breathing	8	Water	C	Touch	1 hour/lvl	1 target per mystic level.
Web	8	Arcane	R	100 ft	1 mpl	PHB 272.
Whispering wind	8	Air	C	1 mile	Varies	Delivers 25 word message to known location, PHB 272.
Words of truth	8	Arcane	C	100 ft	1 mpl	Compelled to answer truthfully, 2 questions per minute, save for each question (cannot repeat same question).

Fourth Level

spell	MSP	type	avail	range	duration	description
Armor of Ithan	12	Arcane	C	100 ft	1 mpl	Creates a magical suit of armor around the target. The target's AC is 15 + caster's level, and they take -10% damage from all 4 common elemental damage types.
Non-detection	12	Arcane	C	Touch	1 hour/lvl	Prevents the recipient from being targeted by scrying, remote viewing, or other clairvoyance powers and spells. If these effects are in the area, the target is not perceived.

Fifth Level

spell	MSP	type	avail	range	duration	description
Blade barrier	16	Arcane	C	100 ft	1 mpl	Effectively a rank 4 arcane veil; 1d8/lvl, physical force; spell strength + caster level = bonus to strike.
Blur III	16	Arcane	C	Touch	1 mpl	+3 miss factor.
Cleanse	16	Arcane	C	100 ft	Instant	Automatically negates <i>mystic poisoning</i> spell.
Enhancement	16	Arcane	C	Touch	Instant	This is the spell used to enhance weapons and armor with the generic bonus. The maximum bonus that can be imbued into a crafted item is 1/2 the caster level.
Familiar link	50	Arcane	C	100 ft	Permanent	This directed spell targets a specific animal. The target can have a greater than animal intelligence and may have mystical abilities (that is, mystic creatures).
Ignore critical attack	20	Arcane	R	Touch	1 hour/lvl	While under the influence of this spell, the target ignores any rolls on the critical hit chart. The target can ignore one critical hit per level of the caster. The target does not get to choose if the critical hit is ignored. Normal damage (including multipliers, if applicable) is still taken.
Mage armor III	16	Arcane	C	100 ft	1 mpl	+3 magic AR
Oakbody	16	Arcane	C	Touch	10 mpl	Provides damage immunity: standard & damage reduction 5.
Resist physical III	20	Arcane	C	Touch	10 mpl	+3 to save versus physical effects
Resist psionic III	24	Arcane	C	Touch	10 mpl	+3 to save versus psionic effects
Resist magic III	16	Arcane	C	Touch	10 mpl	+3 to save versus magical effects

spell (level 5)	MSP	type	avail	range	duration	description
Strength of Utgard Loki	75	Arcane	R	Touch	1 mpl	The target's Intelligence, Endurance, and Speed are all raised to 20. If these attributes are already above 20 they are unaffected. Additionally, the target gains one physical action as if affected by the <i>haste</i> spell.

Sixth Level

spell	MSP	type	avail	range	duration	description
Haste, greater	20	Arcane	C	Touch	1 mpl	Target receives two additional physical actions each round.
Heal	20	Arcane	C	100 ft	1 mpl	Heals 1 target per caster level 1d6 hit points per caster level (consecutive heals occur on initiative 1)
Insect plague	20	Arcane	C	100 ft	1 mpl	No save; field; vision reduced to 10 feet; verbal casting is impossible; requires 1 action to leave field and 10 initiative phases to remove all the bugs.
Mystic poisoning	30	Arcane	C	100 ft	1 mpl	Target creature takes 1 HP damage per the MSP cost of the spell effects on the target (not including mystic poisoning). Limitations: May only affect one spell effect per level of the caster and only affects spells of the caster's level or less. (? Begin with lowest level spells?)
Mystic portal	50	Arcane	C	10 ft	1 mpl	The caster rips a hole in space and time and opens a portal to another location. The caster can open a portal equal to one foot diameter per level of the caster. The spell is limited to 50 miles per level of the caster. Standard teleportation rules apply. (See <i>Palladium</i> page 69.)
Raise dead	100	Arcane	C	Touch	Permanent	The target creature that has not been dead longer than one day per caster level is brought back from death, has only one hit point, and all other point pools are reduced to zero. Target must make a physical save to wake from a coma (magically assisted).
Time hop	20	Arcane	C	100 ft	Instant	The target creature is shifted forward in time one to six minutes.

Seventh Level

spell	MSP	type	avail	range	duration	description
Blur IV	24	Arcane	C	Touch	1 mpl	+4 miss factor.
Ironbody	24	Arcane	C	Touch	10 mpl	Provides damage immunity: masterwork & damage reduction: 10
Mage armor IV	24	Arcane	C	100 ft	1 mpl	+4 magic AR
Resist physical IV	28	Arcane	C	Touch	10 mpl	+4 to save versus physical effects
Resist psionic IV	32	Arcane	C	Touch	10 mpl	+4 to save versus psionic effects
Resist magic IV	24	Arcane	C	Touch	10 mpl	+4 to save versus magical effects

Eighth Level

spell	MSP	type	avail	range	duration	description
Fleet feet	28	Arcane	C	100 ft	1 mpl	Doubles the target's physical actions.

Ninth Level

spell	MSP	type	avail	range	duration	description
Blur V	32	Arcane	C	Touch	1 mpl	+5 miss factor.
Ectoplasmic body	32	Arcane	C	Touch	10 mpl	Provides damage immunity: +1 magic & damage reduction 15
Mage armor V	32	Arcane	C	100 ft	1 mpl	+5 magic AR
Resist physical V	36	Arcane	C	Touch	10 mpl	+5 to save versus physical effects
Resist psionic V	40	Arcane	C	Touch	10 mpl	+5 to save versus psionic effects
Resist magic V	32	Arcane	C	Touch	10 mpl	+5 to save versus magical effects

Tenth Level

spell	MSP	type	avail	range	duration	description
Blur, greater	36	Arcane	C	Touch	1 mpl	+1 stackable miss factor.
Fleet feet, mass	36	Arcane	C	100 ft	1 mpl	Doubles the physical actions of one target per caster level.
Immobilize	50	Arcane	C	100 ft	1 mpl	A glittering column freezes one target creature in time; target receives no saving throw (though magic resistance still applies). Target cannot be affected by anything for the duration of the spell. Once the spell is over, all effects continue as if no time had passed.
Mage armor, greater	40	Arcane	C	100 ft	1 mpl	+1 stackable magic AR
Resist physical, greater	40	Arcane	C	Touch	10 mpl	+1 stackable to save versus physical effects
Resist psionic, greater	44	Arcane	C	Touch	10 mpl	+1 stackable to save versus psionic effects
Resist magic, greater	36	Arcane	C	Touch	10 mpl	+1 stackable to save versus magical effects

Appendix VII: Necromancer Spells

Necromancers are unique to the mage class in that they are able to “learn” their abilities via spending experience points (XP); although they are limited to the spells from the necromancer spell list (below). The necromancer spells require 100 XP times the level of the spell they are learning. It is assumed that necromancers learn their spells by communing with the dead.

Notes:

- A necromancer may only actively control one animated dead per necromancer level (including animated dead with imbued spirits).
- Animated dead that have been destroyed cannot be reanimated until the total damage taken (including any damage below zero) has been completely repaired/healed.

First Level

spell	MSP	Range	duration	description
Animate Dead 1	2	Touch	Instant	Caster can animate one target dead body; 2 hp/caster level; can be given simple instructions or controlled directly.
Command Animated Dead 1	2	100'	Permanent/1 mpl	Spell vs. Spell roll to get control of target animated dead; standard save (and duration) if imbued with a spirit
Disinter	2	30'	Instant	Digs up a dead body
Halt Undead 1	2	100'	1 mpl	Paralyze undead
Heal Undead 1	2	Touch	Instant	Heals 1 hp/level
Sense Magic	2	100'	1 mpl	Caster can see active magical energy
Speak with Intered Dead	2	30'	1 hour	Voluntary spell; 10% per level chance of successfully contacting target spirit; can extend duration without re-rolling %
Walk the Realm of Death	10	Self	Special	Can see recently deceased spirits and spirit thread linking body to departed soul; caster can remain in spirit realm for 1 minute equal to their spirit thread
Weakness, lesser	2	100'	1 mpl	Target's physical damage dealt in combat is reduced by 1

Second Level

spell	MSP	Range	duration	description
Animate Dead 2	4	Touch	Instant	Caster can animate one target dead body; 3 hp/caster level; can be given simple instructions or controlled directly
Command Animated Dead 2	4	100'	Permanent/1 mpl	Spell vs. Spell roll to get control of target animated dead; standard save (and duration) if imbued with a spirit
Disrupt Undead, Lesser	4	100'	Instant	1d4/level damage to undead; save for no damage
Doom	4	100'	1 mpl	Target takes -2 strike/parry/dodge/initiative
Halt Undead 2	4	100'	1 mpl	Paralyze undead
Heal Undead 2	4	Touch	Instant	Heals 1d2 hp/level
Snatch Soul	4	100'	1 day/lvl	Allows caster to hold soul in own aura for one day per level, one soul per level, can only be cast once on the same soul

Third Level

spell	MSP	Range	duration	description
Animate Dead 3	8	Touch	Instant	Caster can animate one target dead body; 4 hp/caster level; can be given simple instructions or controlled directly
Blight	8	100'	1 mpl	Field, 1d6/level to plant creatures
Command Animated Dead 3	8	100'	Permanent/1 mpl	Spell vs. Spell roll to get control of target animated dead; standard save (and duration) if imbued with a spirit

spell (level 3)	MSP	Range	duration	description
Commune with Dead	8	30'	1 mpl	Speak with recent dead; 1 day per level; no save; no compulsion
Drain Life, Lesser	8	100'	Instant	Target takes 1d6 per 2 caster levels of soul damage; caster is healed 1/2 the damage taken (round down)
Gentle Repose	16	Touch	1 day/lvl	Preserves the remains of a dead creature; time spent under the effect of this ability does not count for determining the duration for raise dead; can also affect body parts
Halt Undead 3	8	100'	1 mpl	Paralyze undead
Heal Undead 3	8	Touch	Instant	Heals 1d4 hp/level
Siphon Life, Lesser	8	100'	Instant	Target takes 1d6 per 2 caster levels of soul damage, caster gains temporary hit points equal to 1/5 damage taken (round normally)
Weakness	8	100'	1 mpl	Target's physical damage dealt in combat is reduced by 1d4

Fourth Level

spell	MSP	Range	duration	description
Animate Dead 4	12	Touch	Instant	Caster can animate one target dead body; 6 hp/caster level; can be given simple instructions or controlled directly
Command Animated Dead 4	12	100'	Permanent/1 mpl	Spell vs. Spell roll to get control of target animated dead; standard save (and duration) if imbued with a spirit
Doom, Enhanced	12	100'	1 mpl	Target takes -4 strike/parry/dodge/initiative
Halt Undead 4	12	100'	1 mpl	Paralyze undead
Heal Undead 4	12	Touch	Instant	Heals 1d6 hp/level
Necroprojection	12	Plane	1 mpl	The caster imbues her spirit into one her own animated dead (without an imbued spirit); no range limitation; the caster's body is left defenseless
Wave of Weakness, Lesser	12	100'	1 mpl	1 target per caster level; target's physical damage dealt in combat is reduced by 1

Fifth Level

spell	MSP	Range	duration	description
Animate Dead 5	16	Touch	Instant	Caster can animate one target dead body; 8 hp/caster level; can be given simple instructions or controlled directly
Command Animated Dead 5	16	100'	Permanent/1 mpl	Spell vs. Spell roll to get control of target animated dead; standard save (and duration) if imbued with a spirit
Commune with Spirits	16	30'	1 mpl	Speak with dead (no limit); standard save each minute; can ask 2 questions each minute
Disrupt Undead	16	100'	Instant	1d6/level damage to undead; save for half damage
Halt Undead 5	16	100'	1 mpl	Paralyze undead
Heal Undead 5	16	Touch	Instant	Heals 1d8 hp/level
Store soul	16	30'	Permanent	Stores a soul in a receptacle [need description of receptacle]

Sixth Level

spell	MSP	Range	duration	description
Animate Dead 6	20	Touch	Instant	Caster can animate one target dead body; 10 hp/caster level; can be given simple instructions or controlled directly
Command Animated Dead 6	20	100'	Permanent/1 mpl	Spell vs. Spell roll to get control of target animated dead; standard save (and duration) if imbued with a spirit
Drain Life, Greater	20	100'	Instant	Same as Life Drain, Lesser but the caster is healed all damage taken
Fear	20	100'	1 mpl	Cause fear, save or run away
Halt Undead 6	20	100'	1 mpl	Paralyze undead
Heal Undead 6	20	Touch	Instant	Heals 1d10 hp/level
Imbue Spirit	40	Touch	Varies	Places a soul into a prepared animated dead body
Siphon Life, Greater	20	100'	Instant	Same as Siphon Life, Lesser but caster gains temporary hit points equal to 1/2 damage taken(round normally)
Wave of Weakness	20	100'	1 mpl	1 target per caster level; target's physical damage dealt in combat is reduced by 1d4
Weakness, greater	20	100'	1 mpl	Target's physical damage dealt in combat is reduced by 1d6+caster level

Seventh Level

spell	MSP	Range	duration	description
Animate Dead 7	24	Touch	Instant	Caster can animate one target dead body; 12 hp/caster level; can be given simple instructions or controlled directly
Command Animated Dead 7	24	100'	Permanent/1 mpl	Spell vs. Spell roll to get control of target animated dead; standard save (and duration) if imbued with a spirit
Disrupt Undead, Greater	24	100'	Instant	2d6/level damage to undead; save for half damage
Doom Cloud	24	100'	1 mpl	1 target per caster level takes -3 strike/parry/dodge/initiative
Halt Undead 7	24	100'	1 mpl	Paralyze undead
Heal Undead 7	24	Touch	Instant	Heals 1d12 hp/level
Panic	24	100'	1 mpl	Target runs away in fear and has 50% chance of dropping whatever held; also receives -2 to all saves
Raise Dead	100	30'	Instant	Brings dead (sentient) creature back from death; creature has 1 hit point (and any other points are at 0) and no actions; target must not be dead more than 1 day per caster level

Eighth Level

spell	MSP	Range	duration	description
Animate Dead 8	28	Touch	Instant	Caster can animate one target dead body; 14 hp/caster level; can be given simple instructions or controlled directly
Command Animated Dead 8	28	100'	Permanent/1 mpl	Spell vs. Spell roll to get control of target animated dead; standard save (and duration) if imbued with a spirit
Destruction	56	Touch	Permanent	Caster destroys the target corpse, the only way to restore life to a destroyed corpse is with Resurrection or a carefully worded Wish (followed by a Raise Dead)
Drain Life, Mass	28	100'	Instant	Same as Life Drain, Lesser but affects 1 target per level
Greater Fear	28	100'	1 mpl	Same as Fear but affects 1 target per level
Halt Undead 8	28	100'	1 mpl	Paralyze undead
Heal Undead 8	28	Touch	Instant	Heals 1d20 hp/level
Siphon Life, Mass	28	100'	Instant	Same as Siphon Life, Lesser but affects 1 target per level

Ninth Level

spell	MSP	Range	duration	description
Animate Dead 9	32	Touch	Instant	Caster can animate one target dead body; 16 hp/caster level; can be given simple instructions or controlled directly
Command Animated Dead 9	32	100'	Permanent/1 mpl	Spell vs. Spell roll to get control of target animated dead; standard save (and duration) if imbued with a spirit
Doom Cloud, Enhanced	32	100'	1 mpl	1 target per caster level takes -5 strike/parry/dodge/initiative
Halt Undead 9	32	100'	1 mpl	Paralyze undead
Heal Undead 9	32	Touch	Instant	Heals 1d30 hp/level
Wave of Weakness, Greater	32	100'	1 mpl	1 target per caster level; target's physical damage dealt in combat is reduced by 1d6+caster level

Tenth Level

spell	MSP	Range	duration	description
Animate Dead 10	36	Touch	Instant	Caster can animate one target dead body; 20 hp/caster level; can be given simple instructions or controlled directly
Command Animated Dead 10	36	100'	Permanent/1 mpl	Spell vs. Spell roll to get control of target animated dead; standard save (and duration) if imbued with a spirit
Halt Undead 10	36	100'	1 mpl	Paralyze undead
Heal Undead 10	36	Touch	Instant	Heals 1d100 hp/level

Appendix VIII: Psionic Powers and Options

First Level

psionic power	ISP	duration	range	description
Bite of the wolf	2	1 mpl	self	Unarmed attack deals 1d6 HP of physical (not subdual) damage
Burst	2	1 mpl	self	Gain +5 to Speed attribute (full "stat" points)
Commune with animals	2	10 mpl	100'	Gain empathy with natural animals (see Empathy); cannot give commands to animals; animals will not harm psion; affects 1 animal per level of psion
Death trance	2	1 hr/lvl	self	[Passive, invisible, abortable]; gives the psion the appearance of death; others can determine if the psion is really dead by making a successful Medical skill roll (must use an action), healing the psion of any damage (can't heal the dead), using the healer ability Life view or any similar magical/psionic effect (Empathy, See Aura, Sense presence, True seeing, etc.)
Detect psionics, lesser	2	1 mpl	100'	[No psionic save, passive, invisible]; detects if there is active psionic energy in area (cannot be used to detect an invisible entity); most psionic abilities radiate active energy, those that don't specify [Passive] at the beginning of the ability description
Empathy	2	1 mpl	100'	[Passive, invisible]; sense surface emotions, needs and drives (hunger, pain, fatigue, etc.) of one entity per minute
Evil eye despair, lesser	2	1 mpl	100'	Target receives a -1 penalty to strike, parry, dodge, and initiative; can be combined with other abilities that provide penalties in combat
Evil eye stun, lesser	2	instant	100'	Target loses one action
Hypnotic suggestion, lesser	2	1 mpl	100'	[Invisible]; influence the actions of a target entity by suggesting a course of action, which must be weaved into normal conversation and limited to a sentence or two (e.g., "These are not the droids you are looking for."); must be worded in such a manner as to make the action sound reasonable (no asking the entity to stab itself, throw itself onto a spear, etc.); cannot be used in combat
Illusion I	2	10 mpl	100'	[Passive, invisible on failed psionic save]; creates a visible three-dimensional image
Know direction	2	instant	self	Know which way is north
Mental bolt of force I	2	instant	100'	[No psionic save]; must make a successful to-hit roll versus target (this is treated as a missile attack) with a +1 bonus to strike per level; 1 HP of physical damage per level; can be parried like any other missile attack
Missive	2	instant	100'	[No psionic save]; send a one-way telepathic message to target entity
My light	2	10 mpl	self	Psion's eyes emit a 10 ft per level cone of light
Resist cold	2	1 hr/lvl	self	[Invisible]; psion can resist the negative effects of a naturally cold environment (frost bite, hypothermia, etc.); doesn't protect against attack forms that deal cold damage (i.e., a frost blast still deals normal damage)
Resist fatigue	2	1 hr/lvl	self	[Invisible]; psion can temporarily resist the effects of fatigue (lack of sleep, exhaustion, etc.); doesn't protect against attack forms that cause fatigue-like effects (Cloud of slumber, Evil eye sleep, etc.); cannot completely replace the need for sleep; maximum 72 hours of constant use, after which fatigue continues normally (must get full night sleep before using again)
Resist heat	2	1 hr/lvl	self	[Invisible]; psion can resist the negative effects of a naturally hot environment (heat stroke, burns, etc.); doesn't protect against attack forms that deal fire damage (i.e., a fire blast still deals normal damage)
Resist hunger	2	1 hr/lvl	self	[Invisible]; psion can temporarily resist the effects of hunger (starvation, etc.); cannot completely replace the need for food; maximum 48 hours of constant use, after which hunger continues normally (must get a full meal before using again)
Resist thirst	2	1 hr/lvl	self	[Invisible]; psion can temporarily resist the effects of thirst (dehydration, etc.); cannot completely replace the need for water; maximum 48 hours of constant use, after which thirst continues normally (must drink half a gallon of water before using again)
See the invisible	2	1 mpl	100'	[Passive, invisible]; visually perceive any object/entity that is magically/psionically invisible
Sense magic, lesser	2	1 mpl	100'	[Passive, invisible]; can see whether an entity, object or place radiates an aura of magic
Sense supernatural	2	1 mpl	100'	[Passive, invisible]; detect the number and nature of a supernatural entity (no line of sight needed)
Sense traps	2	1 mpl	100'	[Passive, invisible]; automatically detect the general location and trigger mechanism of a mundane trap (8% per level for specific information)
Talons	2	1 mpl	self	Gain +1 physical damage bonus to unarmed attack
Telekinesis I	2	1 mpl	100'	Can manipulate up to 1 pound per level
Vigor, lesser	2	1 mpl	self	[Abortable]; gain +1 HP per level

Second Level

psionic power	ISP	duration	range	description
Armor, lesser	4	1 mpl	self	Gain +1 armor rating bonus; can be stacked with mundane and magical armor ratings
Aura of truth	4	1 mpl	100'	[Passive, invisible]; read target's aura and see if they are lying or not
Clairaudience	4	1 mpl	LOS	Concentrate on locale and hear almost as if there; distance is not a factor (must be on current plane of existence); locale must be a place familiar to the psion or an obvious one (such as behind a door, around a corner, in a copse of trees, etc.)
Clairvoyance	4	1 mpl	LOS	Same as Clairaudience except sight instead of sound (i.e., you see almost as if there); even if naturally pitch black, psion can see in a 10' radius around the center of the power's effect
Claws of the bear	4	1 mpl	self	Unarmed attack deals 1d10 HP of physical (not subdual) damage
Detect psionics, greater	4	1 mpl	100'	[Passive, invisible]; same as Detect psionics, lesser except psion can also detect passive and latent (those with psionics) abilities (cannot be used to detect an invisible entity)
Empathic transfer	4	instant	touch	[No psionic save]; psion can transfer any amount and type of HP damage or any one poison/disease from another entity to self; if poison/disease is transferred, no damage from these is transferred and any future saving throws for these are made by the psion
Enhanced perception, lesser	4	1 hr/lvl	self	Gain +2 bonus to one perception roll (sight, sound, smell); can manifest ability up to 3 times to gain a bonus to each perception, but cannot have more than one active enhancement per perception
Evil eye despair, standard	4	1 mpl	100'	Same as Evil eye despair, lesser except a -2 penalty
Fly, lesser	4	1 hr/lvl	self	Flight movement is at a maximum height of 1' and a maximum speed of ½ psion's Speed attribute
Identify, psionic	4	instant	touch	Determines the single most basic function of a psionic item, including how to activate (if appropriate) and how many charges (if any); if multiple functions, then the lowest level function
Illusion II	4	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion I); creates an audible sound
Levitate, self	4	1 mpl	self	Can move up and down (no horizontal movement) up to 5 feet per level (must be manifested from a location the psion can stand on); psion can carry up to 20 pounds per level; cannot be manifested to reduce impact damage taken from a fall
Mental bolt of force II	4	instant	100'	Prereq (Mental bolt of force I); same as Mental bolt of force I except 1d2
Metaphysical weapon, lesser	4	1 mpl	touch	Target weapon gains +1 bonus to strike, parry and damage; a group of up to 20 projectiles (arrows, bolts or bullets) can also be enhanced in this manner (must all be the same type), but they lose their enhancement after first use; a mundane weapon enhanced with this will allow it to effect creatures only affected by magical weapons
Mind block	4	10 mpl	self	[Passive, invisible, abortable]; prevents telepathy and presence sense from affecting/revealing the psion
Object read, lesser	4	1 mpl	touch	[No psionic save]; tap into the psychic emanations of the target object; psion can either attempt to determine how the object operates or the object's history (both at 8% per level)
Psycholuminescence	4	1 hr/lvl	touch	Target inanimate object glows with a silvery light in a 20' radius
See aura, lesser	4	1 mpl	100'	[Passive, invisible]; the viewed aura reveals general power level (low/medium/high), presence of active psionic energy (yes/no) and presence of magic (yes/no); may view one entity per minute
Sense link	4	1 hr/lvl	100'	Sense what the target senses by selecting any single sense at manifestation (cannot switch between senses); can only select a sense the target possesses (i.e., a blind person doesn't have a sight sense); link is persistent even if target leaves range (must remain on current plane of existence)
Sense magic, greater	4	1 mpl	100'	[Passive, invisible]; same as Sense magic, lesser except no line of sight is needed (object can be hidden in a chest, an entity can be concealed in a tree, etc.)
Sense presence	4	1 mpl	100'	[No psionic save, passive, invisible]; detects all "entities" within range; light-blue is animal, dark-blue is humanoid, gray is undead, white is supernatural; halves penalties of being blind or unable to see (round penalty up)
Skate	4	1 hr/lvl	self	Move as if skating on ice; speed attribute is doubled for movement only (no initiative, dodge or skill bonus); downhill movement is tripled
Telepathy, lesser	4	1 mpl	100'	Only surface thoughts and communication are possible; psion does not need to speak the target's language in order to communicate
Valor, lesser	4	1 mpl	self	[Abortable]; gain +1 bonus to all saving throws
Vigor, standard	4	1 mpl	self	[Abortable]; same as Vigor, lesser except +2 HP per level

Third Level

psionic power	ISP	duration	range	description
Animal affinity	8	1 mpl	self	Gain 1d4+1 to any one attribute (full "stat" points); can be used on every attribute, but never twice on the same attribute at the same time
Biofeedback	8	1 mpl	self	[Abortable]; all further physical damage is taken as subdual damage
Bite of the tiger	8	1 mpl	self	Unarmed attack deals 2d6 HP of physical (not subdual) damage
Body equilibrium	8	1 mpl	self	[Abortable]; can walk on any solid or liquid surface (quicksand, spider's web, etc.); cannot walk on air
Breathe without air	8	10 mpl	self	[Abortable]; can function totally without air (underwater, in a vacuum, etc.); immune to mundane toxins, such as gas or fumes (magical toxins, such as Miasma or Cloud of Slumber, have normal effect)
Darkvision	8	10 mpl	self	[Passive, invisible]; can see in total darkness (like underground), but even moonlight or starlight disrupts darkvision
Evil eye damage, lesser	1+	instant	100'	Target receives 1 HP of psionic damage per ISP spent; maximum damage is 10 times level
Evil eye despair, greater	8	1 mpl	100'	Same as Evil eye despair, lesser except a -4 penalty
Evil eye stun, standard	8	1 mpl	100'	Target loses one action per round
Feather fall	8	1 mpl	self	[Abortable]; physical fall damage is reduced to zero
Fuel flame, lesser	8	1 mpl	100'	Magical and mundane fires do 2 times damage; this ability must be used on the same initiative segment as the target magical fire (if the fire has a duration of "instant"); if ability is manifested after taking damage from an existing fire (magical field, campfire, etc.), then the damage multiple won't take effect until damage is again dealt by the fire
Hypnotic suggestion, greater	8	10 mpl	100'	[Invisible]; same as Hypnotic suggestion, lesser except may be used in combat
Illusion III	8	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion II); creates the effect of odor(s)
Induce nightmares	8	1 night	100'	[Invisible]; target doesn't recover HP, MSP or ISP during the following night
Levitate, object	8	1 mpl	100'	[No psionic save]; target inanimate object (up to 50 pounds per level) can be moved up and down (no horizontal movement) up to 5 feet per level; object cannot be in the possession of an entity
Mental bolt of force III	8	instant	100'	Prereq (Mental bolt of force II); same as Mental bolt of force I except 1d4
Nightvision	8	10 mpl	self	Can see in low-light conditions (moon light, star light, etc.)
Object read, greater	8	1 mpl	touch	[No psionic save]; tap into the psychic emanations of the target object's owner; psion can either attempt to determine the present location of the object's previous owner or the present condition of the object's previous owner (both at 8% per level); previous owner can prevent this detection with a Mind block or similar ability
Precognition	0	perm	self	[Passive, invisible]; automatic ability that will trigger at GM's discretion and give you information or warnings; {special: costs double normal EXP to buy and uses 1 permanent ISP the first time it is manifested}
Psychic impressions	8	1 mpl	100'	[Passive, no psionic save]; gain historical vision of target location; everyday occurrences leave no residue for the psion to detect, but events that elicit strong emotions (battles, betrayals, marriages, murders, births, etc.) leave impressions; vision is dreamlike and shadowy (gain no special knowledge of those in vision other than what can be seen); see one distinct event per minute (if any exists) and up to 100 years per level into the past
Psionic vampire	8	1 mpl	self	Unarmed attack drains 5 ISP per level from target and transfers the same amount to psion; cannot gain more ISP than what would bring psion to current maximum (once at maximum, no hourly ISP recovery is regained); drained ISP remain until used normally; if the target is not psionic, their base ISP is equal to their Will attribute (non-psionics recover one ISP per day)
See aura, greater	8	1 mpl	100'	[Passive, invisible]; prereq (See aura, lesser); the viewed aura reveals exact alignment and levels as well as specific magic items; may view one person per round
Spider climb	8	10 mpl	self	Climb and travel on vertical surfaces and ceilings as a spider would; must have bare hands and feet; movement speed is halved
Sustenance	8	1 day	self	[Invisible]; can go without food and water; internally manifests sufficient nutrition and liquids to live (can be used to fully replace the need to ever eat or drink)
Telekinesis II	8	1 mpl	100'	Prereq (Telekinesis I); Can manipulate 10 pounds per level
Teleport object	8	instant	touch/ varies	[No psionic save]; target inanimate object (up to 10 pounds per level) can be teleported up to 50 feet per level (objects in the possession on an entity get a psionic save); personal possessions may be teleported back from any distance (current plane of existence) at 8% per month owned plus 1% per level (failed attempt may not be tried again for one day)
Turn invisible	8	10 mpl	self	[Passive, abortable]; psion is completely immune to any form of sight or seeing (others are at a -3 penalty to strike, parry and dodge the psion)
Vigilance	8	1 mpl	self	Can see up to 5' per level in total darkness, fog, silty water, dust-laden air and similar vision-impairing media (does not allow psion to see through objects); vision is black and white only, but otherwise like normal sight; magically obscured regions, such as magical darkness or fog, sight is reduced to 10'
Whitefire, lesser	8	instant	100'	Motes of unstable ectoplasm deal 1d6 HP of ectoplasmic (psionic) damage to targets in a 10' radius

Fourth Level

psionic power	ISP	duration	range	description
Astral projection, lesser	12	varies	self	[Passive]; frees spirit from physical body and allows psion to project an astral body into another plane/dimension (psion's physical body does not enter Astral Plane); physical body remains in current plane of existence in a state of suspended animation (body doesn't age, it can remain in this state indefinitely) and psion can choose to return at anytime (no duration limitation); psion's astral body has all possessions and magical/psionic effects that physical body does when projected into the Astral Plane; the Astral Plane touches all other planes/dimensions, so travel can be made to other planes from Astral Plane (when doing so, a new physical body with possessions and effects is formed on the newly entered plane); the astral body is connected at all times to the material body by a silvery cord (if the cord is destroyed, which very few things can do, the psion is killed astrally and materially); when a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body; if the second body or astral form is slain, the cord simply returns to the person's original body, reviving it from its state of suspended animation
Charm person	12	1 mpl	100'	If target is currently in combat with psion or psion's allies, then target receives a +5 bonus to psionic save; does not allow control of target as an automaton; target regards psion's words and actions in the most favorable way; a charmed target never obeys suicidal orders and if threatened by psion or psion's allies the ability terminates; psion must speak target's language to communicate (or pantomime well)
Claws of the vampire	12	1 mpl	self	Unarmed attack deals 1d8 physical (not subdual) damage and heals psion the same amount (if psion is not damaged, then the healing has no effect)
Detect insanity	12	instant	touch	[Passive, invisible]; prereq (Telepathy, lesser); psion is able to determine if an entity has insanities; 8% per level (plus Psychology skill, if applicable) to determine specific
Detect poison	12	instant	100'	[Passive, invisible]; determine whether an entity, object or area has been poisoned or is poisonous
Dimensional slide	12	instant	100'	A limited form of teleportation, which allows the psion to instantly move to any seen location within range; cannot move through solid objects
Ectoplasmic form	12	1 mpl	self	[Abortable]; psion and equipment become a partially translucent mass of rippling ectoplasm that generally conforms to normal shape; gain damage resistance 20/+1 (the 20 means the psion's armor rating becomes 20 and the +1 is the magical bonus a weapon needs to ignore the new armor rating; therefore, only if attacked with a non-magical weapon will the psion get a 20 armor rating); material armor (including natural armor) becomes worthless, although all other enhancements to armor rating still apply; immune to poison and critical hits; cannot attack (physically, magically or psionically); movement speed is reduced to ½ Speed attribute and can pass through small holes or narrow openings (even mere cracks)
Enhanced perception, greater	12	1 hr/lvl	self	Same as <i>enhanced perception, lesser</i> except +4 bonus
Ethereal jaunt, lesser	12	1 mpl	self	[Abortable]; psion becomes ethereal, along with equipment, and enters the Ethereal Plane, which overlaps the normal, physical, Material Plane; ethereal entities are invisible, incorporeal (can move through solid objects, including living creatures) and are capable of moving in any direction (even up or down); can see and hear (limited to 60') the Material Plane, but everything looks gray and insubstantial; cannot attack material entities; physical, magical and psionic attacks/abilities only affect other ethereal entities; return to material plane when ability expires or is canceled (if materialize while inside a material object, shunted off to nearest open space and suffer 1d6 HP of molecular damage per 5' moved)
Evil eye pain	12	1 mpl	100'	Target receives a -6 penalty to strike, parry, dodge and initiative; target is dealt 1 HP of psionic damage per round on initiative 30
Fly, standard	12	1 hr/lvl	self	Flight movement is at a maximum height of 50' and a maximum speed of psion's Speed attribute
Fuel flame, greater	12	1 mpl	100'	Same as Fuel flame, lesser except 3 times damage
Illusion IV	12	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion III); creates the illusion of taste
Invisibility purge	12	1 mpl	100'	Creates a field (up to 10' × 10' × 10' per level) surrounding psion that negates all forms of invisibility (including the psion, if applicable) with a +4 bonus
Knock	12	instant	touch	Permanently opens mundane stuck, barred or locked doors, chests and portals, also loosens welds, shackles or chains if they serve to hold closures shut; suppress psionically or magically locked doors for 10 minutes (spell vs. spell)
Mental bolt of force IV	12	instant	100'	Prereq (Mental bolt of force III); same as Mental bolt of force I except 1d6
Metaphysical weapon, standard	12	1 mpl	touch	Same as Metaphysical weapon, lesser except +2 bonus to strike, parry and damage
Negate psionics	12	instant	100'	Same as the wizard spell Negate magic except affects psionic powers and effects only
Non-detection	12	1 hr/lvl	touch	[Passive]; protects self, other or object from detection by clairsentience abilities (clairaudience, clairvoyance, remote viewing, etc.); base protection chance of psion protecting self (including possessions) is 75% and base for psion protecting other entities (including possessions) or objects is 55%; protection chance is increased by 5% per level of psion that manifested Non-detection and protection chance is decreased by 5% per level of the entity that manifested the clairsentience ability
Psionic lock	24	perm	touch	Psionically locks a door, chest or portal; lock can only be opened with Knock, a successful Negate psionics or by breaking the object (object is much more difficult to break [Hardness +10] while psionically locked); psion can freely open objects they psionically lock

psionic power (lvl 4)	ISP	duration	range	description																				
Remote viewing	12	1 hr/lvl	1 mile	Psion can see and hear target entity from any distance; creates a barely detectable translucent image (roughly similar to your own, but not enough to allow recognition) near the target; perception roll at -4 penalty to see psion (prowl penalties apply after initial perception roll); missive can be manifested through remote viewing; any passive sensing ability can be manifested while remote viewing; base chance of successful remote viewing is 5% per level (see chart below for bonuses) <table style="width: 100%; border: none;"> <tr> <td>Knowledge</td> <td></td> <td>Connection</td> <td></td> </tr> <tr> <td>Secondhand (you've heard of target)</td> <td>+10%</td> <td>Likeness or picture</td> <td>+10%</td> </tr> <tr> <td>Firsthand (you've met target)</td> <td>+30%</td> <td>Possession or garment</td> <td>+30%</td> </tr> <tr> <td>Familiar (you know well)</td> <td>+50%</td> <td>Lock of hair, nail clippings, etc.</td> <td>+50%</td> </tr> <tr> <td>GM's discretion</td> <td>± X %</td> <td>GM's discretion</td> <td>± X %</td> </tr> </table>	Knowledge		Connection		Secondhand (you've heard of target)	+10%	Likeness or picture	+10%	Firsthand (you've met target)	+30%	Possession or garment	+30%	Familiar (you know well)	+50%	Lock of hair, nail clippings, etc.	+50%	GM's discretion	± X %	GM's discretion	± X %
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Valor, greater	12	1 mpl	self	[Abortable]; same as Valor, lesser except gain +3 bonus to all saving throws																				
Vigor, greater	12	1 mpl	self	[Abortable]; same as Vigor, lesser except +5 HP per level																				

Fifth Level

psionic power	ISP	duration	range	description
Adapt body	16	1 hr/lvl	self	Adapt body to ignore effects of hostile environments (underwater, extremely hot or cold, vacuum, etc.), meaning you can breathe, move and take no damage; environment is chosen at time of manifestation and cannot change; environments that deal more than 1d6 damage per round cannot be fully adapted to (subtract the first die of damage); an attack form does not constitute an environment (e.g., if you've adapted to arctic conditions, you're still vulnerable to psionic or magical attacks that deal cold damage); can only adapt to one environment at a time
Anchored navigation, lesser	16	1 hr/lvl	world	Psion creates an "anchor" point that must be within 10' when first manifested; psion is aware of exact distance and route (physical or psychoportive) back to anchor point; may have multiple anchor points active; can teleport back from any distance to anchor with no chance of error, however, the anchor then dissipates (another may be manifested); the anchor does not dissipate if psion returns to location, only if anchor point is used; use of anchor is confined to the plane of existence where manifested
Armor, standard	16	1 mpl	self	Same as Armor, lesser except gain +3 armor rating bonus
Cause insanity	16	1 wk/lvl	100'	Target gains one insanity; psion selects category (neurosis, phobia or sexual deviation) and GM rolls randomly
Claim cohort	16	1 wk/lvl	touch	[No save] psion marks a willing entity and can summon them using Call cohort; psion will always know location of cohort; cohort is considered a target (as long as the cohort is within range of the ability) for any abilities the psion can manifest on others; psion can have multiple cohorts
Cure insanity	16	perm	touch	Permanently remove one insanity from target; psion must be aware of specific insanity beforehand
*Detect remote viewing	16	1 hr/lvl	self	[Passive, invisible]; psion is aware of other's attempts to observe him/her by means of clairsentience or magical scrying; psion and observer make Willpower rolls (including any psionic strength bonus), if psion is under by more they get a visual image of the observer and a sense of their distance and direction (accurate to within one-tenth the distance between psion and observer)
Dispel spirits	16	instant	100'	Spirits of the dead are forced to flee back to the spirit world; no damage to the spirits
Displacement	16	1 mpl	self	[Abortable]; psion gains an emulated ability of the displacer beast (appear 2' away from true location); non-area of effect attacks, which require a to-hit roll, have a 50% chance of missing
Evil eye blind	16	1 mpl	100'	Target is temporarily blind
Evil eye stun, greater	16	1 mpl	100'	Target loses two actions per round
Fate of one	16	varies	self	Allows psion to re-roll any personal roll and take the better of the two (saving throw, perception, parry, etc.); once the power is manifested it remains with psion until used, but can only have one active manifestation; after a re-roll the power cancels
Fly, greater	16	1 hr/lvl	self	Flight movement doesn't have a height restriction and maximum speed is psion's Speed attribute x 2
Force field	16+	1 mpl	self	[Abortable]; generates a personal energy field around the psion; base structural damage capacity (SDC) of 20 and a miss rating of 3 + 1 per level; SDC can be increased when power is manifested at a rate of 1 SDC per ISP; once manifested the SDC can later be increased at a rate of 1 SDC per 1 ISP (increasing the force field SDC takes a psionic action; only one force field can be active (if a force field is active while another is created, the first dissipates); damage from any source that is dodgeable (e.g., sword, fist, magic frost bolt, psionic mental bolt of force, etc.) is first applied to the force field before being applied to any armor
Illusion V	16	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion IV); create illusion of matter (solid, liquid, or gas)
Immovability	16	1 mpl	self	Psion becomes almost impossible to move by mentally attaching (anywhere, even midair) to the underlying fabric of the plane; psion cannot chose to move while ability is active; gain damage resistance 20/+2; only psionic abilities may be used; psion can be moved, which would cancel the ability, on a successful Strength vs. Will roll - psion's calculated Will is (Will attribute + psion's level)

psionic power (lvl 5)	ISP	duration	range	description																				
Mental bolt of force V	16	instant	100'	Prereq (Mental bolt of force IV); same as Mental bolt of force I except 1d8																				
Mentally possess others, lesser	16	1 mpl	100'	Completely take over and control target entity's body (psion's body lapses into a trance-like state); only physical abilities of the possessed entity may be used; psion can still manifest psionic abilities, even if the target body is not psionic; while in another entity's body, if psion manifests this ability again, then the psion will leave the first target's body and take control of second target (first target will have full control of its body again); if possessed body is killed, psion is shunted to own body and stunned (cannot perform any actions) for 1 minute																				
Telekinesis III	16	1 mpl	100'	Prereq (Telekinesis II); same as Telekinesis I except 100 pounds																				
*Teleport self	16	instant	touch	[Abortable]; psion can teleport self and objects/entities up to 100 pounds per level a maximum of 5 miles; if teleporting another entity 26% chance that psion and other(s) will arrive unconscious for 1d6 hours; chance of success and results of failure below <table border="1"> <thead> <tr> <th>Teleport location</th> <th>Success</th> <th>Unsuccessful teleport</th> <th>%</th> </tr> </thead> <tbody> <tr> <td>Familiar or line of sight</td> <td>99%</td> <td>Wrong place, unknown location</td> <td>01-60</td> </tr> <tr> <td>Seen a few times</td> <td>76%</td> <td>300' above ground, 3d6+6 fall dam.</td> <td>61-79</td> </tr> <tr> <td>Not seen, but described</td> <td>32%</td> <td>Teleport into object, death</td> <td>80-00</td> </tr> <tr> <td>Unknown</td> <td>11%</td> <td></td> <td></td> </tr> </tbody> </table>	Teleport location	Success	Unsuccessful teleport	%	Familiar or line of sight	99%	Wrong place, unknown location	01-60	Seen a few times	76%	300' above ground, 3d6+6 fall dam.	61-79	Not seen, but described	32%	Teleport into object, death	80-00	Unknown	11%		
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True seeing	16	1 mpl	self	[Passive, invisible]; see through mundane/magical/psionic darkness; notice secret doors hidden by magic/psionics; see exact location of entities/objects altered by Blur or Displacement; see invisible entities/objects; see through illusions; see true form of polymorphed, changed or transmuted entities/objects; see into the Ethereal Plane; sight range is 100'																				
Wall of ectoplasm	16	1 mpl	100'	Creates an opaque wall (up to 10' x 10' x 10' per level) that is immune to damage of all types; can be curved like any magical wall spell; once formed only dissipated by a successful Negate psionics or dispel magic barriers but the wall gains a +4 bonus (wall's creator can also add psionic strength); spells, powers and breath weapons cannot pass through wall in either direction, but teleportive travel can bypass barrier; blocks ethereal creatures																				
Whitefire, greater	16	instant	100'	Same as Whitefire, lesser except 5d6 in a 20' radius; can melt low melting point metals, such as lead, gold, copper, silver, bronze																				

Sixth Level

psionic power	ISP	duration	range	description
Ablating	20	varies	100'	Target entity/object is protected from Negate psionics; once the power is manifested it remains with target until used (only one active manifestation); intercepts a Negate psionics made against the target (as they manifest a psionic power) or a psionic effect active in the target's aura, causing the negate to fail (no die roll for negate, the negate essentially negates the Ablating power); protected psionic effects in a target's aura include Valor or Force field, but not Wall of ectoplasm or Metaphysical weapon
Advanced trance state	20	varies	self	[Passive, invisible]; gain +1 bonus to hourly recovery rate of HP, MSP and ISP per level; can only have one active manifestation; fully aware with full use of all psionic abilities (except those needing a "touch" or similar); may not use physical or magical actions; get perception rolls at -1; considered sleep for the
Call cohort	20	instant	world	[Abortable]; teleports your cohort to you; arrival point is any point within 10' of psion; if cohort is within 100' and in line of sight, then cohort can be teleported up to 5 miles away or to psion's Anchor navigation point (which dissipates anchor navigation point)
Contingency	20	varies	self	Store a psionic ability, whose level is not greater than the psion's level halved (round down), that will automatically and instantly trigger with a pre-selected condition; when initially manifested, Contingency and the stored ability's ISP costs are both paid; stored ability must be something that affects the psion (i.e., no Evil eye damage to whoever attacks psion); stored ability will remain inactive until triggered by a condition (e.g., entering combat, attacked, attacking, falling, underwater, negative HP, unconscious, etc.); once triggered the stored ability manifests even if the psion doesn't want it to; can only have one stored ability
Dimensional anchor	20	1 mpl	100'	Psion prevents target entity from using extra-dimensional travel; movement barred includes Astral projection, Blink, Dimension slide, Ethereal jaunt, Mystic portal, Phase door, Shadow walk, Teleport and similar spell-like, magical or psionic abilities
Domination, lesser	20	1 hr/lvl	100'	Control the actions of target humanoid; telepathic link with target; can force the target to perform as you desire; psion knows what target is experiencing, but receives no direct sensory input; if target is forced to do actions against their nature they receive a new psionic save with a bonus of +1 to +4 (GM discretion) and if successful, power is canceled; target will not carry out self-destructive/suicidal orders; once control is established, it can be exercised at any range within the current plane of existence; need not see the target to control it
Energy barrier, lesser	20	1 mpl	self	[Abortable]; partially assimilate and convert energy attacks into harmless light; gain energy resistance 15 (ignore the first 15 HP of damage) to a specific common or uncommon magical damage type; once ability has prevented 15 HP of damage per level, it is canceled; illuminate 60' radius for 1 minute per HP of damage prevented
Ethereal jaunt, greater	20	1 hr/lvl	touch	Same as Ethereal jaunt, lesser except psion and target entities (along with their equipment) become ethereal; can bring 1 entity per level; once ethereal, need not stay together; all return to material plane when ability expires or is canceled
Evil eye damage, greater	1+	instant	100'	Prereq (Evil eye damage, standard); target receives 2 HP of psionic damage per ISP spent; maximum damage is 20 times level

psionic power (lvl 6)	ISP	duration	range	description
Evil eye fear	20	1 mpl	100'	Target uses the quickest means of getting as far from the psion as possible; target will defend if attacked, but will use actions to be removed from combat before attacking psion
Freedom of movement	20	1 mpl	100'	Target moves and attacks normally, even under physical (poison or environment, but not shackles), magical or psionic influences that normally hinder movement (e.g., can attack underwater normally)
Graft weapon	20	1 mpl	self	Can attach any weapon or shield (mundane, psionic or magical) onto the end of psion's arm(s); weapon becomes an extension of arm gaining psion a +2 bonus to strike, parry and damage; psion is immune to disarm attacks or effects, but critical hits that destroy weapon/shield do full damage
Illusion VI	20	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion V); create effects that will register as a psionic effect
Inertial barrier	20	1 mpl	self	[Abortable]; encloses psion in a psychokinetic barrier; gain damage resistance 10/+2 (see Ectoplasmic form); once ability has prevented 15 HP of damage per level, it is canceled; absorb up to half damage from a fall (counts towards canceling); delays the effects of gases in the atmosphere for 2d4 minutes; this effect occurs before a force field, but after a shield
Insert memory	20	1 day/lvl	touch	Prereq (Telepathy); target gains one memory of psion's choice
Mental bolt of force VI	20	instant	100'	Prereq (Mental bolt of force V); same as Mental bolt of force I except 1d10
Metaphysical weapon, greater	24	1 mpl	touch	Same as Metaphysical weapon, lesser except +3
Mind bond	20	1 hr/lvl	touch	Prereq (Telepathy, standard); creates mind link between psion and target; each learns everything there is to know about the other
Mind wipe	20	1 hr/lvl	touch	Prereq (Telepathy); target loses one memory of psion's choice or 80 ISP can be spent to wipe the target's mind blank (no past memories); the psion can spend 2 permanent ISP to make target permanently lose one memory, or 8 permanent ISP to permanently wipe the targets mind blank (target gets an additional save to resist the permanent erasure of memory)
Oak body	20	1 mpl	self	[Abortable]; body transforms into living oak; gain damage resistance 20/+1 (see Ectoplasmic Form); immune to blindness, deafness, disease, drowning, poison, stunning and all powers, spells or attacks that affect your physiology/respiration (you have no physiology/respiration); gain ¼ damage resistance to all forms of acid/cold; gain vulnerabilities to special attacks that affect wood 9i.e. double damage from fire); gain +3 to Strength attribute, -3 to Reflex/Prowess attribute (all full "stat" points) and reduce Speed attribute by half (round down); cannot drink (no potions) or play wind instruments; unarmed attack deals 1d6 and you are considered "armed" (can parry unarmed); weight increases by a factor of five, but will float in water
Phase door	20	1 mpl	100'	Creates an ethereal passage through wooden, plaster or stone walls (no other material); passage is invisible and inaccessible (unless taken by psion); passage blocks sight, light, sound and psionic/spell effects (disappear when enter and appear when exit); passage is up to 1' per level deep
Polymorph self, lesser	20	1 mpl	self	[Passive]; psion can transform into a new humanoid race; must have previously been within 100' of the race (or specific individual) transforming into (i.e., can't change into a troll if never been in their presence); gain all physical attributes (End, Str, Prw, Ref, Spd and Bty) and natural abilities (claws, vision, armor rating, etc.) of an average specimen, unless transforming into a specific individual, in which case you would receive their specific attributes/abilities; transform any physical quality (hair color, height, gender, etc.) within normal parameters of new race; equipment transforms (retaining properties) to match new race; can change race within duration, but requires a full round to complete each transformation; if killed, revert back to original race (still dead)
*Reddopsi	20	varies	self	Psionic abilities targeting psion reflect on the original manifester (even beneficial psionics such as healing, lust for life, etc.); cannot reflect area of effect powers, those that target psionic/magical effects or ranged touch attacks; once the power is manifested it remains with psion until used (only one active manifestation); cancels when a power is reflected
Remote view trap	20	1 hr/lvl	100'	[No psionic save]; detect if entities use clairsentience powers or other means of observing you from afar (not aware of entity or their location; Will vs. Will roll (calculated Will is [Will + psionic strength bonus + 1 per level]), if psion wins (tie goes to psion) then remain undetected and observer is dealt 1d4 per level points of bioelectrical damage; must be in effect before remote viewing occurs
Retrieve	20	instant	100'	Teleport an object within range and line of sight directly to psion's hand; other entities receive a +4 bonus to their psionic save if the object is in their possession
Telepathy, standard	20	1 mpl	100'	Prereq (Telepathy, lesser); psion can delve deep into the target's mind and see their memories (communication is also possible); psion does not need to speak the target's language in order to communicate or understand memories
Teleport trigger	36	varies	self	Prereq (Teleport, self); allows teleportation to a predetermined location based on a predetermined condition; location must be within 10' of psion when manifested; conditions can be general ("if attacked") or specific ("if HP <= 8"); when condition occurs, teleportation is triggered instantly (even if psion doesn't want it), psion returns to location regardless of distance (same plane of existence) and the trigger ability is canceled (condition doesn't trigger another teleport); once the power is manifested it remains with psion until triggered (only one active manifestation)

psionic power (lvl 6)	ISP	duration	range	description
Time hop	20	instant	100'	Target is forced 1d6 minutes into the future; target reappears in the same orientation and condition (for the target, no time has passed); if the space from which the target departed is occupied upon their return, they appear in the closest unoccupied space
Trace teleport	20	instant	100'	[Abortable]; track the origination or destination of target's psionic or magical teleportation (including extra-dimensional); if target fails psionic save, then psion gains "familiar" knowledge of location for teleportation purposes (doesn't grant any information on the condition of location except mental coordinates); must be cast within 15 initiative segments of target's teleportation

Seventh Level

psionic power	ISP	duration	range	description
*Alter personality	48	varies	touch	Prereq (Insert memory, Mind wipe); psion alters the target's psyche; alterations include alignment, loyalties, enemies, friends, emotional states, etc.; see chart below for duration examples
Anchored navigation, greater	24	1 day/lvl	extra-planar	Prereq (Anchored navigation, lesser); same as Anchor navigation, lesser except power extends across all planar boundaries and is useful for all psychoportation abilities; can manifest passive sensing abilities through anchor
Armor, greater	24	1 mpl	self	Same as Armor, lesser except gain +6 armor rating bonus; enhancements are made from ectoplasm pulled from the Astral Plane and thus, incorporeal creatures can't pass through
Astral projection, greater	24	varies	touch	[Passive]; same as Astral projection, lesser except psion can bring up to one willing target per level; fellow travelers are dependant upon psion and must accompany psion at all times (i.e., if psion dies, companions are stranded)
Dismissal, lesser	24	instant	100'	Target extra-planar entity is sent back to their plane of origin; 20% chance of target arriving at a plane other than its own
Divert teleport	24	instant	100'	[Abortable]; can select the final destination of any incoming or outgoing psionic/magical teleportation (within range) to a destination (within range) that the psion has line of sight of or that they've teleported to before; must be manifested within 1 initiative segment of target's teleportation
Emulation, lesser	24	varies	varies	Manifest any psionic ability of 6th level or lower; only the ability's base cost is paid for by Emulation, additional ISP must be paid separately (e.g., a 20 point Evil eye damage would cost 43 ISP)
Energy barrier, greater	24	1 mpl	self/100'	[No psionic save if discharged]; same as Energy barrier, lesser except also prevents uncommon magical damage; prevented energy damage can be discharged as a single bolt (within range); +1 strike bonus per level; if target is hit, they take HP damage and type equal to prevented damage; ability is canceled once discharge attack is made
Evil eye paralysis	24	1 mpl	100'	Totally immobilizes target's motor section of the brain, which affects all voluntary movement (arms, legs, eyes, etc.), but not involuntary (heart, lungs, etc.); target may use psionics, but not magical or physical actions (unless triggered mentally or "at will"); prone target may be hit for two times damage (regardless of physical armor rating)
Fission	24	1 mpl	self	Create an exact duplicate of psion up to 5' away; duplicate is considered a summoned creature and has no actions the round it arrives; duplicate thinks and acts exactly as you do and will follow your orders, but will not do anything you wouldn't do yourself; duplicate has all your knowledge/skills/powers/spells/etc., half of current ISP (figured after deducting for duplicate; maximum ISP is still the same), full HP total (even if psion is damaged), any other physical trait (critical wound, etc.) you had at time of manifestation, but none of your equipment; powers, spells or other effects affecting you do not affect duplicate; when duration expires or power canceled, psion and duplicate rejoin, no matter how far apart (even extra-dimensional); when rejoined, psion loses half of duplicates HP damage and ISP used, although this cannot kill psion or bring ISP to below zero; if either psion or duplicate dies, immediately lose 10,000 XP (start with what was last purchased) and there is no rejoining (if psion died, then the duplicate becomes the "original"); only one duplicate can be in existence at a time (duplicate cannot manifest Fission)
Generate personal aura	24	1 day/lvl	self	[Passive, invisible]; manipulate personal aura to radiate an artificial aura of choice; specify exact alignment, level, physical condition, creature type and presence of magic
Illusion VII	24	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion VI); create an effect that will register as magic
Mental bolt of force VII	24	instant	100'	Prereq (Mental bolt of force VI); same as Mental bolt of force I except 1d12
Mentally posses others, greater	24	1 mpl	100'	Same as Mentally posses others, lesser except psion coexists between the target's body and their own (psion's body can still perform all actions normally as well as perform actions with the target's body); psion can only possess one additional body at a time; target mind is suppressed, psion can communicate with it while possessed
Mind switch	24	1 hr/lvl	100'	Take control of target living entity by exchanging minds/souls (psion's mind/soul is forced into target's body and vice versa); requires a full minute to switch; each retains their own alignment/nature, INT, WIL and PRE, but gains new body's END, STR, PRW, REF, SPD, BTY and natural armor rating (neither gains the other's special abilities); if target's body is slain, then return to original body (if within range) and target's mind/soul in psion's body dies; if not within range, then psion dies and target entity retains control of psion's body permanently; if

				psion's body is slain, then target entity dies and psion retains control of target's body permanently
psionic power (lvl 7)	ISP	duration	range	description
Power turning	24	varies	self	Psionic ability targeting psion reflects on the original manifester (even beneficial psionics such as healing, lust for life, etc.); cannot reflect area of effect abilities, those that target psionic/magical effects or ranged touch attacks; once the power is manifested it remains with psion until used (only one active manifestation); can reflect 7 to 10 (1d4 + 6) ability levels before the power cancels (each reflected ability subtracts its level from remaining total); if remaining total is less than the level of ability attempting to reflect then there is a partial reflection; calculated proportion is [remaining total] ÷ [incoming ability level]; damaging abilities deal the proportion to the original manifester and the remainder to psion; non-damaging abilities have a proportional chance to reflect to original manifester (if doesn't reflect, then psion is effected); for example, if remaining total is 1 and incoming ability's level is 4 - damaging ability would deal $1 \div 4 = \frac{1}{4} = 25\%$ of damage to original manifester and 75% to psion and non-damaging ability would have a 25% chance of reflection to the original manifester; see chart if both have Power turning active % Effect 1-70 Both Power turning abilities drain away without effect 71-80 Power affects both equally with full effect 81-97 Both Power turning abilities are rendered nonfunctional for 1d4 minutes 98-100 Both go through a rift into another plane
Telekinesis IV	24	1 mpl	100'	Prereq (Telekinesis III); same as Telekinesis I except 1,000 pounds
Teleport without error	24	instant	touch	Prereq (Teleport, self); same as Teleport, self except no chance of failure and no chance of psion/other arriving unconscious; must have a reliable description of the place teleporting to; if insufficient description (or with misleading description), then disappear and simply reappear in original location

Eighth Level

psionic power	ISP	duration	range	description
Awakening	28	instant	100'	[No psionic save]; target is immediately awoken from a natural, magical or psionic-based sleep (Cloud of slumber, Evil eye sleep, etc.); if target is within an area of effect "sleep" ability/spell when awoken, then they are safe from its effects; no further protection from sleep is given
Domination, standard	28	1 day/lvl	100'	Same as Domination, lesser except you can control the target without sharing a common language, target gains -10 penalty to psionic save for actions against their nature and target will carry out self-destructive orders if the above-noted psionic save is failed
Dream travel	28	1 hr/lvl	touch	Physically enter the region of dreams and move through the minds of dreamers everywhere; can take one other entity per level; for every minute moving through dream, travel 5 miles in the waking world; psion knows where they will come out in the waking world
Evil eye sleep	28	1 mpl	100'	Target is sent into a sound, unnatural slumber; target may not use physical, magical or psionic actions (not even those triggered mentally or "at will"); items on the target which don't require intervention from the wearer will still trigger normally (wards, etc.); prone target may be hit for two times maximum damage (regardless of physical armor rating)
Illusion VIII	28	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion VII); creates illusion of physical damage; if target is reduced to less than zero HP while under the influence of the illusion, they can make a second saving throw with an additional - 2 modifier or fall unconscious (the target thinks they are attempting to stay conscious); if the target is reduced to less than negative their Endurance, they can make a third saving throw with an additional - 5 modifier or fall unconscious; if the target succeeds in this last saving throw the illusion is broken and they are "restored" to normal hit points
Iron body	28	1 mpl	self	[Abortable]; body transforms into living iron; gain damage resistance 50/+2 (see Ectoplasmic Form); immune to blindness, critical hits, deafness, disease, drowning, poison, stunning and all powers, spells or attacks that affect your physiology/respiration (you have no physiology/respiration); gain $\frac{1}{2}$ damage resistance to all forms of acid/fire; gain vulnerabilities to special attacks that affect iron; gain +6 to Strength attribute, -6 to Reflex/Prowess attribute (all full "stat" points, minimum 1) and reduce Speed attribute by half (round down); cannot drink (no potions) or play wind instruments; unarmed attack deals 1d6 and you are considered "armed" (can parry unarmed); weight increases by a factor of ten (sink in water, but could survive crushing pressure and lack of air at bottom of ocean)
Mental bolt of force VIII	28	instant	100'	Prereq (Mental bolt of force VII); same as Mental bolt of force I except 1d20
Mind blank	28	1 hr/lvl	100'	[Passive, invisible]; target is totally protected from all devices and power that detect, influence and read emotions/thought, including all mind-affecting powers and effects, as well as information gathering by clairsentience powers or effects (except Metafaculty); clairsentience scanning the area that the target is in will function, but the target simply isn't detected and those scanning the target specifically do not function at all

psionic power (lvl 8)	ISP	duration	range	description
Mind store	56	perm	self	Creates a small storage crystal containing the essence of the psion's living mind; crystal remains utterly inert until the psion's death, at which time the psion's soul transfers into the crystal (begins to dimly glow); upon transference, the psion's physical body becomes inert matter and cannot thereafter be restored to life; transference works over any distance, physical or extra-dimensional (unless some special planar geometry supersedes the transfer); psion has full access to their psionic abilities; after 30 days, psion's sentience fades from the crystal and soul passes on; psion can grow a new body out of ectoplasm pulled from Astral Plane (takes 10 days in uninterrupted solitude); after 10 days, psion totally inhabits the new body (naked, no equipment), which is an exact duplicate of psion's body at the time Mind store was originally manifested; crystal slowly breaks down and eventually becomes a part of the new organic body; psion may opt to remain in crystal form by spending 2 permanent ISP per level of the psion when mind store was originally manifested
Null psionics field	28	1 mpl	self	[No psionic save, passive, invisible]; creates an area up to 10' × 10' × 10' per level (always centered on psion), which suppresses all psionic abilities/effects/items; field suppresses effects used within, brought into or manifested into, but does not negate them (e.g. a Dominated creature is not dominated while inside field, but resumes when field is left); time spent within field counts against the suppressed ability's duration; Negate psionics ability cannot remove the field; two or more fields have no effect on each other
Plane shift	28	instant	touch	Travel to any other plane of existence or alternate dimension with up to one willing target per level; pinpoint accuracy on arrival location is nearly impossible (appear 5d100 miles from intended location, but no chance of failure or death); cannot be used to randomly travel to other planes/dimensions, must have some connection to destination (plane of origin, previously visited, telepathic "description", an object from there, etc.)
Polymorph self, greater	28	10 mpl	self	[Passive]; same as Polymorph self, lesser except can transform into any entity (not limited to only humanoid races)
Shadow body	28	1 mpl	self	[Abortable, passive]; psion's body and equipment are subsumed by their shadow (become living shadow); move on any surface, including walls and ceilings, as well as across the surface of liquids (even up the face of a waterfall); gain damage resistance 30/+3 (see Ectoplasmic Form); immune to blindness, critical hits, deafness, disease, drowning, poison, stunning and all powers, spells or attacks that affect your physiology/respiration (you have no physiology/respiration); gain ½ damage resistance to all forms of acid/fire; blend into any other shadow and become invisible in darkness (psion is part of the shadows, so See the invisible still won't detect them); detected by powers that detect thoughts, life or presences (including True seeing) or by suspicious movements in lighted areas (appear as an unattached shadow in areas of full light); cannot interact physically with anything/anyone or cast magical spells, but psionic abilities function normally
Telepathy, greater	28	1 mpl	100'	[Passive, invisible]; prereq (Telepathy, standard); same as Telepathy, standard except target will only be aware of the psionic attack if they make a Will roll with a -5 penalty
Temporal acceleration	28	2 minutes	self	[Passive]; psion enters another time frame, speeding up so greatly that all others seem frozen, though they are still moving at their normal speeds; gain 2 minutes of apparent time (completely undetectable in this time frame); others are immune to psion's actions (and vice versa); can manifest abilities, which target psion or object (not held, carried or worn by another entity), and leave their effects to appear when Temporal acceleration ends (the abilities' durations do not begin until Temporal acceleration ends); cannot physically interact with objects in environment (i.e., no placing poison in someone's drink); cannot enter an area protected by Null psionics field; when duration lapses, psion is disoriented and loses 1 minutes worth of actions (may still parry, use actionless "at-will" items, etc.)

Ninth Level

psionic power	ISP	duration	range	description
Affinity field	32	1 mpl	self	[No psionic save]; creates a feedback loop with all creatures in an area up to 10' × 10' × 10' per level (always centered on psion), causing all physical damage and healing felt by the psion to be shared by all entities in the area; entities are also subject to magical and psionic effects of 3rd level or less that affect the psion; does not share damage, healing or effects already on psion when ability is manifested; area of effect spells/abilities that encompass both psion and others do not doubly affect the others (a field of fire that includes psion and others will not damage others more than once within each initiative segment); magical/psionic effects last for the duration of Affinity field, not the duration of the effect (damage and healing caused by field are permanent)
Confidante	64*	perm	self	[No psionic save]; prereq (Telepathy, lesser); create a permanent, telepathic bond (same as Telepathy, lesser) with a willing target; no special power or influence is established as a result of the bond; once formed, it works over any distance (current
Confidante (cont.)				plane of existence); permanent ISP must be spent: humanoid psion = 1 ISP, humanoid non-psion = 3 ISP, non-humanoid = 5 ISP
Dismissal, greater	32	instant	100'	Same as Dismissal, lesser except target extra-planar entity receives a -4 penalty to their psionic save and there is no chance of target arriving at a plane other than its own
Illusion IX	32	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion VIII); soul (I'm still working out the effects of this)

psionic power (lvl 9)	ISP	duration	range	description
Mental bolt of force IX	32	instant	100'	Prereq (Mental bolt of force VIII); same as Mental bolt of force I except 1d30
Metamorphosis self	32	1 hr/lvl	self	[Passive]; same as Polymorph self, greater except can also change into any inanimate object (losing all mobility); only psionic actions may be performed
Telekinesis V	32	1 mpl	100'	Prereq (Telekinesis IV); same as Telekinesis I except 10,000 pounds

Tenth Level

psionic power	ISP	duration	range	description
Apopsi	54*	perm	touch	Delete 1d4 levels of abilities permanently from the target's mind; psion specifies level of each ability to be removed (GM randomly determines which ability is deleted); Psychic surgery may be used to restore the lost ability, but it must be performed within 1 week; psion must spend 1 permanent ISP
Domination, greater	72	perm	100'	Same as Domination, standard except target is permanently dominated; if target makes their psionic save to resist taking a particular action, all future saving throws to resist taking that specific action are made without penalty (target is never freed from power, even if they make their save); ability can also be used to cancel a previous manifestation by manifesting with the intention of freeing the target (target must make a normal psionic save, even if they want to be free)
Emulation, greater	36	varies	varies	Same as Emulation, lesser except 9th level or lower abilities
Genesis	72*	perm	100'	[No psionic save]; creates a finite plane with limited access - a demiplane; demiplanes created by this ability are very small, very minor planes that are in contact with the Ethereal and Astral Planes; must be manifested from Ethereal/Astral Plane and starts growing at a rate of 1' per day to an initial maximum radius of 10' per level and then grows 2' per year thereafter (it never stops growing); 5 permanent ISP must be infused into the demiplane to begin the creation, from then on the demiplane draws substance from ethereal vapors/protomatter or astral ectoplasm to form an environment reflecting most any desire the psion can visualize (must decide factors such as solid ground, air, water and temperatures); cannot create life or constructions (buildings, roads, wells, dungeons, etc.), but both can be introduced later; psychoportive abilities may be used to travel to demiplane with no chance of error
Illusion X	36	10 mpl	100'	[Passive, invisible on failed psionic save]; prereq (Illusion IX); alter reality (more...)
Incarcate	72*	perm	touch	Invest other abilities with self-sustaining energy (ISP) so that they become permanent; cannot be used on abilities with no duration (instant), greater than 5th level or those that are altered with XP; psion loses permanent ISP when abilities are made permanent, -3 ISP for abilities affecting psion, -7 ISP for others and -5 for objects/locations
Mental bolt of force X	36	instant	100'	Prereq (Mental bolt of force IX); same as Mental bolt of force I except 1d100
**Metafaculty	36	1 mpl	varies	
**Microcosm	36	instant	100'	
Psionic surgery	72*	perm	touch	Psion can remove psionic effects and also grant another entity knowledge of abilities known; remove effect can negate any compulsions/charms, ongoing/permanent effects caused by a psionic ability (cannot heal HP) and all forms of insanity, confusion, etc.; restore all drained or negative levels regardless of how they were lost (must be accomplished within 1 hour per level); transfer knowledge allows the psion to directly transfer knowledge of an ability (known to the psion) to a target entity with psionics; cannot transfer an ability higher than target can manifest; psion loses 1 permanent ISP per level of ability transferred
Timewalk	36	instant	self	Psion can regress apparent time one minute into the past (effectively replaying the last minute of activity); psion retains complete knowledge of the future minute, but everything else returns to the state it was in (HP, ISP, MSP, charged items, potions, etc.); psion can share knowledge of the future and is not required to follow the same sequence of actions

Psionic Power Options

The following table shows specific modifications that can be made to individual psionic abilities. All costs (for each type of modification) are cumulative. The modifiers above the dashed line (which represents the standard) are XP reductions that can be taken when the ability is purchased. For example, if Clarissa wanted to pay double ISP (24 instead of 12) for the fourth level ability *astral projection*, she would only need to pay 100XP instead of 400XP when she obtains the ability. Abilities obtained in this way can be improved later by paying the upgrade cost. To raise *astral projection* from double cost to 1.5 times the ISP cost, she would pay an additional 200XP (400XP [standard cost of the ability] x ½ [multiplier for 1.5 times]). To raise the ability to standard, pay ½ the XP cost again.

PSIONIC POWER OPTION COSTS

Range		ISP Cost		Duration		Targets per action	
x1/4	Touch	x1/4	Double	x1/4	Quarter		
x1/2	10 ft.	x1/2	1 and one-half	x1/2	Half	x1/2	Self only
----	100 ft.	----	Standard	----	Standard	----	Self or 1 target
+500	Line of sight	+500	Three-quarters	+500	Double	+1000	Other (1) or 2 targets
+1000	1 mile	+1000	Two-thirds	+1000	Triple	+1500	1 target per level
+1500	10 miles	+1500	One-half	+1500	Quadruple	+2000	10 x level
+2000	100 miles	+2000	One-third	+2000	Quintuple	+2500	100 x level
+2500	1000 miles	+2500	One-quarter	+2500	Sextuple	+3000	1000 x level
+3000	World	+3000	One-sixth				
+3500	Plane						
+4000	Extra-planar						

Other notes on psionic powers and definitions/explanations

Psionic powers have a default configuration of [Active {energy}, Visible {manifestation effect}, Psion {target}, Psionic save], but things could be [Passive, Invisible, Other {Psion/Other}, No psionic save]

Only one active manifestation, unless otherwise stated
 Cannot stack effects from lesser, standard, and greater abilities

Illusions: Affects all targets within range (friendly and non-friendly); if succeed in save, experience a hazy (unclear) effect; illusion is unique in that the psion can manifest multiple abilities at the same time (for example, a psion can manifest illusion I, II, and III using only one psionic action; all illusions must contribute to one effect; the preceding effect would be an illusion combining sight, sound and scent); if stacking illusion abilities, a cumulative -1 to save is accumulated after the first ability (i.e. using the above example, all targets would be minus two to save [in addition to any psionic strength from the psion])

Telekinesis: Can only affect willing targets. Movement is slow, about 6 Speed. Can move the target vertically and horizontally. Targets are manipulated as if held by one hand.

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