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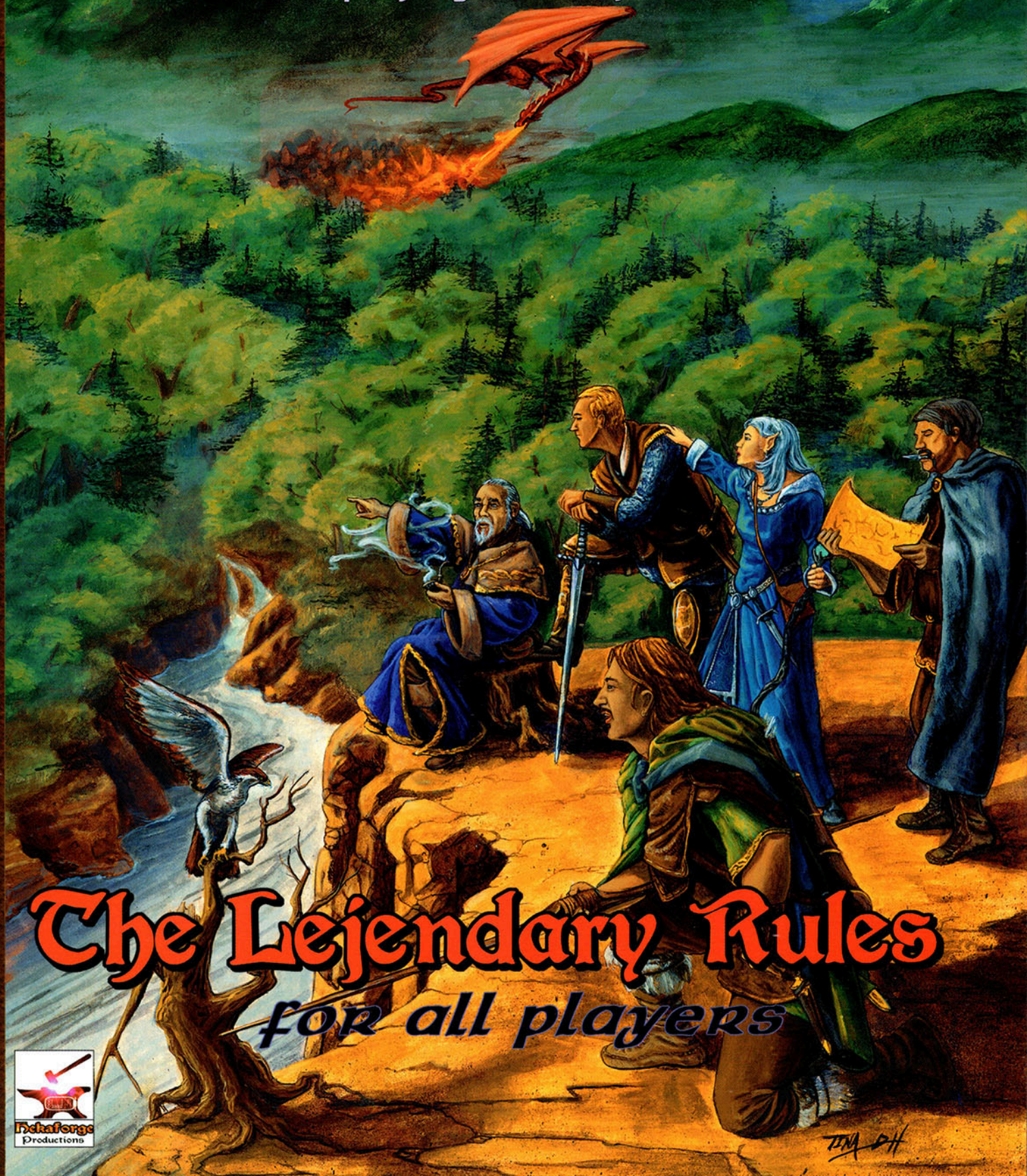
Gary Gygax's

Lejendary Adventure™

Roleplaying Game System



The Lejendary Rules

for all players

Hekaforge Productions

the... Lejendary Rules



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LEJENDARY ADVENTURES

Rules for all players

These rules have been created with two goals in mind. First and foremost, the rules are meant to be easy to understand, enable a novice player to create an Avatar and use that character to play in a short time. The second goal is to provide a basis for play that satisfies the experienced participant, Lejend Master or player. These rules work to serve both groups.

There is a waning interest in role playing amongst young game enthusiasts. This is understandable, for they have probably been introduced to gaming and fantasy through card games, games that are easy to understand and play. Meanwhile, role playing games tend to be supported by a diminishing number of aging players who demand more complexity, even complication, and who wonder why they are not getting the support material they desire. It is a matter of economics—as more and more esoteric material is produced the accessibility of the game diminishes, the audience shrinks, and the publisher sells less material. Support items are produced with less frequency and become even more complex and detailed, resulting in fewer being sold. The system is no longer viable and no more support materials appear. Now the hard-core enthusiasts are left high and dry, so to speak.

What went wrong, of course, was a failure to have a basic understanding of what keeps a role playing game vital. Participation is the critical element. This means active Game Masters primarily, but they, in turn, need players, and all need a game that facilitates play. To be truly vital, the RPG must have new GMs and players all the time. There is attrition of the playing audience, and without replacement, the game begins to wither and is in danger of dying a slow death. A shrinking group of old grognards is about as useful to all concerned as an aristocracy is in a democracy. This is not said to denigrate the long-time enthusiast, but is intended to assist such a critical core in retaining a game vehicle that remains vital, growing, and expanding, continuing to entertain.

New participants bringing fresh ideas are the renewal process of game life and become veterans in due course. With seasoning, they contribute to the whole of the game, in small or large measure according to what they contribute—enthusiasm, game mastering, printed comment, published new material, and so forth. This is

clearly so or no new RPGs would have been written and produced after the first few. Everybody participating would be playing a couple of old RPGs written in the 1970's and early 1980's, and those without much addition.

The first goal is that of enabling new participants to begin play with little problem. These new gamers are the future of the hobby, in that they will become part of the ranks of veterans in time and will keep the hobby vital.

The second goal is to provide a basis for play that satisfies the experienced participant. This is a lot harder to accomplish when the initial aim of the game is to enable access by the uninitiated. The rules of a role playing game are what enables the translation of imaginary reality to game play. They quantify and qualify real and imaginary material into terms that allow a metaphorical figure, the player's character, to act and interact within the metaphor of the campaign. That metaphor is, of course, the Lejend Master's interpretation of the role playing game's rules and the milieu for which those rules are to serve.

Role playing is a contest pitting the players against the LM's world metaphor, the campaign milieu. This is an all-inclusive term for those things with which and whom the Avatars can encounter and interact. The divine, supernatural, elemental, mundane, and all that goes with that—gods, ghosts, bad weather, fire, thieves, beggars, and the price of a beer. Clearly, at least half of any role playing game is the world metaphor. How it is presented and has motive is indeed more than half of the reason players find the game compelling. They are amazed, challenged, entertained, tested, amused, and thrilled because of that metaphor, and not because of the rules for the game.

Rules that provide easy access to even novice players can make play easier for the Lejend Master also, particularly if the rules are constructed so as to be flexible in application. This then is the desired second goal—and a double benefit. Do not be misled into thinking that because there is a disagreeable rule, or no rule at all, the game is not serving well. In the former case, change the rule. In the latter case, make up a rule that suits the campaign. Rules should provide the Lejend Master with the power to create the milieu, devise and develop environments that will enable compelling play activity, and direct and engage in the game play so that the other participants will marvel at the ingenuity and artistry of the LM.

These rules are what I hope will be the engine, if you will, for all that. It is speedy, powerful, and simple enough to fix if its performance isn't up to personal standards. The controls and instruments are few enough to not demand constant attention, so that you can operate the game engine to go to those imaginary places envisioned. The aim here is to keep the engine powerful while having as few moving parts as possible. That is, the rules are as logical, reasonable, and factual as possible given the dual bases of game and fantasy.

To mix metaphors, there is also within the game a palette with a rainbow of pigments—the Abilities, Creatures, and Supernatural and Preternatural Items—available to paint all manner of vivid pictures. Virtually any sort of Avatar, character, creature, or being can be created in broad or fine strokes. The details are left to the participants, but the basic materials are provided.

The Lejendary Earth™ world setting, the road map and broad canvas upon which the Lejend Master can, if desired, paint his broad campaign picture, will be forthcoming in a short time. Following that base for more detailed creativity are world source books detailing regions and states, as well as adventure scenarios that are set in and utilize the structure of the world setting. These, and dungeon-type adventures too, will augment the game by adding new ideas, creatures, magical things, and so forth.

In summation, remember that this is a vital and growing game that invites participation. If it ain't fun, then holler at us to fix it. If it remains broken for you, then don't play it. But rest assured that all concerned with this game system will try our utmost to see that you have a game that is fun and exciting and that facilitates play within the scope of what the game seeks—a return to role playing gaming that is a balanced mix of action and acting, banter and battle, confrontation and conversation.

Gary Gygax
Lake Geneva, WI
Author's Preface

Welcome to Lejendary Adventures



Welcome to the Lejendary Adventure Fantasy Role Playing Game™. This game will allow participants to engage in all manner of fantasy play, limited only by the imaginations of the players themselves. Role playing is simply an exercise in imagination coupled with the use of the rational mind. Imagination and reason are used in conjunction to assess information, solve make-believe problems posed, optimize potential gains, and minimize potential losses in play. The game itself is merely a platform upon which the Lejend Master builds a suitable adventure or campaign, and the players involve themselves in the adventure through the use of game characters. This hierarchy is elemental in nature to role playing games.

This book is intended to introduce the basic structures of the system, and a discussion of these three elements is necessary for understanding role playing games. Players need to understand how each part works in support of the others to engage in play fully. Long term satisfaction with play is also bolstered by understanding how the parts work, so an explanation of the process is provided.



The Game

The novice gamer should think of the game as a combination of things. It is improvisational theater mixed with the "let's pretend" and "cops & robbers" of youth, then coupled with heroic fantasy and the action of the literary genre referred to as Swords & Sorcery. It is the mythic quest written about by Joseph Campbell brought to interactive terms by the medium of the game. It allows players to experience vicariously—and intensely—all manner of persons, places, and things, real or imagined. This includes not just this universe, solar system, world, and time, but also encompasses different universes, unknown dimensions or planes, alternate or far-off worlds, past or future times, and "might-have-beens," "could-have-beens," and "never-weres." If it can be imagined, it can be experienced in interactive play with this, a role playing game.

As this particular game is a fantasy game, the environment will be especially imaginative and fanciful. Strange and wondrous magical things can and will happen. There will be monsters and horrible beasts, evil enchanters and all manner of unexpected things. It is easy to be a vital part of this special cosmos—just follow along in the rules, create an Avatar as a player or a campaign as a Lejend Master, and then be transported to the realm of fantasy.

The Lejend Master

Play is directed by a Lejend Master or Lejend Mistress, usually referred to simply as the LM (and when spelled out "Lejend Master" meaning Lejend Mistress as well.) The LM will determine the cosmic environment for game play. He or she will adapt and/or create the whole universe, direct and orchestrate all the events of the game's worlds and the variety of environments found therein. If the campaign is to be about thwarting a slavery ring, it is the LM that establishes the extent of the ring's operations and the nations and regions in which the ring operates. If the campaign is to involve exploring alternate dimensions, it is the LM that creates the dimensions to be explored. If the campaign involves an evil sorcerer summoning demons from unwholesome places, the LM creates both the unwholesome places and the twisted residents.

It is the job of the LM to relate the campaign-specific information available to players, and relate to them all sensory data the game environment provides to their Avatars. In other words, the LM provides the players with the information their characters already know, and will also describe everything that is seen, heard, smelled, tasted, touched, and perhaps "felt" by sixth sense or the like. If a player wants to know what an Avatar sees when looking out the door of a shop, the LM describes the buildings along the street, the people moving about, and any activity that would catch the character's eye.

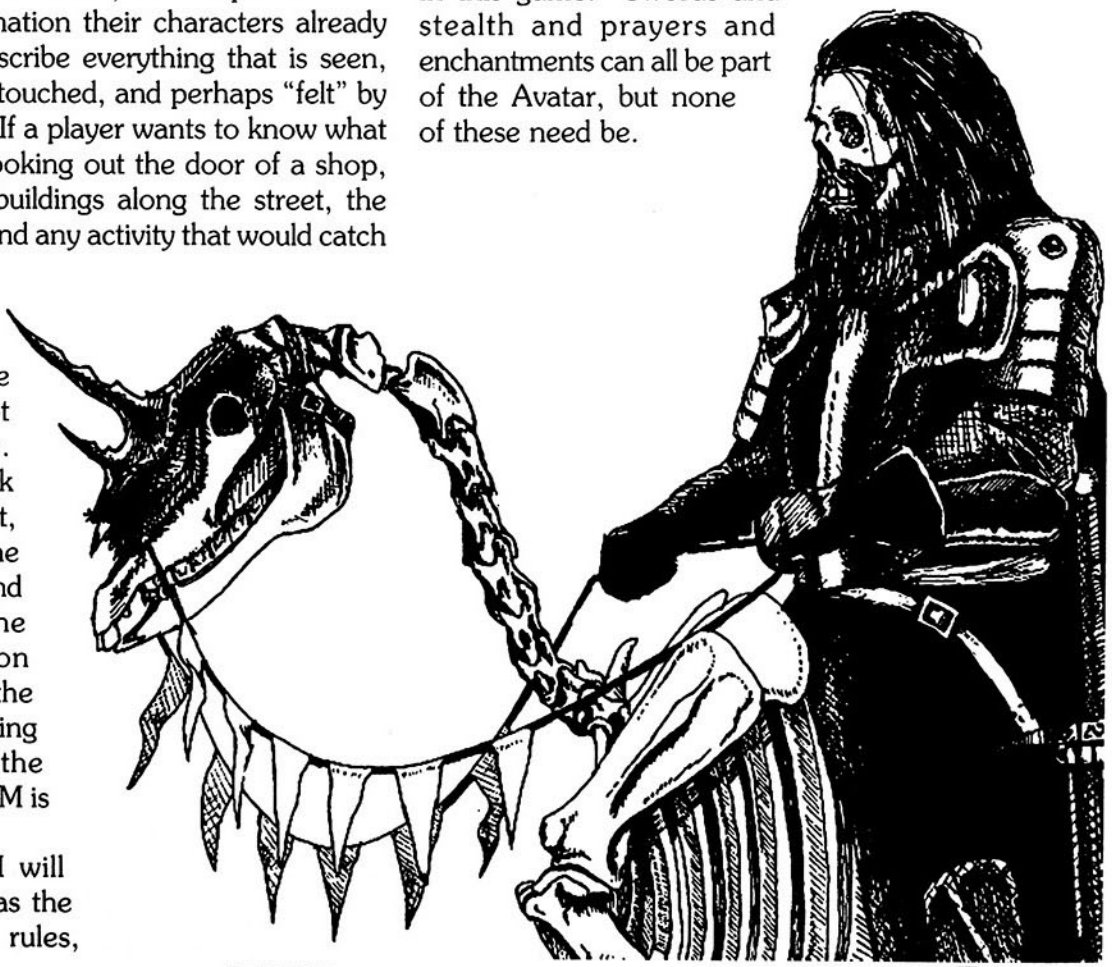
The LM will also play the role of every person or creature encountered that is not directed by a player. When the Avatars ask directions of a merchant, it is the LM that takes the part of the merchant and offers directions to the players. If the person encountered is surly, the LM is surly when dealing with the players. If the person is friendly, the LM is friendly, and so on.

Lastly, the LM will adjudicate all disputes as the final authority on the rules, award meritorious play, and manage playing time on a regular and agreed-to basis so as to provide the highest quality of entertainment possible for all participants in the campaign. The LM is charged with understanding the rules and providing enjoyable play for all of the participants.

The Game Character

A player involved in a LM's campaign will create a character, called an Avatar, for play—an imaginary person living in the game world. It is the actions of the Avatar, as directed by the player, that will involve the player in the fantastic cosmos. It is the Avatar that will see the wonders, brave the perils, and deal with all manner of persons and things while exploring the boundless realms of fantasy. From the mundane to the marvelous, and all steps in between, the Avatar is the vehicle used to enjoy the fun and excitement of play.

A beginning Avatar is a novice adventurer, so to speak, but will be quite strong, able, and well-equipped in this game. Swords and stealth and prayers and enchantments can all be part of the Avatar, but none of these need be.



There are few numbers to be generated for play, but within those numbers almost any type of character can be created and described.

The directions for creating an Avatar are as easy and fast as the genre allows. All of the steps necessary to build a beginning game character will be explained shortly. There are three or four basic ratings to select that broadly define the capabilities of the the Avatar. The player then selects a few Abilities and gathers equipment. The character is then ready for play. Additional steps in the process help the player to visualize the Avatar, but the essentials include only those areas mentioned above. Once these have been attended to, the Avatar is ready to embark on a Lejendary Adventure™.

Glossary

This glossary provides definitions of terms used in the game. This game jargon may involve terms or acronyms wholly invented for the game or used in a special fashion in the game. Understanding the rules will be made easier by becoming familiar with the terms listed in the glossary before reading the rest of the text.

AB: Activity Block. An Activity Block is a unit of time used to help regulate Avatar activities. Each AB is twelve seconds, and is composed of four ABCs.

ABC: Activity Block Count. An Activity Block Count is the smallest block of time considered in the game, a mere three seconds in length. An ABC is a single element of an Activity Block.

Ability: A skill or knowledge cluster of generally broad sort in the game. Each Ability enables the Avatar to attempt to perform certain actions or accomplish like things.

Ability, Excluded: Non-human races are sometimes excluded from gaining specific Abilities. These Abilities are referred to as Excluded Abilities.

Ability, Mandatory: Non-human races are required to begin play with certain Abilities already possessed. These required Abilities are referred to as Mandatory Abilities.

Ability, Restricted: Non-human races are sometimes restricted in what Abilities may be chosen during the character creation process. These Abilities are noted as being restricted. Restricted Abilities may be gained during play; the Avatar simply may not begin play possessing the Ability.



Ability Score: This is sometimes simply referred to as Score. The total number of rating points a character has in an Ability. Ability Score is expressed as a number ranging from 1 to 100 or possibly higher. This number can, and will, often be modified in use.

Activation: An Activation is a magical, spell-like work: a Conjuration, a Power, a Rite, etc.

AEP: Activation Energy Points: AEPs are necessary to energize an Activation.

Alfar: A character in the game that is of non-human race and from an identified series of other worlds. The Alfar "races" include those of ilf, dwarf, gnome, oaf, orc, wylf, and others.

Avatar: An imaginary persona controlled by a player. An Avatar is also referred to as a character.

Avoidance: The term is used to describe a character's (or creature's) attempt to avoid being damaged or affected in some fashion, as when resisting magical effects. An Avoidance check is normally made using a Base Rating.

BR: Base Rating: Three statistics serve to define the broad capabilities of each Avatar. These are the Base Ratings of Health (H), Precision (P), and Speed (S.) A fourth Base Rating, Intellect (I), is available as an optional rule.

Character: A character is the imaginary person appearing in the game. A character is also known as an Avatar in this game. Characters may be run by players or by the LM.

d6, d10, d20, etc.: Any term of this sort is referring to the use of dice. The 'd' merely designates that a die of a specific size is to be used, and the number following describes the size of the die. A d10 is a ten-sided die. If a number also appears preceding the 'd'—2d10, for example—it shows how many dice are to be used in the roll. Some rolls indicated use half-dice: a d3 is one half of a d6 roll, for instance.

Disaster Avoidance: This refers to an Avoidance check made to avoid a hazardous situation, such as diving out of the path of falling rocks.

Extraordinary: Something unexpected, outside the mundane realm. The term refers to things preternatural, supernatural, and magical. There are basically two Extraordinary staples in the game: Extraordinary Abilities (and Powers) and Extraordinary Objects.

Grade: The measure of the power of some Extraordinary thing, ranging from Grade 1 (Very Minimal) to Grade 12 (Extreme.)

Harm: Harm is a measure of damage inflicted on a target. The damage inflicted by weapon attacks is rated in terms of Harm inflicted.



Health: The Base Rating covering the raw body-mind capacity of a character.

Knack: A Knack is a minor advantage possessed by a non-human Avatar. Knacks are optional rules described in the Lejend Master's Lore™ book.

Merit: Merit points are awarded by the LM to players for use in increasing the capabilities of the Avatar. The better the Avatar (player) has performed, the more Merit points awarded. The LM may also assign Demerits for poor play.

NAC: This refers to a Non-Avatar Character, or a character controlled by the Lejend Master and not a player. These are also called non-player Avatars.

Order: Avatars that have identifiable occupations and sets of skills are said to belong to an Order. For example, those Avatars having the skills that identify them as being priests are said to be of the Ecclesiastical Order. Avatars do not have to belong to an Order.

Power: The term refers to a sort of magical ability similar to a spell, charm, enchantment, or the like. All Powers are Extraordinary.

Precision: The Base Rating covering the accurate use of a character's capabilities.

Quirk: A Quirk is a minor disadvantage possessed by a non-human Avatar. Quirks are optional rules described in the Lejend Master's Lore™ book.

Race: Many different "races"—species, actually—inhabit the worlds of the Lejendary Adventure™ game. Players may choose to play Avatars from many of these races. Avatar races include the humans, the Alfar races mentioned above, and the Veshoge.

Rank: Those Avatars within an Order are said to have Rank. Rank is a measure of how much power and influence the character has within the Order. Unordered Avatars do not have Rank.

Realtime: The time the Avatars are experiencing in the game setting. All activity taking place in the game setting is said to occur in realtime; an action may require thirty seconds of description by the LM but only take a mere second of realtime.

Repute: Repute is a measure of the Avatar's reputation in the game setting. Repute accumulates during play and affects how denizens of the game world approach the Avatar. Dark Repute and Disrepute also accumulate during play.

Speed: The Base Rating covering the timely application of capabilities, physical and mental.

Unordered: An Avatar that does not qualify for an Order is said to be Unordered. This does not make the Avatar inferior in any fashion, but merely says that the Avatar is not easily identified as a member of a specific occupation.

Veshoge: A human-like race from another world; not from the Alfar worlds.

VT: An abbreviation for poison: Venom or Toxin.

The Avatar

Avatars, or game characters, are the most important game concept that a player must understand. As explained previously, it is through the Avatar that the player engages the game world during play, and the player is urged to become conversant with the material in this section before first creating an Avatar. This is not required, however, because the process of creating an Avatar is straightforward and easy to follow, and even novices will be able to produce interesting and viable characters. Three examples are included at the end of this section to assist in the process.

There are five essential areas that the player must deal with in creating an Avatar, and twelve steps that deal with those areas. The race of the Avatar must be chosen, and there are many possible races to choose from. The Base Ratings must be generated, for those determine the broad capabilities of the character. Specific Abilities are then chosen, showing what skill areas the Avatar has some proficiency with. The character's background is then described and the basics of the character's personality decided. Finally, the player must choose equipment for the Avatar, prepatory to play. These are the essential areas to be dealt with when creating an Avatar.

A Look at the Process

The Races

As mentioned above, the choice of the Avatar's race must be made before any other step of the creation process is undertaken. The choice of race affects both generating Base Ratings and the choosing of Abilities. It is better that the player understand what areas the Base Ratings cover and have an idea of how they are generated before deciding upon a race for the Avatar. The player should refrain from choosing a race before reading the sections on Base Ratings and Abilities.

Many races are available for use as Avatars. Humans, of course, are the most obvious choice for Avatars, and also recommended for beginning players. The Alfar races—several in number—and the Veshoge are also available for play. A player considering a non-human Avatar should read the racial descriptions carefully before selecting a race for his character.

The choice of a non-human race will affect both the generation of Base Ratings and the choosing of Abilities. The race of the Avatar also has ramifications in the game setting, with regards to social interactions with non-player beings. The player should carefully consider the options and implications of each race before deciding which to play.

The following races are available for play in the game:

Humans

Alfar races:

- dwarf
- gnome
- ilf
- kobold
- oaf
- oaf, major
- Veshoge
- orc
- orc, greater
- orc, lesser
- trollkin
- wylf

Base Ratings

A Base Rating is simply a measure of a character's capability in a general area of activity. Three Base Ratings are standard in the rules, and an optional fourth Rating may also be used. The standard Ratings reflect the Avatar's abilities in the areas of Health, Precision, and Speed. These ratings reflect both physical and mental capabilities under the same rating—Precision, for instance, deals with both physical coordination and mental focus. The optional fourth Base



Rating deals specifically with some mental capacities, areas dealt with in standard fashion under the general Health rating.

The ratings for a human, average in every regard, would be a 10 in Speed and a rating of 20 for the other Base Ratings. It will soon become obvious that a player Avatar will begin play with capabilities noticeably better than average folks, the better to fit the heroic status of grand adventurer. Non-human races vary in average capabilities (in relation to humans), but those Avatars, too, will be beyond normal in ability.

The player will choose the initial Base Ratings for the character, providing the player with a great deal of control over the creation process. These initial ratings will be augmented by random dice rolls, but the amount added in this fashion is a small proportion of the total Base Rating. The player's choices are far more important in shaping the Avatar.

Health

Health is the measure of a character's physical body and its operation, including the mind and will. The human average is a rating of 20 points. Avatars typically begin with ratings of 50 or 60 points, reflecting much greater hardiness and capability than normal folk. The Health rating can theoretically climb to a very high number, perhaps as high as 200 points, but very high ratings can only be achieved at great length.



Health is used, among other things, as a measure of how capable an Avatar or creature is in sustaining the effort and wounding of combat. As the character gets damaged in a fight, Health rating points are subtracted to reflect failing capabilities. At zero Health, any creature is unconscious, comatose, and near death. When Health is negative and falls below a negative 10% of the full, normal total, the individual is dead. For example, a human or creature with Health 25 is dead at -3 Health, nearly dead at -2.

Health is used to establish how effective a character is with many body-mind Abilities such as Evaluation, Planning, Pretense, and Waylaying. The Health rating is used as an indicator of how well the character can control his body and is used to indicate how improved health serves mental acuity.

In the case of non-material or spirit creatures, Health also represents the free will of the individual considered, the mind. When all Health of a non-material or spirit creature appearing with a material form is lost, that individual dematerializes and must return to its own dimensions. When all free will in a non-material creature is lost, the immaterial spirit is destroyed.

Precision

Precision is the measure of the ability to perform actions that require accuracy, whether physical or mental. The concentration required to move precisely and focus on mental activities is the key element of this rating. This Base Rating governs the ability to use weapons, the ability to sneak around, the ability to perform as a minstrel, and other activities. The Precision rating can theoretically reach any total, but a rating of 100 or more is improbable. The average human rating is 20.

In regards to most creatures, and many non-Avatar characters, Precision is simply the basic chance to succeed with an attack. Most creatures will not have Abilities based on Precision as do Avatars.

Precision is sometimes used in conjunction with Abilities based on other Base Ratings. For example, Extraordinary Abilities that must be activated may also require a check to determine if they are precisely directed and used.

Speed

Speed is the measure of the Avatar's physical ability to act, react, and generally move. It deals with both mental and physical reaction, perception and mental response being an important part of physical reaction. A low Speed rating means lagging movement and precludes some very critical sorts of actions in combat. The Speed rating can theoretically reach any number, but a rating beyond 25 is improbable. The average human rating is 10.

Speed may be used to determine when a character or creature acts during an Activity Block Count, when a lot of things could happen at once in a short time. Speed is

generally the rating used in determining how well a character or creature avoids hazards and reacts to events occurring nearby.

Speed is also the measure of the mind-spirit Abilities of Enchantment and Psychogenics—mind-generated capacities—as well as those other Abilities that draw power from Extraordinary sources and/or involve summoning. Speed is used in this fashion by figuring the number of Activation Energy Points (AEP's) available to the character (described later).

Optional Rule: Intellect

In order to simulate actual people and semi-intelligent or intelligent creatures, an Intellect Rating may be used by the LM. This Base Rating depends wholly upon the other Base Ratings and the Abilities of the Avatar. The Intellect Rating may be used in checks to determine actions involving thought or reasoning that cannot logically be based on the play of the character by the player.

Abilities

Abilities, as used in the game, are simply skill areas in which characters may possess some facility. Ability Scores are measures of capability in these skill areas and also a measure of the accompanying physical or mental development necessary to support these skills. There are two types of Abilities appearing in the game: ordinary Abilities and Extraordinary Abilities. Extraordinary Abilities are those that involve magic use of some sort, and ordinary Abilities are those that measure knowledge and capability with mundane sorts of skills, such as singing and playing instruments or sailing a ship.

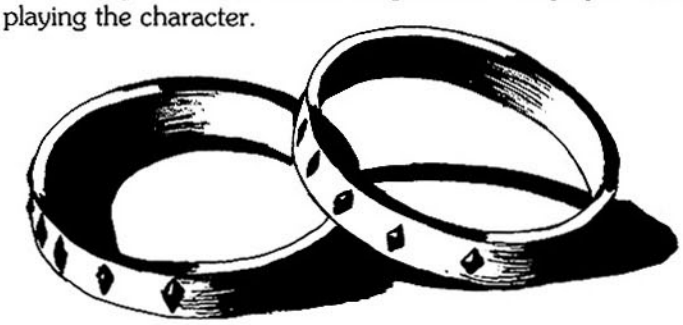
The Ability ratings are used to determine whether the Avatar is successful when using the Ability. A low rating may mean the character has little knowledge of the field as a whole, or may mean that the character knows a lot about a single part of the field and nothing about the rest of it. The player and LM, together, will decide what the Avatar knows and what the Ability measures.

The player will choose some or all of the Abilities the Avatar possesses. The background of the character must be considered when deciding on Abilities, and the player may wish to have the Avatar qualify for an Order. The player is limited in the number of Abilities that can be chosen for a beginning character, so it is important to decide what Abilities fit the character best. The player will also have to decide how important the Abilities are to the character, with the most important Ability having the highest rating.

Abilities also help increase Base Ratings. The study and practice of Abilities helps to strengthen the basic characteristics used during the practice of the skills. Avatars studying Extraordinary Abilities sharpen their minds as they increase their skills, for instance. Warriors sharpen their reflexes, coordination, and perception when practicing with weapons in mock combat. Much thought should be given to the choosing of Abilities.

Background

The player should develop a solid concept and image of the character being created, deciding on an interesting background. The player will describe the Avatar and create a history for the character. The Avatar's personality will be sketched out, providing both information for the LM concerning the character, and a guide for the player when playing the character.



Equipment

Lastly, the player will get to equip the Avatar according to the Abilities chosen. Each Ability allows for a number of choices off of specific Equipment Lists. The lists each reflect the sort of items and equipment—even money—that a character having that Ability would be likely to have. The player will gain a number of choices from the list corresponding to each Ability known, with more choices granted the more important the Ability is to the character. The player may also have the chance to spend the character's money purchasing new equipment.

Creating the Avatar

The process for creating an Avatar is not lengthy or difficult, and experienced players should be able to work through character creation in short order. Novice players should also have little trouble working through the process, particularly with a helpful experienced player or LM available to assist.

The player is encouraged to use a copy of the Avatar Record Sheet to record all the facts about the character as it is created, and permission is granted to photocopy the sheet for use in play. Additional sheets may be necessary to write additional information on as the Avatar is used in play and additional items and equipment, friends, allies, and contacts, and bits of knowledge are acquired. The Avatar is very much a work-in-progress at all times, and a goodly supply of Avatar Record Sheets may be necessary to keep up with the changing information.

There are differences of detail when comparing the creation of human characters with the creation of non-human characters. The process, however—each step taken in creating the Avatar—is basically the same for every character, however, and the explanations below will allow for all sorts of Avatars to be created with ease. Some of the steps will require the player to reference the racial descriptions to find details affecting the process, and those descriptions are provided after the creation guidelines.

Step One: The player will select a race for the Avatar.

Selecting a Race

The player should now read the racial descriptions provided and decide which of the races seems the most interesting to play. The racial descriptions provide information on racial restrictions, traits, and so forth—all material the player should consider before selecting a race for the character. The player will be able to query the Lejend Master regarding other information concerning the races and their niches in the campaign.

Step Two: The player will distribute 100 points among the three Base Ratings obeying the restrictions listed in the racial description.

Generating Base Ratings

Generating the Base Ratings for an Avatar is not a difficult process. First, the player will assign rating points to the Base Rating areas. Dice will then be rolled to randomly increase these initial ratings. Careful assignment of initial rating points and selection of Abilities allow the player to create the Avatar in the image desired.

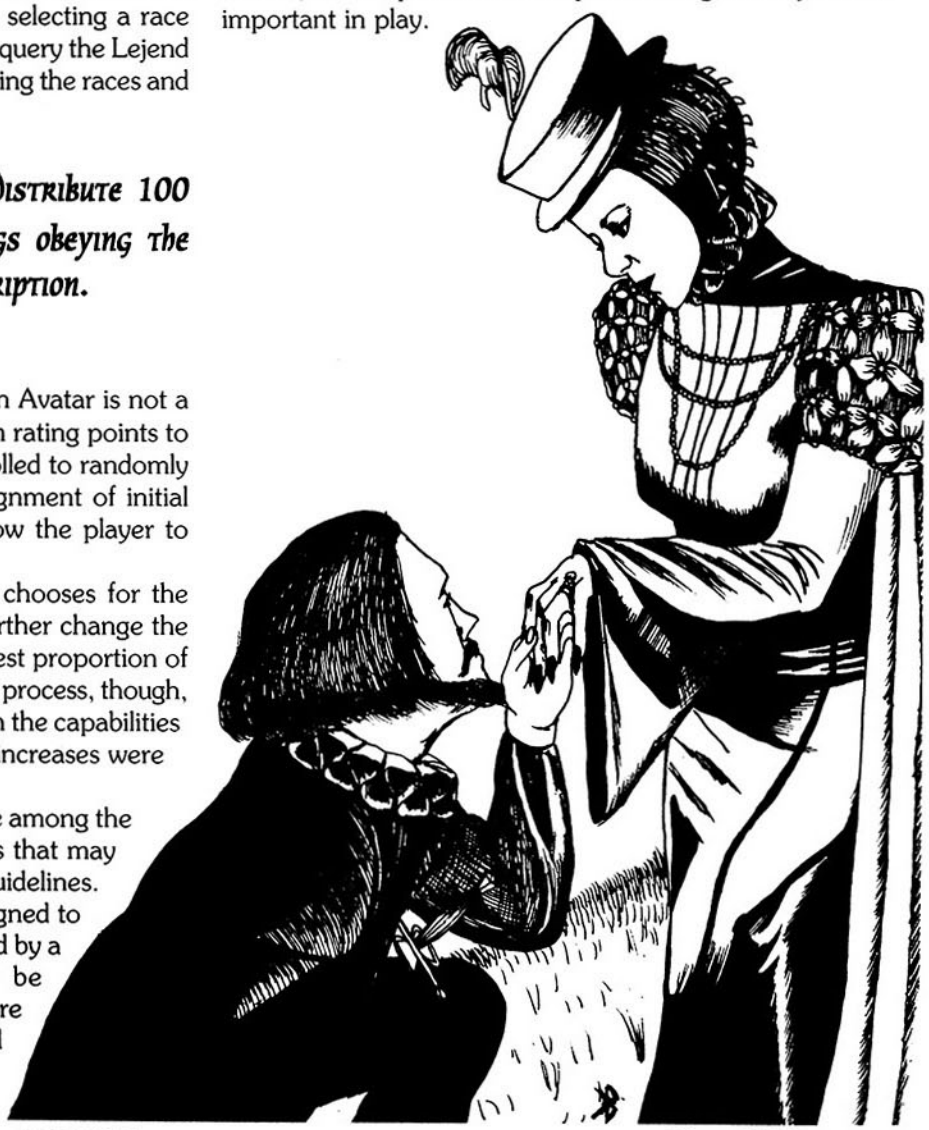
Note that the Abilities the player chooses for the character in that step of the process will further change the Base Ratings created in this step. The largest proportion of each rating is decided upon in this step of the process, though, so the player should use this step to establish the capabilities of the character much the same as if later increases were non-existent.

The player has 100 points to divide among the three Base Ratings. The number of points that may be assigned to each is regulated by simple guidelines. A minimum number of points must be assigned to each Base, and likewise, the player is limited by a maximum number of points that may be assigned. The minimums and maximums are different for each of the Base Ratings, and the player should consult the racial description for the specific limits.

Step Three: The player will roll to augment the Base Ratings using the dice indicated by the racial description.

These initial Base Rating totals will be augmented by the roll of a die. The size of the die will vary by both the Rating being considered and by the race of the Avatar. Some of the rolls will also receive bonus points to be added to the result. After the roll is made and applicable bonuses applied, the result is added to the Base Rating being augmented.

Note that the die rolls for augmenting the Speed Rating will provide .5 rating points for each whole number of result. Any bonuses to this roll will be in whole points, however. For example, a roll of d4+4 to augment Speed will result in .5 to 2 points from the roll (.5 per pip) and a full four points added to that from the modifier; a range in total from 4.5 points to 6 point. The player will need to accurately record the half-points for the Speed Rating, as they will be important in play.



Selecting Abilities

The Avatar is now ready for skills to be added to complement the Base Ratings. The Ability List provided shows the Abilities available for Avatars to possess in this game. Note carefully that, for all but Extraordinary Abilities, each is only generally—and broadly—defined, because common sense is to be applied. Therefore, a low score means either 1) deep knowledge of a small portion of the field, or 2) broad, but quite superficial, knowledge. The LM, in consultation with the player only as he sees fit, will set the parameters of each Ability in both overall terms of its scope and in situational use. The LM will explain the interpretation for each Ability as applied in the game campaign. Again, this will be based on logic, the campaign, and the Avatar and specific situation.

Ability	Base
Alchemia	Health
Arcana	Speed
Archery	Precision
Chivalry	Health
Commerce	Health
Creativity	Precision
Divination	Speed
Enchantment	Speed
Evaluation	Health
Geourgy	Speed
Hunt	Precision
Learning	Health
Luck	Speed
Mechanics	Health
Metallurgy	Speed
Minstrelsy	Precision
Necrourgy	Speed
Nomadic	Precision
Panprobability	Health
Pantology	Health
Physique	Health
Planning	Health
Pretense	Health
Psychogenic	Speed
Ranging	Health
Rustic	Health
Savagery	Speed
Scrutiny	Precision
Sorcery	Speed
Stealing	Precision
Stealth	Precision
Theurgy	Speed
Tricks	Precision
Unarmed Combat	Health
Urbane	Precision
Waterfaring	Health
Waylaying	Health
Weapons	Precision

Step Four: The player will record the Abilities required by the Avatar's racial description.

Before choosing any Abilities for the Avatar, the player should check the racial description to determine if any Abilities are mandatory for a character of the chosen race. Human characters have no mandatory Abilities, but non-human characters are required to possess specific Abilities. Those Abilities vary between races. If a mandatory Ability is the highest percentage-wise, it is the Avatar's "1st Ability."

Step Five: The player will choose as many Abilities for the Avatar as is allowed by the racial description.

The whims of the player will ultimately decide which Abilities are selected for the character, but remember that the choice of Abilities has ramifications elsewhere in the system: the Abilities chosen will affect the Base Rating totals; and entry into an Order depends on the sequence of chosen Abilities. Furthermore, some races are prohibited from beginning play with specific Abilities, and some are excluded from ever possessing others. Players should consult the racial descriptions for the restrictions on choice of Abilities.

The number of Abilities chosen also depends on the race of the Avatar. Players creating human Avatars will pick four, but those with non-humans will choose the number of Abilities listed in the racial description.

Step Six: The player will record an additional Ability with a Score of 10. This will be the Weapons Ability if not already chosen, or another ability if Weapons has been previously chosen.

It is also necessary to keep in mind that all able characters have a Weapons Ability of 10 or more. If Weapons is not an Ability chosen for the Avatar, it is added to the character record as an additional Ability (with a Score of 10.) The Weapons Ability then can never be added as a new Ability, for it is already possessed by default. If Weapons was chosen as an initial Ability, then another will be recorded as an additional Ability (with a Score of 10.)

Step Seven: Each chosen Ability associated with Health or Precision will raise the Base Rating 2 points. Each Ability chosen associated with Speed will raise the Base Rating by one-half (.5) a rating point.

Once all Abilities have been chosen, the player can add the final bonuses to the Avatar's Base Ratings. The Base Ratings were last augmented in Step Two with a random roll. They will be further increased according to the Abilities chosen, affirming the idea that concentrating on skills requiring certain capabilities will also increase those capabilities. The BR associated with each chosen Ability will increase. Note that an increase does not accrue based on mandatory Abilities (the effects are figured into racial modifiers) or for the additional Ability added in Step Six.

Abilities based on Health thus serve to increase the Health Rating, Precision-based Abilities increase Precision, and Speed-based Abilities augment the Speed Rating. The Base Ratings are now fully established and will only increase as a result of play.

Optional Rule: Intellect

The Intellect Rating will always be at least 10, and will likely be between 16 and 21 initially. It is determined by totaling the three standard Base Ratings and dividing that total by ten. To this number, two points are added for each of the following Abilities the Avatar possesses: Arcana, Commerce, Enchantment, Evaluation, Geourgy, Learning, Mechanics, Metallurgy, Necrourgy, Pantology, Planning, Ranging, Scrutiny, Sorcery, Stealing, Theurgy, or Tricks.

Further information regarding this optional Rating will appear later.

Step Eight: Rank the Abilities chosen in the order of importance to the Avatar.

Ability Scores

The player must now decide which of the chosen Abilities—not mandatory Abilities or the additional Ability—is most important to the character, and rank that as the first Ability. The second most important Ability is ranked second, and so on. This ranking process should arise naturally from the basic concept the player has of the Avatar being created. The ranking of the Abilities in this fashion will determine the beginning ratings for each.

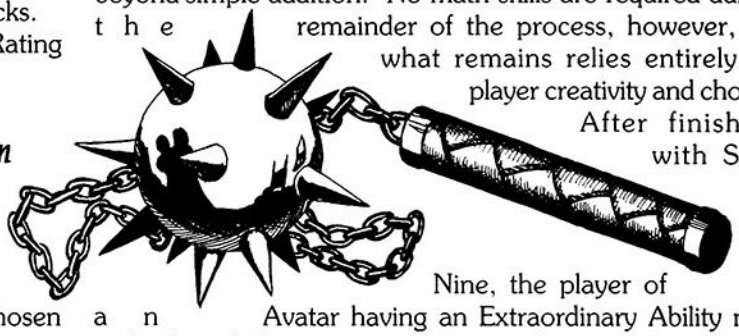
Step Nine: Figure the Scores for all chosen and mandatory Abilities from the associated Base Rating using the percentage figures provided by the racial description. The additional Ability from Step Six retains a Score of 10.

The Ability Score is the number of points of capacity the Avatar has in an Ability. That number represents a percentage that is the unmodified chance of success in using the Ability as desired in a situation. Of course, the LM will not require the rolling of percentile dice to see if something normally done with ease is so done. Rather, Ability use determinations are required only for perilous and dangerous actions, or in conjunction with location, problem solving, and the like.

The initial rating for an Ability depends on two matters, those being the Base Rating associated with said Ability and how the Ability was ranked after selection. The Ability Score is figured as a percentage of the Base Rating associated with it, and the ranking of the Ability determines what percentage of the Base Rating to use for a rating score. Those Abilities associated with the Speed BR will use the Speed Rating multiplied by four when figuring Ability ratings. Some Abilities may involve more than one Base Rating.

The racial description will list the percentages to use when figuring Ability Scores. The racial description will also list the percentages to use when figuring ratings for Mandatory Abilities. Note that the additional Ability added in Step Six begins at a flat score of 10 and is not figured as a percentage of the Base Rating.

Step Nine is the most complex part of the Avatar creation process, and the only step that involves math skills beyond simple addition. No math skills are required during the remainder of the process, however, for what remains relies entirely on player creativity and choice. After finishing with Step Nine, the player of an Avatar having an Extraordinary Ability may wish to read about activating Extraordinary Abilities. That section of the rules will also describe how to figure the number of Activation Energy Points, necessary for using Extraordinary Abilities, the character possesses.



Step Ten: The player will decide on a suitable background and history for the Avatar, complete with a physical description and notes on the Avatar's personality.

The Avatar's Background

Because this game is not merely an exercise in fighting and killing things, but is a full role playing game, each of the players should develop some brief descriptive picture of their Avatar, and then devise an initial—probably sketchy—background. These should be more fully developed and embellished as time goes on, but for now a few words in each area will suffice.

Area is provided on the Avatar Record Sheet for recording the background information generated. Later additions to such background information can be done on a separate sheet, if necessary. The player may wish to jot notes about the Avatar on a piece of scrap paper first, and then write the description on the Avatar Record after settling on specifics.

The player should pose a few, simple questions about the character. These queries may be such as to stimulate the player into thinking about what his or her Avatar is like, how the character thinks, behaves, and so forth. The player should have a piece of scratch paper on hand for this part of the Avatar creation exercise. By noting the question and jotting down the answer, brief or detailed, a vision of the Avatar will begin to form.

Form a Mental Image

Here are some sample questions such as might be used to assist the player in envisioning his Avatar as an actual person:

How does the Avatar usually dress?
Does he or she have a particular style?
How does the Avatar usually behave?
What does the Avatar usually say?
Is the Avatar taciturn? Average in communication? Garrulous?
What does the Avatar usually do when not adventuring?
What sort of personality does the Avatar have?
What sort of persons does the Avatar like to be around?
What sort of persons does the Avatar shun?
Does the Avatar like or dislike music?
Does he or she have a favorite food? A disliked one?
Does he or she have a favorite drink? A disliked one?
Is he or she fond of animals? One kind? Several? All?
Is he or she indifferent to animals?
Is he or she averse to animals? One kind? Several?
What sort of weather does the Avatar love? Hate?
Does he or she have a favorite season?
What kind of surroundings does the Avatar enjoy? (urban, rustic countryside, coastal, sylvan woodland, wilderness forest, plain, desert, mountain, jungle, water and the sea, and so forth.)
Which of the following things are really important to the Avatar:

- Adventure?
- Knowledge?
- Possessions?
- Derring-do?
- Magical things?
- Love?
- Excitement?
- Power?
- Luxury?
- Prestige?
- Fame?
- Respect?
- Friendship?
- Wealth?
- Honor?

The Lejend Master may ask these and/or any other like questions, or the player may ask them of him or herself. With the answers written down, the player will then have begun creating and developing a mental image of the Avatar. So prepared, each player now goes on to give the first, brief description of his or her Avatar character.

Physical Description

The physical description must be done in general accord with the race, gender, and general type of character selected by the player. Otherwise, each player has relative freedom, as determined by the LM, to be creative and devise such appearance as he or she deems fitting and proper for the Avatar. Players should study the physical descriptions of the non-human races to gain an understanding of the typical traits of the race; human Avatars, of course, appear human. The questions posed above will also certainly assist in this descriptive exercise.

Personal History

The personal history of the Avatar is a critical area to be decided. The player and LM should consult regarding the completion of this portion of the process. The background and history of the character must support the Abilities chosen by the player earlier, particularly the fifth Ability for humans (if not Weapons.) The background and history must be based solely upon what would logically be the basis of a character with the five Abilities chosen by such player for the Avatar.



Avatar Personality

A few words only in this section, and certainly drawn from the notes made, are likely to be sufficient for initial development of the character. Something to depict the Avatar's personality, a word about what motivates him or her, what immediate thing the individual is seeking, and what the long-range plan is, if any, might be in appropriate. Each player should write as much in this regard as he or she feels inspired to devise at this juncture.

Continuing Development

From time to time, the player should add to the details of the Avatar, so that it will become more complete and have a history, personality, mind, etc. as does an actual person. The player can develop a complete life history and family tree for the Avatar, if desired, or simply keep the goals and aspirations of the character up to date.

Beginning Equipment

The player is now ready to move on to the final stage of the creation process. The player must choose the equipment with which the Avatar will begin play. Of course, the LM can make the equipping of the Avatar an adventure in itself, requiring the character to purchase certain key items that weren't on hand previously.

The process of equipping characters for play is very dependent upon the Abilities of the Avatar. Each Ability gained during creation also has an Equipment List associated with it, and it is this list that determines what the Avatar may possibly possess when beginning play. The lists simply detail the type of items and equipment that would reasonably accrue in the pursuit of the various Ability areas.

The Equipment Lists

There are five Equipment Lists used when outfitting the character:

Low List— includes common clothing and items;
Magical List— includes items and workings used in Extraordinary pursuits;
Middle List— includes items of higher quality and expense;
Military List— offers a wide range of weapons and armor;
Special List— offers a chance for a choice of any sort;
High List— includes items of the highest quality and expense.

The Equipment Lists not only provide for choosing regular sorts of adventuring equipment such as clothing and weaponry, but also allow the player to gain basic foodstuffs and cash. The Magical List allows for choice of memory tablets and Extraordinary Activations for those Avatars so inclined. Healing salves, poisons, antidotes, and mounts all appear on the lists. The player should use this opportunity to prepare the Avatar as well as possible for adventuring, for the character may have no opportunity to acquire additional gear before setting forth.

Step Eleven: The player will choose equipment from the lists using the number of picks determined by the Avatar's Abilities.

Equipment Picks

As previously mentioned, the Abilities that the Avatar possesses determine the list or lists from which the player may pick items. The number of picks available from each list is determined by how highly the Ability was ranked when chosen. The Ability chosen first imparts more choices from its corresponding list than the Ability chosen last.

The player is restricted in choices of cash. Only one pick may be used to select cash, regardless of the number of different lists available to the character or how many picks are available. Other items may be chosen more than once, however, allowing the Avatar multiples of items catching the player's fancy.

The Special Equipment List is actually a table requiring the roll of a die to determine the results. The player must roll the die when use of the table is specified, and that roll may result in a pick being granted from one of the other lists. The table also includes an entry that results in no pick being granted, so the Special Table does not always provide a boon for players. The choices made on the Equipment Lists should be made without consideration of the possibility of another pick being granted by a roll on the Special List table.

The player must select only from those lists indicated by the Avatar's Abilities, with each line in a list consisting of a single "item" even though some contain two or more actual things. The guidelines for determining the number of picks granted for each Ability will vary by the order in which the Abilities were chosen, and by whether the Abilities were chosen or required by racial description.

Picks for Human Avatars

The number of selections allowed on each list is governed by the player's ordering of the Abilities chosen for the Avatar. Only the first four Abilities grant picks on the Equipment Lists; the fifth Ability, whether Weapons or another Ability, does not garner picks from the lists.

The first Ability provides nine picks from the corresponding list.
The second Ability provides seven picks from the corresponding list.
The third Ability provides five picks from the corresponding list.

The fourth Ability provides three picks from the corresponding list.
One roll is granted on the Special List table.

The total number of selections to be made is 24 or 25. That number may seem large, but this is most likely all the equipment your Avatar will have until after the first adventure, and what is chosen is very important. It may seem a lengthy process, but the armor, arms, clothing, equipment, provisions, transport, and tools the Avatar possesses not only help shape the Avatar but might be critical soon after play begins.

Picks for Non-Human Avatars

The player must select only from those lists indicated by the Avatar's Abilities. The LM has the option to use either of two sets of guidelines for use with non-human characters. The first will provide more total picks, but the second allows for an extra roll on the Special List table, a matter that may prove more interesting and useful to players.

No picks are allowed for Mandatory Abilities, or for the additional Ability. The number of selections is governed by these guidelines:

Each Chosen Ability provides five picks from the corresponding list.
One roll is granted on the Special List table.

Or:

The first Ability chosen provides nine picks from the corresponding list.
The second Ability chosen provides seven picks from the corresponding list.
2 rolls are granted on the Special List table.

Non-human Avatars will have fewer picks available than human characters, but will still be able to begin play with the necessities of adventuring life. Players must choose most carefully when equipping non-human adventurers.

Step Twelve: The player may now purchase further equipment using the Avatar's cash, subject to the Lejend Master's direction.

Gathering Further Equipment

After all selections from the Equipment Lists have been made, the player may, at the LM's option, purchase items to round out the possessions held by the character, provided the Avatar has cash available. Items are listed alphabetically on the general equipment list appearing elsewhere in the rules, (pages 58-62) along with the location of where it may be found and bought in a community. Depending upon the desire of the LM, the player "shopping" for the Avatar can either do so relatively quickly by referring to the alphabetical list or role play the trip from shop to store seeking the desired items.

The process for creating an Avatar is now finished. All five areas of character creation have been attended to and the Avatar is now ready for play.

Character Generation Examples:

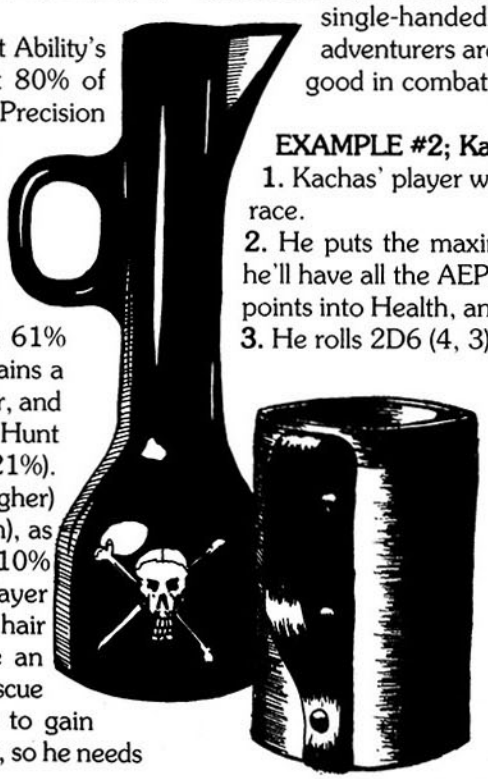
To help illustrate character generation, we will develop three sample Avatars. The corresponding steps involved in generating them are reflected by the number; all associated calculations appear within the step :

1. Select Race (if able to, and if desired, select Order).
2. Distribute 100 points among Health, Precision, and Speed, obeying the restrictions listed in the racial description.
3. Roll to augment the Base Ratings using the dice with add-ons indicated by the racial description.
4. Record the abilities required by the Avatar's racial description (none are required for Humans).
5. Choose as many Abilities as allowed by the racial description (if able and desiringto , select the ones appropriate to the Avatar's desired Order).
6. Select an additional ability at 10% (this MUST be Weapons Ability, if not already possessed at a higher level).
7. Raise all Base Ratings by the amounts indicated by the chosen skills. Generally, this is 2 points for Health or Precision-based Abilities, or 0.5 points for Speed-based Abilities, although some (like Unarmed Combat) are different, and no raises for racially Required Abilities (already included in the add-ons), or the additional one beginning at 10% are allowed.
8. Rank the chosen (not Required) Abilities in order of importance to the Avatar (this will determine the percentage of the Base Rating used to determine that Ability's percentage chance for successful use). 9. Figure the score for all chosen and mandatory Abilities from the associated Base Rating and percentages provided by the racial description (the additional ability from Step #6 remains at 10%). Adjust Health for Rustic Ability %, if need be.
10. Decide on a suitable history/background for the Avatar, as based on their skills, including a physical description. Record any racially-specific information (senses, quirks, knacks, etc.), as well as the number of AEPs (Activation Energy Points, adjusting AEPs for Arcana Ability %, if need be) for Avatars with Extraordinary Abilities, bonuses to combat based on skills, Order Rank and benefits (if any), etc.
11. Choose equipment from the lists (determined by skills) using the number of picks determined by race and the tables on pages 17 and 18.
12. If the Lejend Master allows (and the Avatar has money), purchase additional equipment.

The three Avatars to be developed will be: Relgan Tow (the male Human Noble), Kachas Rye (the male Kobold Elementalist), and Sorrow (the male Wylf Unordered Psychogenic).

EXAMPLE #1; Relgan Tow, Human Noble:
Relgan's player wants a hefty human fighter-type, so he picks the Noble Order on page 41.

1. His race is Human.
2. He puts 12 points (the maximum that he can) into speed, leaving him with 88 points, and places 44 each into Health and Precision.
3. He rolls 2 on 1D20 for 46 Health, 8 on 1D10 for 52 Precision, and 1 on 1D3 for 12.5 Speed.
4. Since Relgan is Human, he has no Required racial abilities, and does nothing in this step.
5. Relgan wants to be a Noble, so he chooses Chivalry, Hunt, Weapons, and Physique.
6. Relgan's player wants his Avatar to hunt with a bow, so he chooses the Archery Ability at 10%.
7. Chivalry (page 48) raises Health 2 points (to 48); Hunt (page 49) adds +2 to Precision (now 54); Weapons (page 55) adds +2 to Precision (now 56); and Physique (page 51) adds +2 to Health (for a total of 50). His Speed remains 12.5, and he gets no bonus for the additional Archery Ability at 10%. His final Base Ratings are: Health:50, Precision:56, and Speed:12.5.
8. Relgan's player ranks the importance of his skills as necessary to be a Noble: Chivalry, Hunt, Weapons, Physique, and Archery last.
9. Step 8 gives him Chivalry at 100% of that Ability's BR (Health, which is 50) = 50%; Hunt at 80% of Precision (56) = 44. 8%; Weapons at 60% of Precision (56) = 33. 6%; Physique at 40% of Health (50) = 20%; and the 10% Archery Ability doesn't change.
10. Relgan's player (looking at the Noble Order on page 41) notes that Relgan Tow is an Esquire, headed towards Knighthood (he has the four required abilities, but not the 61% Chivalry required to become a Knight). He gains a Destrier (heavy war horse) and full metal armor, and +1% to his four required skills (Chivalry 51%, Hunt 45. 8%, Weapons 34. 6%, and Physique 21%). He gets nothing from the lower (numerically higher) Ranks of his Order (having skipped over them), as per paragraph 2 on page 32. Again, his 10% Archery Ability is unchanged. Relgan's player decides he is tall, dark (swarthy, with black hair and eyes), and handsome. He has become an adventurer in order to do feats of derring-do, rescue maidens, and increase his Chivalry enough to gain Knighthood! He has no Extraordinary Abilities, so he needs no AEPs. He gets bonuses in combat (based on his skills): +10% Weapons Ability/Harm for Chivalry, +2 for Physique, and +1 for Archery.
11. Relgan is now ready to choose equipment, based on the skills he has taken, in accordance with the table on page 17. He gets 9 picks on the High (that is, the "Upper") Equipment List for Chivalry (page 48); 7 picks on the Low Equipment List for Hunt (page 49); 5 picks on the Military List for Weapons (page 55); 3 more picks on the Low table for Physique (page 51); and one roll on the Special List table on page 56. 1D10 = 7, which is the "Table of your choice". He chooses 1) $25,000, 2) Steel half-plate armor (lighter than his full metal), 3) Buckler and standard shield, 4) Lance, long and short spears, 5) Cleaving sword and long dagger with sheath, 6) Fine dark cloak with cowl, 7) Fine suit of dark clothing with boots and cap, 8) Jewelry befitting his station, and 9) Poison antidote; all from the Upper table on page 57. For his total of 10 picks from the Low table on page 56 he selects: 1) Bow case, quiver, and 12 arrows, 2-3) Two canteens, 4) Grapnel, 5) Candle lantern with tinderbox, 6-9) 90 feet of rope, and 10) four man-days bread and cheese. For his 5 picks from the Military Equipment List on page 57, he takes: 1) Another bow case, quiver, and 12 arrows, 2) Strong bow, 3) Belt and boots, 4) Armor repair tools, and 5) Leather backpack, 2 belt pouches, and a shoulder pouch with sling. For his table of choice pick, he chooses Wound healing salve from the Military list.
12. If the Lejend Master allows, Relgan can buy even more stuff, spending some of that $25,000. He already has two suits of armor, two shields, and a host of weapons, and could single-handedly equip half the party, if other adventurers are less well-off! He will also be fairly good in combat, with his damage-boosting skills.



EXAMPLE #2; Kachas Rye, Kobold Elementalist:
1. Kachas' player wants an Elementalist of the Kobold race.
2. He puts the maximum of 14 points into Speed (so he'll have all the AEPs that he can), the minimum of 40 points into Health, and the remaining 46 into Precision.
3. He rolls 2D6 (4, 3) +2 for Health, adding the total of 9 to his previous 40, for a total of 49. 1D12 (10) +2 Precision adds 12 to his previous 46 for a total of 58. 1D4 (2) half points, +2 added to his previous 14 Speed gives him a very respectable 17.
4. Being a Kobold, Kachas is required to start the game with Stealth Ability at 90% of Precision, Commerce Ability at 80% of Health, and Evaluation Ability at 70% of Health.

5. Allowed to select two abilities, and wanting to be an Elementalist, Kachas' player selects the Geourgy and Arcana Abilities for his Avatar.

6. Not already possessing better, Kachas is forced to take Weapons at 10%.

7. Kachas gets no additional bonuses for his Required racial Abilities (Commerce, Evaluation, and Stealth), but gets a half point, each, for having chosen Geourgy and Arcana, yielding a Speed of 18!

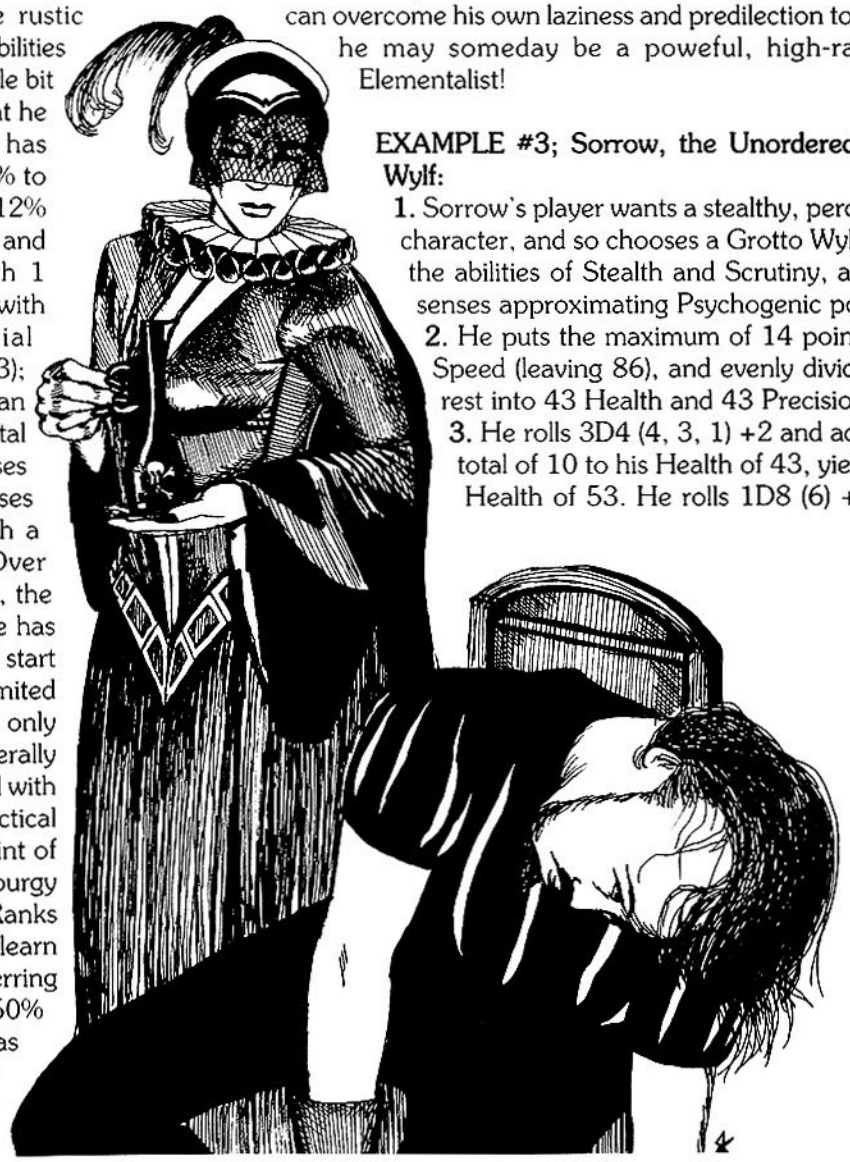
8. Kachas ranks his two chosen skills in order of importance as a good Elementalist should; Geourgy first, and Arcana second.

9. Kachas acquires Geourgy at 100% of (Speed x 4), or 72%, and Arcana begins at 60% of (Speed x 4), or 43. 2%. His Required racial Abilities are: Commerce at 80% Health (49) = 39. 2%; Evaluation at 70% Health (49) = 34. 3%; and Stealth at 90% of Precision (58) = 52. 2%.

10. Kachas is a sneaky little jade-skinned midget with hazel eyes and green hair. He prefers more rustic settings, where he can trade his elemental abilities for what he needs, and seeks to learn a little bit about everything, and travel widely, so that he can become a better elementalist. He has currently just attained Rank 11, adding 2% to his meager Weapons Ability, for a total of 12% (he would be Rank 7, if he had Pantology and Ranging). He can become invisible with 1 ABC's concentration; attack twice/round with +5% native bonus (#2 under "Racial Characteristics & Handicaps" on page 23); has innate +10%/-2 armor; double human normal visual capacity, and can see in total darkness as though it were twilight; possesses triple human normal tactile sense; possesses a Psychogenic power, once per day with a bonus of 12 AEPs, and picks Mind Over Matter. . . (useful for getting keys to cells, the odd gem, and other such items). Since he has no Psychogenics Ability, this activation will start at 10% (page 19). His Auditory range is limited to around low-C. His olfactory sense is only about 75% of the human norm. He is generally rude, crude, and abrasive, doesn't play well with others, and is prone to bad puns and practical jokes. He is proud of his ability to the point of arrogance (he knows he's better at Geourgy than most other Elementalists several Ranks above him), and is sly, but is too lazy to learn the Pantology required to advance (preferring to spend his time drinking). Humans are 50% likely to discriminate against him. He has 84 AEPs (72 for Speed x 4, +12 for Arcana), +12 more for Mind Over Matter (as a racial ability, usable once/day).

11. Kachas gets his picks from either table 1 or 2 on page 18. . . Assuming the LM lets him choose, he picks option #2, 9 picks from Magical List for Geourgy, and 7 more for Arcana, plus two rolls on the Special table, (6, 8) on 1D10, resulting in two picks from a table of his choice. Being an Elementalist, he expends his 16 picks from the Magical List on: 1-3) 3 Memory tablets, 4-7) All 4 Elemental Conjurations, 8-9) Command and Protection Circles, 10) Conjure Devati, 11) Conjure Efriti, 12) Conjure Jinni, 13) Conjure Maridi, 14) Derkay's Aerial Transport, 15) Fiery Bolt, and 16) Shadow Bolt. His two picks for "table of your choice" are taken from the Upper Equipment List, and he chooses: 1) Service clothes (act as full cloth armor) with low, hard-soled boots and cap, and a broad leather girdle with pockets and hidden dagger, and 2) $25,000.

12. Anything else Kachas needs, he'll have to buy. He is a fairly powerful magical midget, who is sneaky, can fly, and can occasionally telekinese, if he puts his mind to it. . . If he can overcome his own laziness and predilection to drink, he may someday be a poweful, high-ranking Elementalist!



EXAMPLE #3; Sorrow, the Unordered Male Wylf:

1. Sorrow's player wants a stealthy, perceptive character, and so chooses a Grotto Wylf, with the abilities of Stealth and Scrutiny, and the senses approximating Psychogenic powers.

2. He puts the maximum of 14 points into Speed (leaving 86), and evenly divides the rest into 43 Health and 43 Precision.

3. He rolls 3D4 (4, 3, 1) +2 and adds the total of 10 to his Health of 43, yielding a Health of 53. He rolls 1D8 (6) +4 and

adds the total of 10 to his 43 Precision for 53, again. He rolls 1D3 (1) half points, adds one, and adds that 1.5 to his Speed of 14, for 15.5.

4. Being a Wylf, Sorrow will have Stealth at 70% of his Precision, Ranging at 60% of his Health, and Scrutiny at 50% of his Health.

5. Sorrow is allowed to choose two Abilities, and opts for Psychogenics as his first Ability (since there is no Psychogenic Order, he will be an Unordered Avatar), and Weapons as his second.

6. As his additional ability, Sorrow selects Learning at 10%

7. The additions for Stealth, Ranging, and Scrutiny have already been made, in Step 3, above, and the 10% Learning Ability adds nothing, but Sorrow's Psychogenics Ability adds 0.5 points to Speed, and Weapons adds 2 points to Precision, for totals of: Health:53, Precision:55, Speed:16.

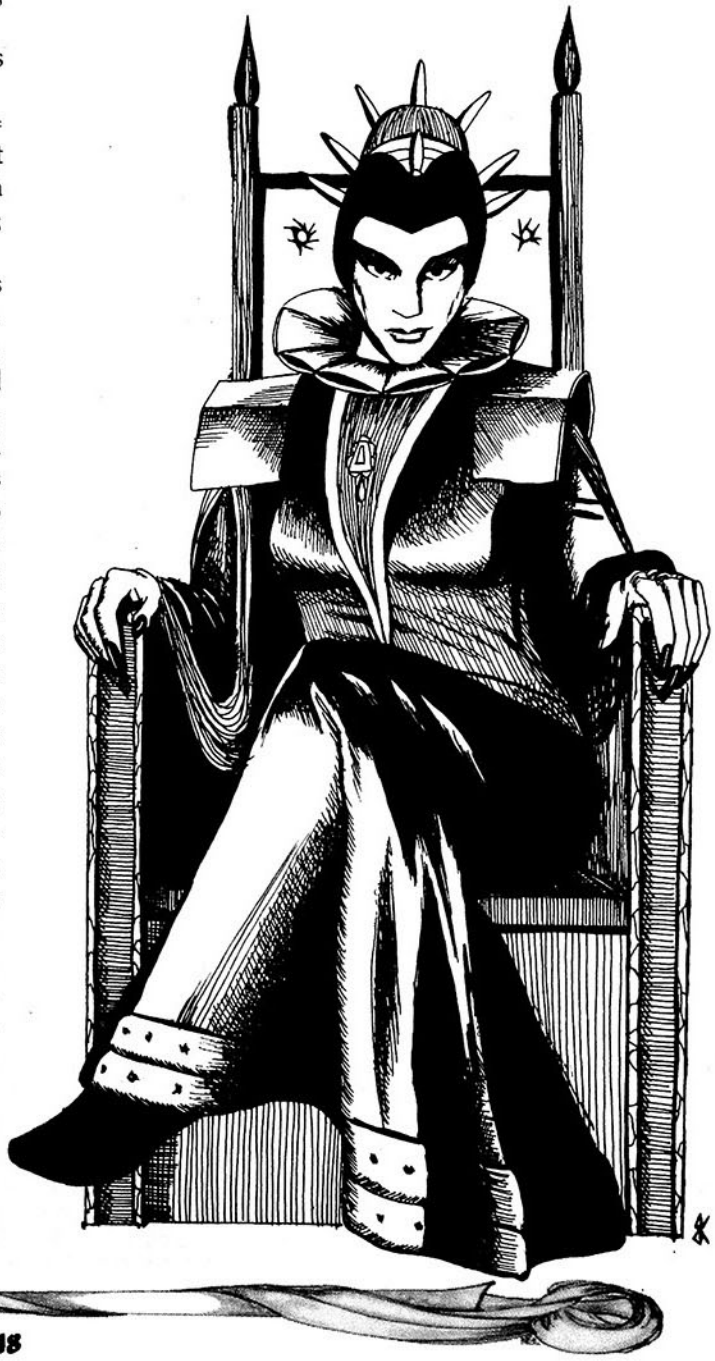
8. Sorrow ranks the importance of his chosen Abilities as Psychogenics and Weapons.

9. Sorrow will have Psychogenics at 100% of (Speed x 4) = 64%, Weapons at 80% of Precision (55) = 44%; Stealth at 70% of Precision (55) = 38.5%; Ranging at 60% of Health (53) = 31. 8%; Scrutiny at 50% of Health (53) = 26.5%; and Learning at 10%.

10. Sorrow was a scout for the Elven Military, more for his unique abilities and perceptions than for his Weapons Ability. He is tall and thin, with light skin, hazel eyes, and blond hair. He has the Psychogenic power of Premonitions as a racial ability (#1 on page 29); can see as though using Nictoscopy; has twice normal human perception in all other senses, and can concentrate for 1 AB, with a successful Psychogenics Ability roll and the expenditure of 10 AEPs, for a +10% Weapons Ability bonus and/or any other Precision-based skill, and/or a minimum bonus of +20% to any task requiring a fine sense of touch, as though using Sensory Acuity; he has a tendency to be suspicious, wary of other races, prone to outbursts of temper, and to be uncomfortable in crowds and urban settings. If he suffers 10+ shock Harm from a single blow when at 37 Health or less, he must roll current Health or less as a percentage, or fall unconscious for one second/point of Harm over 10. He has (Speed x 4) AEPs (64). He has no skills giving him combat bonuses. His player decides that, having recently mustered out of the 61st Elite Guard, Sorrow has been studying in an (Ugh!) city, hoping to learn more about Psychogenics at the great library. Unfortunately, he is now out of cash, and looking for work. . . As an Unordered Avatar with his first Ability Speed-based (Psychogenics), and a skill of 64%, he is eligible for a bonus to his other Speed-based Abilities, if he had any, but since he doesn't, he gets nothing.

11. Sorrow, too, picks option #2, giving him 9 picks on the Magical Equipment List for Psychogenics, 7 on the Military for Weapons, and 2 rolls on the Special table. His 1D10 rolls yield a 9 (choose table) and a 0 (no pick), so he selects half plate armor from the Upper Equipment List. Since Psychogenic powers cost three picks on the Magical List per Activation, he is forced to expend all 9 picks to get just three abilities: 1) Sixth Sight, 2) Spirit Barrier, and 3) Unreadable Mind. For his 7 picks on the Military Equipment List, he chooses: 1) Large shield, 2) Bow case, quiver, and 12 arrows, 3) Strong bow, 4) Cleaving sword with scabbard, 5) Broad leather belt and high, hard-soled boots, 6) Dark cloak with hood, and 7) A good suit of dark clothing, with hat.

12. Since Sorrow has no money, he will have to begin adventuring with only the equipment that he has. While not great, his Weapons Ability of 44% actually makes him the best warrior of this bunch (although Relgan Tow would probably do more damage, if he hit, and Kachas Rye has some activations that make him dangerous).



The Races

A description appears hereafter for every species—or "race"—available to players for use as Avatars. The descriptions contain a variety of basic information, from the typical appearance of members of the race to special capacities and restrictions. The player would be well served by reading this material thoroughly before selecting a race for an Avatar.

Each racial description contains the following information:

Physical Description
Initial Base Rating Guidelines
Random Increase Dice
Excluded Abilities
Restricted Abilities
Mandatory Abilities (with ratings)
Chosen Abilities (with ratings)
Racial Capacities & Handicaps

Note that some races are prohibited from ever gaining specific Abilities (**Excluded Abilities**) and may not begin play with others (**Restricted Abilities**). Also, a non-human Avatar may possess an Extraordinary Ability Power, but lack the underlying Ability usually associated with such Power. In this case, the Avatar will have 10% for the base chance for successful use of the Power.

Human

Physical Description: The humans portrayed in the game are much the same as humans in the real world—homo sapiens sapiens. Male members of the species stand roughly 5'10" in height, on average, some three inches taller than the females. Humans show a great variety of hair and eye colors, and a greater variance in body size and shape than perhaps any other character species.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health:	min. 40 points	max. 70 points
Precision:	min. 20 points	max. 50 points
Speed:	min. 8 points	max. 12 points

Random Increase Dice: The player will roll the following dice to determine the amount of random increase for each Base Rating:

Health: add 1d20 points to the Rating
Precision: add 1d10 points to the Rating
Speed: add 1d3 half-points to the Rating

Excluded Abilities: Humans are not excluded from learning any Ability.

Restricted Abilities: Humans are not restricted in what Abilities may be known when beginning play.

Mandatory Abilities: Humans have no Mandatory Abilities.

Chosen Abilities: The player will choose four Abilities for the Avatar and rank them in importance. The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability: 100% of Base Rating
Second Ability: 80% of Base Rating
Third Ability: 60% of Base Rating
Fourth Ability: 40% of Base Rating

Racial Capacities & Handicaps: Humans have no special capacities or handicaps.



Dwarf

Physical Description: Dwarves are short, with no member of the race much taller than four feet in height, are broad-shouldered and muscular, and fair (to tan) of complexion, but always with ruddy portions—ears, cheeks, nose. They are craggy-featured folk, strong of brow, high of forehead, hirsute of face, with head often bald in part or whole, and with hair of dark, earthy hue or the color of ashes or stone. They have large extremities—head, hands, and feet alike.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater points, to the Base Ratings than the following:

Health: min. 40 points	max. 70 points
Precision: min. 20 points	max. 50 points
Speed: min. 7 points	max. 10 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 3d6+6 points to the Rating
Precision: add 1d10 points to the Rating
Speed: add 1d3 half-points to the Rating

Excluded Abilities: Dwarves may never possess the Chivalry Ability.

Restricted Abilities: Dwarves may not begin play with the following Abilities: Luck, Nomadic, Psychogenics, Savagery, and Waterfaring.

Mandatory Abilities: Dwarves automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Mechanics Ability	at 50% of Health
Physique Ability	at 70% of Health
Planning Ability	at 60% of Health

Chosen Abilities: The player will choose two Abilities for the Avatar and rank them in importance. The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability	at 100% of Base Rating
Second Ability	at 80% of Base Rating

Racial Capacities & Handicaps: Dwarves have the following special capacities or handicaps:

1) Dwarves recuperate Health twice as fast as normal humans.

2) Dwarves see in total darkness as if illumination were equal to moderate twilight.

3) Dwarves scent odors some five times better than humans, having perhaps half the capacity of a normal dog.

4) Dwarves are limited in auditory range and unable to hear sounds pitched much above middle C (high-pitched voices are difficult to discern.) They are able to hear sounds pitched below human hearing range, however, and are subject to all sonic effects involving more than just the auditory nerve.

5) Dwarves have a decided tendency to exhibit the traits of greed, gluttony, avariciousness, and covetousness.

6) Dwarves have a limited resistance to some toxins. Ingested or insinuated toxins always inflict maximum harm, but contact poisons or inhaled toxins inflict only one-half normal harm.



Gnome

Physical Description: Small (about three and a half feet or a bit more in height), gnarly, and ruddy- or leathery-skinned. They are plain to ugly-looking folk by human standards, wrinkle-skinned from birth, looking aged as mere babes to humans.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health: min.40 points	max. 70 points
Precision: min. 20 points	max. 50 points
Speed: min. 6 points	max. 9 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 2d6+4 points to the Rating
Precision: add 1d10+2 points to the Rating
Speed: add 1d4 half-points to the Rating

Excluded Abilities: Gnomes may never possess the Chivalry Ability.

Restricted Abilities: Gnomes may not begin play with the following Abilities: Minstrelsy, Nomadic, Psychogenics, Savagery, and Waterfaring.

Mandatory Abilities: Gnomes automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Commerce Ability at 70% of Health
Mechanics Ability at 50% of Health
Stealth Ability at 60% of Precision

Chosen Abilities: The player will choose two Abilities for the Avatar and rank them in importance. The Ability Scores are then calculated from the applicable Base Rating as per the following percentages:

First Ability at 100% of Base Rating
Second Ability at 80% of Base Rating

Racial Capacities & Handicaps: Gnomes have the following special capacities or handicaps:

1) Gnomes are able to dig through the ground at a percentage of normal walking rate (sand at 15%, soil at 10%, and clay at 5%) for up to one ABC per point of base Speed.

2) Gnomes possess the visual capacity to see in total darkness as if illumination were equal to deep twilight.

3) Gnomes possess the olfactory capacity to scent odors some seven times better than humans, perhaps three-quarters the capacity of a normal dog.

4) Gnomes may move twice their normal rate for one ABC of time once per day.

5) Gnomes have a limited auditory range and are unable to hear sounds pitched above G (above middle-C), but are still subject to sonic effects that work on nerves other than the auditory.

6) Gnomes have a tendency to be hagglers and chiselers—even cheaters—to get more gain.

7) Humans are 25% likely to discriminate against Gnomes due to appearance.



Ilf

Physical Description: Ilfs stand as tall as average humans, but are generally of small bone structure and slender build. They have much sinewy strength and considerable agility. Complexion ranges from quite fair to a near leather-brown. Their appearance tends to be very attractive to humans.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health: min. 40 points	max. 70 points
Precision: min. 20 points	max. 50 points
Speed: min. 8 points	max. 12 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add a roll of 2d12+2 to the Rating
Precision: add a roll of 1d10+4 to the Rating
Speed: add 1d6 half-points to the Rating

Excluded Abilities: Ilfs are not excluded from learning any Abilities.

Restricted Abilities: Ilfs may not begin play with the following Abilities: Commerce, Evaluation, Mechanics, Metallurgy, Nomadic, Planning, Savagery, and Urbane.

Mandatory Abilities: Ilfs automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Hunt Ability	at 60% of Precision
Stealth Ability	at 50% of Precision
Weapons Ability	at 70% of Precision

Chosen Abilities: The player will choose two Abilities for the Avatar and rank them in importance. The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability	at 100% of Base Rating
Second Ability	at 80% of Base Rating

Racial Capacities & Handicaps: Ilfs have the following special capacities or handicaps:

1) Ilfs have a natural affinity with normal animals. This provides for a check against Speed (multiplied by four) to see if a single specimen can be called, or calmed or controlled so as to prevent attack or flight.

2) Ilf visual capacity is equivalent to human, but they are able to see in total darkness as if illumination were equal to dim twilight.

3) Ilfs tend to be disorderly in thinking and actions, gullible, judgmental, and rash.

4) A lack of self-discipline, combined with good looks, often get Ilfs into trouble.

Kobold

Physical Description: Kobolds stand around three feet in height, with small bone structure and slender build, yet, as with many Alfar races, having sinewy strength and great agility. Complexions range from a mere greenish cast to pale apple green or even a near jade hue. Eye coloration is hazel to striking gold. Kobold hair colors range from blue-black through dark brown to deep green. Although the slight slant of eye, sharp features, and sometimes wide mouth can give a somewhat devilish appearance to the face, kobolds are overall not unattractive, and some are downright striking in their attractiveness.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

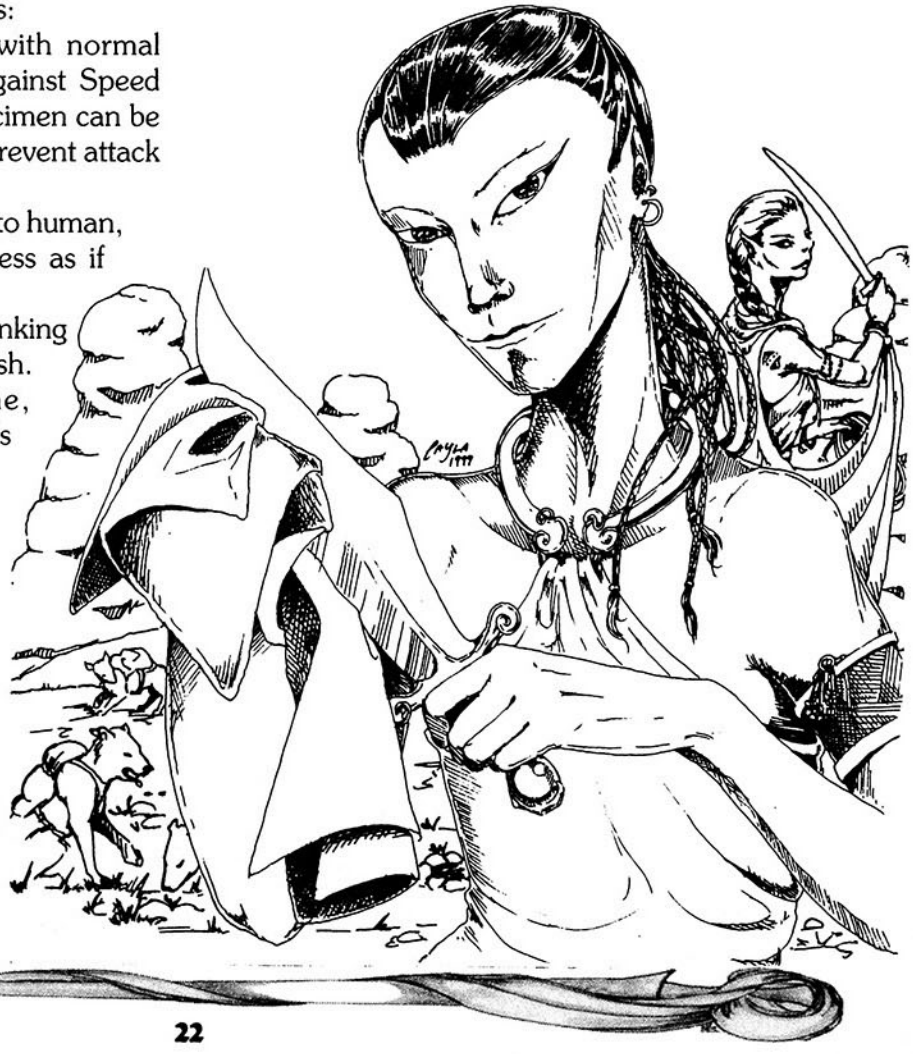
Health:	min. 40 points	max. 70 points
Precision:	min. 20 points	max. 50 points
Speed:	min. 10 points	max. 14 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 2d6+2 points to the Rating
Precision: add 1d12+2 points to the Rating
Speed: add 1d4 (+2)half-points to the rating

Excluded Abilities: Kobolds may never possess the Chivalry Ability.

Restricted Abilities: Kobolds may not begin play with the following Abilities: Nomadic, Physique, Planning, Pretense, and Waterfaring.



Mandatory Abilities: Kobolds automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Commerce Ability	at 80% of Health
Evaluation Ability	at 70% of Health
Stealth Ability	at 90% of Precision

Chosen Abilities: The player will choose two Abilities for the Avatar and rank them in importance. The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability	at 100% of Base Rating
Second Ability	at 60% of Base Rating

Racial Capacities & Handicaps: Kobolds have the following special capacities or handicaps:

1) Kobolds are able to become invisible. They may spend one ABC of time concentrating to become invisible, or become visible in the same period of time.

2) Kobolds have the basic combat capacity of using two attacks/ABC with a native Physique Ability bonus of a +2 to +5. Roll 1d4+1 to establish the bonus for the Avatar.

3) Kobolds possess an innate preternatural energy that provides a basic 10% armor protection without any normal material or magical protective wear or devices.

4) Kobolds have a visual capacity double the human norm and are able to see in total darkness as if illumination were equal to twilight.

5) Kobolds possess tactile sense at triple the normal human level.

6) Kobolds may possess an Enchantment or Psychogenic Power (equal chance for either, usable at 10% if associated ability is not possessed) once per day with a bonus of 12 AEPs, but with a Power Grade not above Good.

7) Kobolds have an auditory range limited to around low-C sound waves (one octave below middle-C), but are still subject to sonic effects that work on nerves other than the auditory.

8) The Kobold olfactory sense rates about 75% of the human norm.

9) Kobolds have a tendency to be abrasive, crude, rude, and are prone to "practical joke" stunts and bad puns and jokes.

10) Kobolds have an inclination to be sly, lazy, arrogant, drunken, and "shady" in business deals.

11) Humans are 50% likely to discriminate against Kobolds due to reputation and appearance.

Oaf, typical

Physical Description: A typical Oaf is about six and a quarter feet, or six and a half feet, tall from the top of his flat, oval-shaped head to the callused soles of his big, flat feet. Facial features are apish, with prognathous jaw, ears that stick out, beetling brow, etc. Shoulders slope to long arms terminating in large hands with short, thick and powerful fingers.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health: min. 50 points	max. 77 points
Precision: min. 20 points	max. 40 points
Speed: min. 3 points	Max. 6 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 3d10+4 points to the Rating
Precision: add 1d6+2 points to the Rating
Speed: add 1d4 half-points to the Rating

Excluded Abilities: Oafs may learn the following as new Abilities in addition to those listed in **Chosen Abilities** below; the rest are Excluded during play of the game: Evaluation, Pretense, Scrutiny, Stealth, and Tricks.

Restricted Abilities: See below.

Mandatory Abilities: Oafs automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Physique Ability	at 70% of Health
Ranging Ability	at 80% of Health
Weapons Ability	at 60% of Precision

Chosen Abilities: The player will choose two Abilities for the Avatar from the following list and rank them in importance: Hunt, Luck, Nomadic, Savagery, Stealing, Theurgy, Urbane, Waterfaring, and Waylaying.

The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability	at 50% of Base Rating
Second Ability	at 40% of Base Rating

Racial Capacities & Handicaps: Oafs have the following special capacities or handicaps:

1) Oaf Avatars have three knacks but only two quirks (explained in Lejend Master's Lore™).

2) Oafs have a visual capacity about human norm, but are able to see in total darkness as if illumination were equal to very dim twilight (dusk.)

3) Oafs ignore Shock harm of less than three points due to a robust physique.

4) Oafs climb at 125% human speed and gain a bonus of -10 on d% checks or otherwise gain a 10% favorable adjustment.

Oaf, Major

Physical Description: A Major Oaf is about six and a half feet to seven feet tall from the top of his flat, oval-shaped head to the callused soles of his big, flat feet. Facial features are apish, with prognathous jaw, ears that stick out, beetling brow, etc. Shoulders slope to long arms terminating in large hands with short, thick and powerful fingers. Major Oafs are larger and stronger, but no smarter, than typical Oafs.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health: min. 50 points	max. 80 points
Precision: min. 20 points	max. 40 points
Speed: min. 3 points	max. 6 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 3d12+4 points to the Rating
Precision: add 1d8+2 points to the Rating
Speed: add 1d3 half-points to the Rating

Excluded Abilities: Major Oafs may learn the following as new Abilities (in addition to those listed in **Chosen Abilities** below; the rest are Excluded) during play of the game: Pretense, Scrutiny, and Tricks.

Restricted Abilities: See below.

Mandatory Abilities: Major Oafs automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Physique Ability	at 80% of Health
Ranging Ability	at 60% of Health
Weapons Ability	at 70% of Precision

Chosen Abilities: The player will choose two Abilities for the Avatar from the following list and rank them in importance: Hunt, Luck, Nomadic, Stealing, Theurgy, Urbane, Waterfaring, and Waylaying.

The Ability Scores are then figured from the applicable Base Rating at the following percentages:

First Ability	at 50% of Base Rating
Second Ability	at 40% of Base Rating

Racial Capacities & Handicaps: Major Oafs have the following special capacities or handicaps:

1) Major Oaf Avatars have three knacks but only two quirks (explained in the Lejend Master's Lore™.)

2) Major Oafs possess a visual capacity about the human norm, but are able to see in total darkness as if illumination were equal to very dim twilight (dusk.)

3) Major Oafs ignore Shock harm of less than three points due to a robust physique.

4) Major Oafs climb at 125% human speed and gain a bonus of -10 on d% checks or otherwise gain a 10% favorable adjustment.

Orc

Physical Description: In general, all orcs are not quite so tall as oafs, but on average they are broader, almost as strong, and not quite so dull-witted. (Again, remember that even though not fast intellectually, orcs can be cunning and tricky.) A typical specimen is under six feet tall from the top of his sloping cranium to the soles of his big, flat, long-toed feet. Facial features are coarse, the jaw lantern-like, ears long. Shoulders are square, arms quite long, hands ham-like with long, thick fingers.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health: min. 50 points	max. 76 points
Precision: min. 20 points	max. 40 points
Speed: min. 4 points	max. 7 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 4d8+4 points to the Rating
Precision: add 1d8+2 points to the Rating
Speed: add 1d4 half-points to the Rating

Excluded Abilities: Orcs may learn the following as new Abilities (in addition to those listed in **Chosen Abilities** below; the rest are Excluded) during play of the game: Enchantment, Evaluation, Pretense, Scrutiny, Stealth, Theurgy, Tricks, Unarmed Combat, and Waterfaring.

Restricted Abilities: Orcs may never gain the Chivalry Ability.

Mandatory Abilities: Orcs automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Physique	at 80% of Health
Stealing	at 40% of Precision
Weapons	at 70% of Precision

Chosen Abilities: The player will choose two Abilities for the Avatar from the following list and rank them in importance: Hunt, Luck, Necrourgy, Nomadic, Ranging, Savagery, Theurgy, Tricks, Urbane, and Waylaying.

The Ability Scores are then figured from the applicable Base Rating at the following percentages:

First Ability	at 60% of Base Rating
Second Ability	at 50% of Base Rating

Racial Capacities & Handicaps: Orcs have the following special capacities or handicaps:

1) Orc Avatars have two knacks but only one quirk (explained in the Lejend Master's Lore book.)

2) Olfactory capacity is double that of humans, about one-fifth the capability of a dog.

3) Orc visual capacity is about human norm, but they are able to see in total darkness as if illumination were equal to very dim twilight (dusk.)

4) Orcs climb at 125% human speed and receive a bonus of -10 on d% checks or otherwise gain a 10% favorable adjustment.

Orc, Greater

Physical Description: In general, all Orcs are not quite so tall as Oafs, but on average they are broader, almost as strong, and not quite so dull-witted. Greater Orcs are taller, of course, than typical or lesser Orcs. A Great Orc stands over six feet in height, almost as tall as a typical Oaf. Great Orcs serve as chiefs in orcish society, these being larger and stronger than the usual and lesser Orcs.

In all other regards, Great Orcs resemble other Orcs. (See the Orc description.)

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health: min. 50 points	max. 76 points
Precision: min. 20 points	max. 40 points
Speed: min. 4 points	max. 7 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 4d10+4 points to the Rating
Precision: add 1d10+2 points to the Rating
Speed: add 1d3 half-points to the Rating

Excluded Abilities: Great Orcs may learn the following as new Abilities (in addition to those listed in **Chosen Abilities** below; the rest are Excluded) during play of the game: Evaluation, Scrutiny, Stealth, Tricks, Unarmed Combat, and Waterfaring.

Restricted Abilities: Great Orcs may never gain the Chivalry Ability.

Mandatory Abilities: Great Orcs automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Physique	at 100% of Health
Stealing	at 90% of Precision
Weapons	at 80% of Precision

Chosen Abilities: The player will choose two Abilities from the following list and rank them in importance: Hunt, Luck, Nomadic, Ranging, Savagery, Sorcery, Theurgy, Tricks, Urbane, and Waylaying.

The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability	at 50% of Base Rating
Second Ability	at 40% of Base Rating

Racial Capacities & Handicaps: Greater Orcs have the following special capacities or handicaps:

1) Greater Orc Avatars have two knacks but only one quirk (explained in the Lejend Master's Lore™ book.)

2) Olfactory capacity is double that of humans, or about one-fifth the capability of a dog.

3) Great Orc visual capacity about human norm, but they are able to see in total darkness as if illumination were equal to very dim twilight (dusk.)

4) Great Orcs Climb at 125% human speed and receive a bonus of -10 on d% checks or otherwise gain a 10% favorable adjustment.

Orc, Lesser

Physical Description: In general, all orcs are not quite so tall as oafs, but on average they are broader, almost as strong, and not quite so dull-witted. A Lesser Orc is several inches under six feet tall and has the same basic features as all orcs share (see the Orc description.)

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health: min. 50 points	max. 76 points
Precision: min. 20 points	max. 40 points
Speed: min. 4 points	max. 7 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 5d6+4 points to the Rating

Precision: add 1d6+2 points to the Rating

Speed: add 1d6 half-points to the Rating

Excluded Abilities: Orcs may learn the following as new Abilities (in addition to those listed in **Chosen Abilities** below; the rest are Excluded) during play of the game: Arcana, Enchantment, Evaluation, Pretense, Scrutiny, Stealth, Tricks, Unarmed Combat, and Waterfaring.

Restricted Abilities: Lesser Orcs may never learn the Chivalry Ability.

Mandatory Abilities: Lesser Orcs automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Physique at 40% of Health

Stealing at 80% of Precision

Weapons at 60% of Precision

Chosen Abilities: The player will choose two Abilities for the Avatar from the following list and rank them in importance: Enchantment, Hunt, Luck, Nomadic, Ranging, Rustic, Theurgy, Tricks, Urbane, and Waylaying.

The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability at 70% of Base Rating

Second Ability at 50% of Base Rating

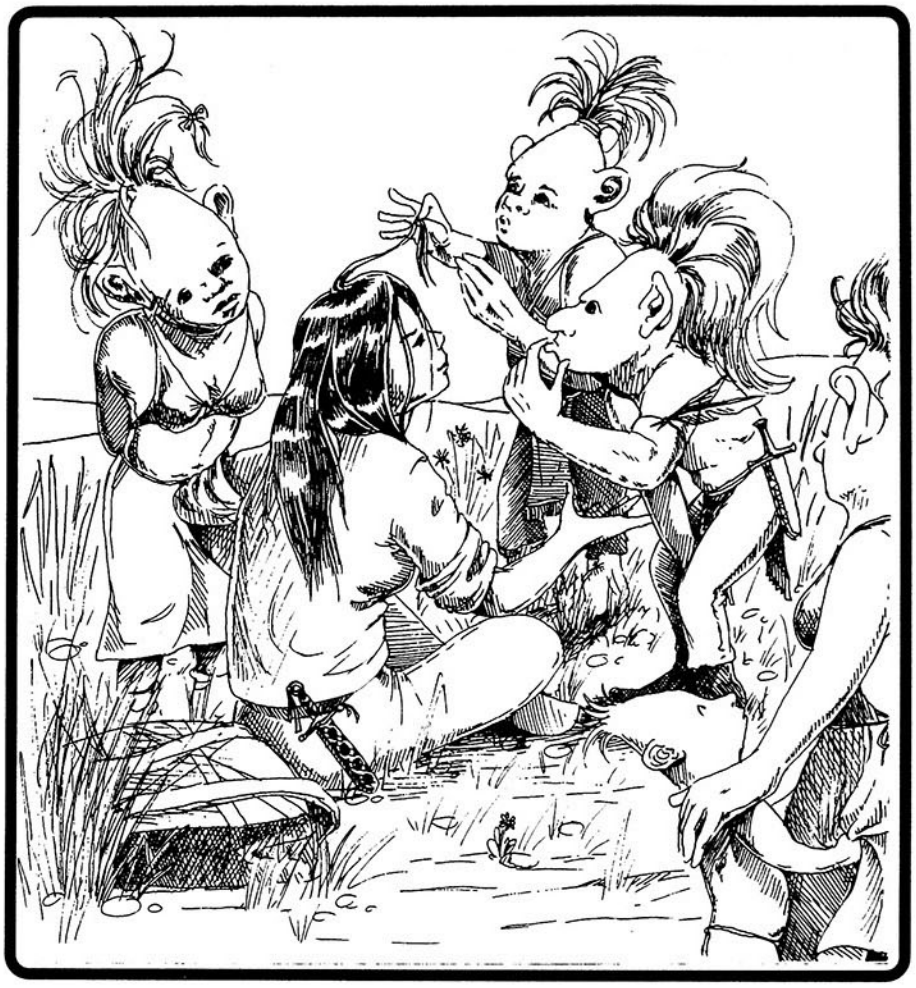
Racial Capacities & Handicaps: Lesser Orcs have the following special capacities or handicaps:

1) Lesser Orc Avatars have two knacks but only one quirk (explained in Lejend Master's Lore™ book.)

2) Olfactory capacity is double that of humans, about one-fifth the capability of a dog.

3) Lesser Orc visual capacity about human norm, but they are able to see in total darkness as if illumination were equal to very dim twilight (dusk.)

4) Lesser Orcs climb at 125% human speed and receive a bonus of -10 on d% checks or otherwise gain a 10% favorable adjustment.



Trollkin

Physical Description: A typical Barrens Trollkin specimen is about three and a half feet tall, weighs some 70 pounds (because of dense bones and muscles), and has skin of a pale, slate blue. Trollkin are bullet-headed, with features seemingly scrunched down onto the lower third of their faces, with large ears protruding laterally that accentuate this condition. Cranial hair is in a straight standing shock atop the point of the head.

Slightly smaller than Barrens Trollkin are the Cave Trollkin. A typical specimen is only about three and a quarter feet tall, but weighs at least some 60 pounds. Their features are much the same as those of Barrens Trollkin, but their skin is a deep gray hue.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health: min. 40 points max. 70 points
Precision: min. 20 points max. 50 points
Speed: min. 8 points max. 12 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 3d4+2 points to the Rating
Precision: add 2d8+4 points to the Rating
Speed: add 1d4 half-points to the Rating

Excluded Abilities: Trollkin are not excluded from learning any Abilities.

Restricted Abilities: See below.

Mandatory Abilities: Trollkin automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Minstrelsy at 80% of Precision
Ranging at 50% of Health
Stealing at 40% of Precision

Chosen Abilities: The player will choose two Abilities for the Avatar from the following list and rank them in importance: Arcana, Commerce, Evaluation, Geourgy, Mechanics, Physique, Psychogenic, Rustic, Stealth, Theurgy, Tricks, Waylaying, and Weapons.

The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability at 70% of Base Rating
Second Ability at 60% of Base Rating

Racial Capacities & Handicaps: Trollkin have the following special capacities or handicaps:

1) Trollkin swim at 50% of their base walking movement rate.

2) Trollkin can be active for 3-5 minutes while holding their breath.

3) Trollkin can see in normal daylight only as if it were a dark night, and in lesser light such as early morning and evening as if it were a moonlit night.

4) Trollkin possess the visual capacity to see in total darkness as if illumination were equal to normal twilight.

5) Trollkin have an auditory capacity about twice that of a normal human, perhaps close to that of an average dog.

6) Their olfactory sense limited to only the very strongest and most proximate of odors, so Trollkin are virtually unable to smell most things, but their taste buds will detect poisonous vapors.

7) Trollkin have a tendency to be rude, hurtful, and mean.

8) Humans are 50% likely to discriminate against them due to appearance.



Wylf



Physical Description: A typical Wylf, or elf, stands slightly taller than an average human and is generally of small bone structure and willowy build, with sinewy strength and great agility. Grotto elves are near-albino, with pale to fair hair, large, light-colored eyes, and large, pointed ears, but relatively small noses and mouths. Thicket elves are much like that in appearance but have fair, tanned, or even wood-hued skin with hair color that ranges from fair through the spectrum of leaves in autumn.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health: min. 40 points
max. 70 points
Precision: min. 20 points
max. 50 points
Speed: min. 8 points
max. 14 points

Random Increase Dice:

The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 3d4+2 points to the Rating
Precision: add 1d8+4 points to the Rating
Speed: add 1d3(+1) half-points to the Rating

Excluded Abilities: Wylfs are not excluded from learning any Ability.

Restricted Abilities: Wylfs may not begin play with the following Abilities: Arcana, Chivalry, Commerce, Evaluation, Mechanics, Metallurgy, Nomadic, Planning, Urbane, and Waterfaring.

Mandatory Abilities: Wylfs automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Ranging	at 60% of Health
Scrutiny	at 50% of Precision
Stealth	at 70% of Precision

Chosen Abilities: The player will choose two Abilities for the Avatar and rank them in importance. The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability	at 100% of Base Rating
Second Ability	at 80% of Base Rating

Racial Capacities & Handicaps: Wylfs have the following special capacities or handicaps:

1) Wylfs begin with one of the following Psychogenic Abilities known: Alter Vibrations, Material Sensitivity, Mind Over Matter, Power Sensing, Premonition, Sixth Sight, or Thought Reading.

2) The visual capacity is that of the Psychogenic Power of Nictoscopy for grotto elves, with bright light not enhancing vision. Thicket elves see in twilight as if in full daylight, but full sunlight and total darkness enable only sight as if in twilight, and in total darkness they see as if illumination were dim twilight.

3) All other senses perform as in the description of the Psychogenic Power of Sensory Acuity.

4) All Wylfs have a tendency to be suspicious, xenophobic, irascible, nervous in crowds, and uncomfortable in urban settings.

5) Shock Harm of 10 or more points in a single blow, occurring when current Health is less than 70% of normal, is likely to induce unconsciousness in a wylf. The player must check for consciousness using the current Health as a base. If the check fails, the wylf blacks out one second of realtime for each point of Harm taken in excess of 10.

Veshoge

Physical Description: The Veshoge look very much like humans with a pink or rosy cast of skin and (frequently) a somewhat porcine-like visage—in such cases having outward turning canines, round cheeks, upturned nose, beady eyes, and horizontally oval face with sparse hair. Average height is about five and a quarter feet tall, with a slope-shouldered thick torso tending towards corpulence. A Veshoge has little body hair, save a shock growing atop the head and running to the shoulder blades.

Initial Base Rating Guidelines: The player may initially assign no fewer points, and no greater number of points, to the Base Ratings than the following:

Health: min. 45 points	max. 65 points
Precision: min. 25 points	max. 55 points
Speed: min. 7 points	max. 10 points

Random Increase Dice: The player will roll the following dice to determine the amount of increase for each Base Rating:

Health: add 1d12 points to the Rating
Precision: add 1d8 points to the Rating
Speed: add 1d6 half-points to the Rating

Excluded Abilities: Veshoge are not excluded from learning any Abilities.

Restricted Abilities: See below.

Mandatory Abilities: Veshoge automatically begin play with three Abilities. The Ability Scores are based on the associated Base Rating.

Commerce	at 80% of Heath
Stealth	at 90% of Precision
Weapons	at 60% of Precision

Chosen Abilities: The player will choose three Abilities for the Avatar from the following list and rank them in importance: Enchantment, Evaluation, Hunt, Luck, Nomadic, Psychogenic, Ranging, Rustic, Savagery, Theurgy, Tricks, and Waylaying.

The Ability Scores are then figured off the applicable Base Rating at the following percentages:

First Ability	at 70% of Base Rating
Second Ability	at 50% of Base Rating
Third Ability	at 40% of Base Rating

Racial Capacities & Handicaps: Veshoge have the following special capacities or handicaps:

1) Veshoge Avatars have two knacks but only one quirk (explained in the Lejend Master's Lore™ book.)

2) Auditory capacity of the Veshoge is double that of humans.

3) Veshoge visual capacity is about 90% human norm, but they are able to see in total darkness as if illumination were equal to dim twilight.



Orders and Benefits

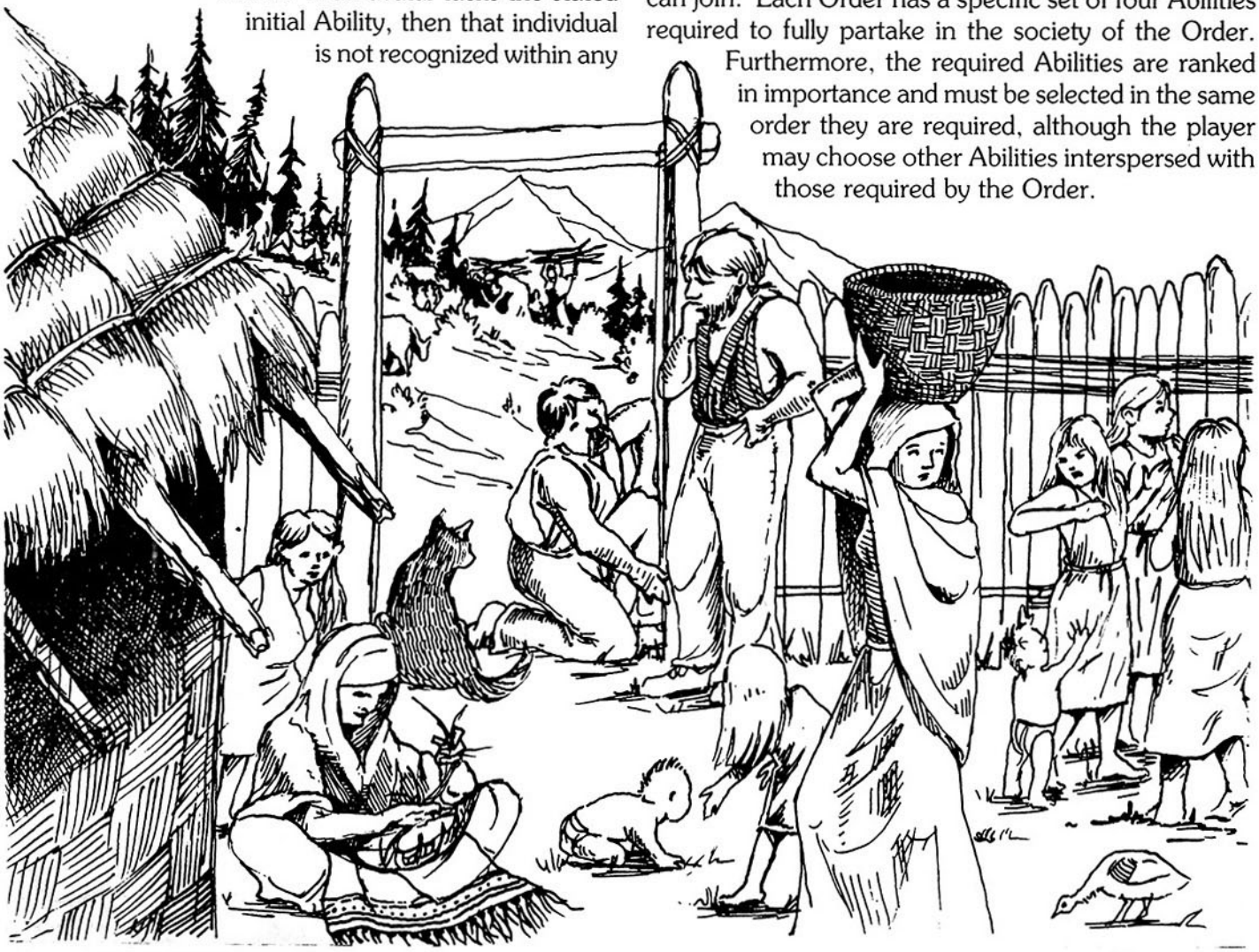
By way of explanation for the existence of Orders, it is supposed that certain combinations of Abilities indicate a professional or vocational path that is recognized by others in general society. Such a combination of Abilities, in the series order indicated by the Order description, places the Avatar within an Order, informally or formally, according to the Order and/or the individual's choice.

An Avatar can belong to only one Order, if he or she belongs to any at all. The Avatar's initial chosen Ability must be the initial Ability listed for the desired Order. If an avatar lacks the stated initial Ability, then that individual is not recognized within any of the social class systems, per se. This in no way makes the Avatar less able (see the material on Unordered Avatars), but it does deny the privileges and other benefits given to those who are operating within a recognized class structure.

It is assumed that the Lejend Master will provide suitable association places within the campaign. These include guild-like societies and headquarters, secret meeting places, temples, and so forth.

Required Abilities

As mentioned previously, the Abilities that an Avatar possesses determine what Order the character can join. Each Order has a specific set of four Abilities required to fully partake in the society of the Order. Furthermore, the required Abilities are ranked in importance and must be selected in the same order they are required, although the player may choose other Abilities interspersed with those required by the Order.



For example, a player wants his Avatar to become a Forester. The required Abilities, in order, for Forester are Hunt, Weapons, Archery, and Rustic. The player also wants the character to know Minstrelsy, so he chooses Hunt, Weapons, Minstrelsy, and Archery initially. In this case, the Avatar could become a fully-recognized Forester with the acquisition of Rustic Ability through play.

To determine eligibility for membership in an Order, check the list of Orders given hereafter, and compare the required Abilities with those of the Avatar. The initial Ability ranked first in Step Eight of the creation process must be the same as that listed first for the Order. An Avatar has only one Ability ranked first in importance, so there is the possibility for belonging to but a single Order. No Avatar can have two initial Abilities, nor can he or she actually belong to two Orders.

The Avatar from above could never be a Forester if the first Ability chosen were to be something other than Hunt. The player could choose the four required Abilities in order after that, but without Hunt being the first Ability chosen, the Avatar will never be a Forester.

However, the Avatar need not have more than the initial Ability indicated to be eligible for contact (at 12th Rank), as noted in the details of each Order. The Avatar's other Abilities may be other than those required by the Order, as the Avatar can gain new Abilities to properly qualify for full membership.

Using the example of a would-be Desperado Order Avatar, with Stealing as the initial Ability chosen and the other Abilities as Weapons, Physique, and Stealth (with Minstrelsy as the additional Ability), here is how the player could make that Avatar a full-fledged member of the Desperado Order:

- As soon as a new Ability is gained, the player selects Pretense. The Avatar can then join a Desperado guild, hold 11th Rank, and gain the benefit indicated.
- The next Ability acquired through expenditure of Merits must be Urbane. This moves the Avatar to 10th Rank in the Desperado Order.
- Finally, when the third new Ability is purchased, it must be Evaluation, and this gains at least 9th Rank status for the Avatar, and higher Rank (but not cumulative benefit) if the Stealing Ability Score of the character is in excess of 60.



Order Rank

To indicate the advancement of a player's Avatar in an Order, Ranks indicating the general capacity and/or standing of an Avatar are given. These are both social and professional or vocational rankings that enable the individual Avatar, in some situations, to deal with others from a progressively higher rank. Advancement from one rank to another also brings certain benefits to the Avatar.

Find the Rank of the Avatar using the information provided in the Order description. Note that the Avatar gains the Rank indicated, with all the benefits listed for it. The Avatar does not get any benefits from lower Ranks that are bypassed in the process, save as noted immediately hereafter: the Avatar does get the benefit of 9th Rank benefits, as detailed for each Order, if he or she is of 8th or higher Rank. These additions are in "recognition" of being a full-fledged member of the Order.

The ranking assumes the required combinations and sequence of Abilities. Furthermore, even with the initial Ability for an Order, the Avatar is not recognized as actually belonging to it, although, as noted, the Avatar need not have more than the initial Ability indicated to be eligible for contact (at 12th Rank), as noted in the details of each Order.

Rank titles are generally not known or used outside the society of the order, of course. An Avatar does not strut around saying, "I am a Rogue Order Master Impostor," certainly! However, an Avatar would indeed find reason to state being a belted Knight. This is a matter of common sense for player and GM alike.

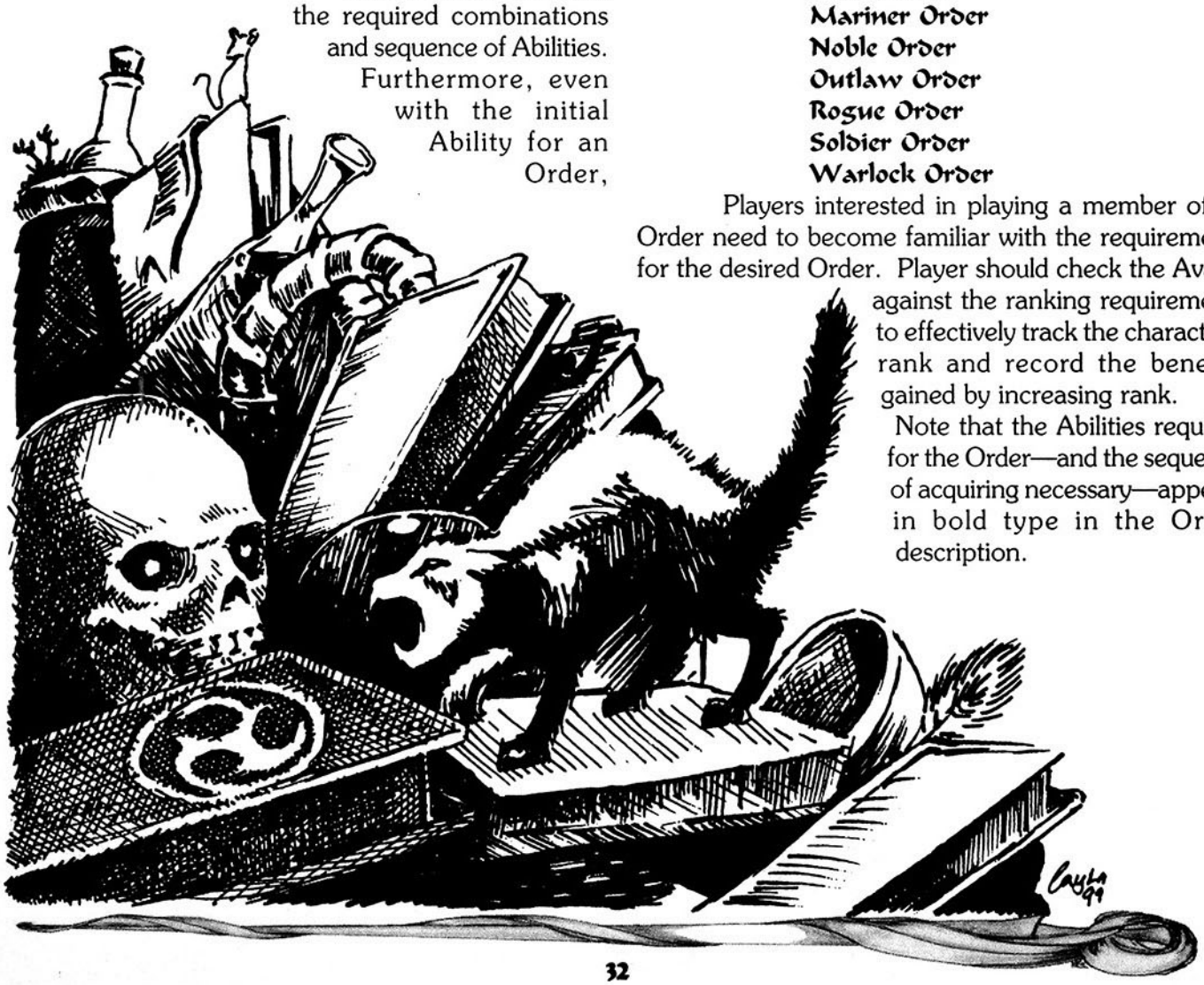
Avatar Orders

The recognized Avatar Orders are:

Demonurge Order
Desperado Order
Ecclesiastic Order
Elementalist Order
Forester Order
Jongleur Order
Mage Order
Mariner Order
Noble Order
Outlaw Order
Rogue Order
Soldier Order
Warlock Order

Players interested in playing a member of an Order need to become familiar with the requirements for the desired Order. Player should check the Avatar against the ranking requirements to effectively track the character's rank and record the benefits gained by increasing rank.

Note that the Abilities required for the Order—and the sequence of acquiring necessary—appears in bold type in the Order description.



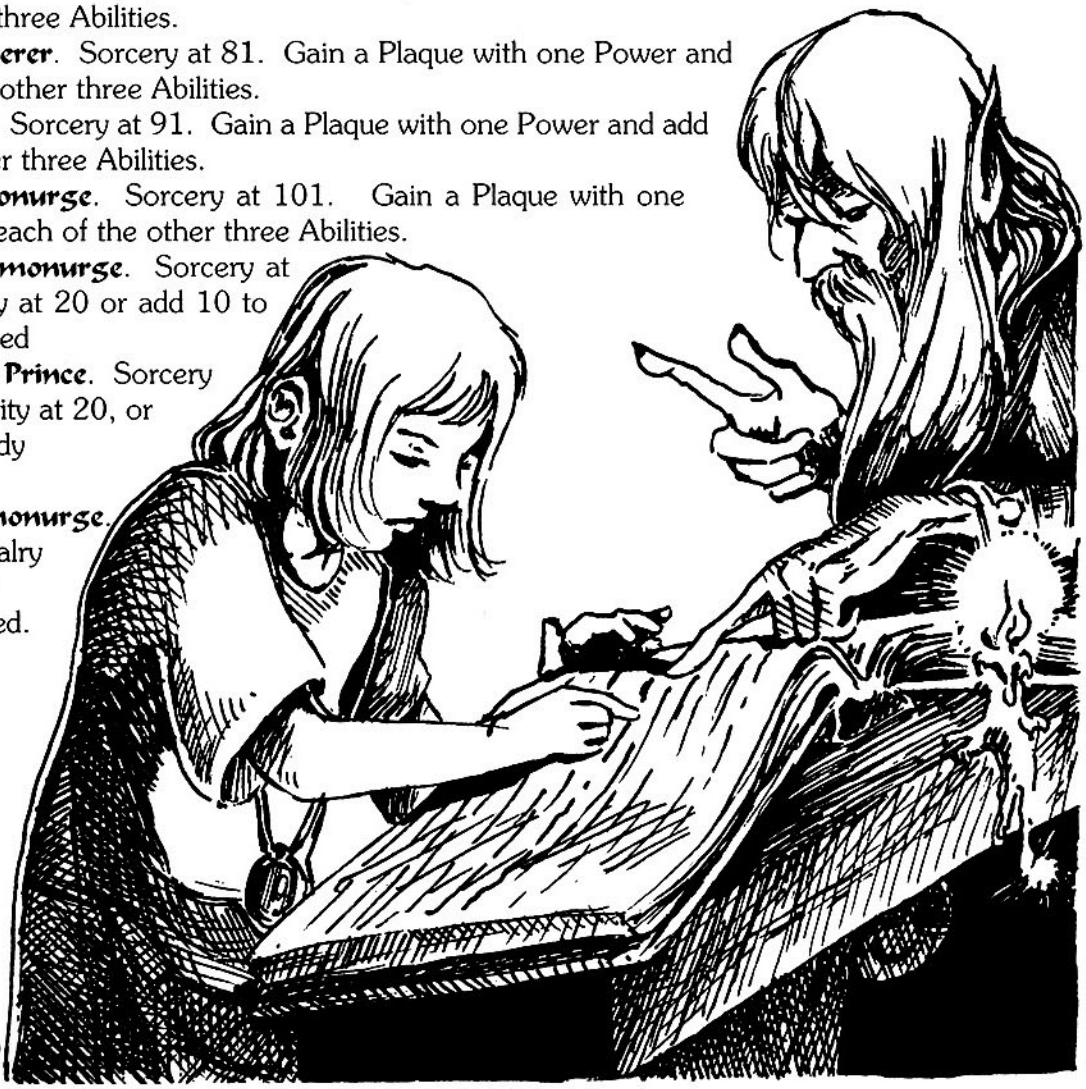
Demonurge Order

Low to Low Upper Society

Those who practice sorcery are known amongst themselves as Demonurges. Their society is pervasive, but organized groups are found only in large cities or in special, isolated, and secret communities elsewhere. They are recognized socially only by Warlocks and such Nobles as stoop to use their services. Typical places for association are undercover guilds and temples, often hidden or disguised to cloak their true nature.

The required Abilities are **Sorcery, Tricks, Arcana, and Luck**.

- **12th Rank, Imp Beater**. Sorcery only possessed. No benefit save contact.
- **11th Rank, Petty Summoner**. Sorcery and Tricks possessed. Guild membership available. Add 2 points to Weapons Ability.
- **10th Rank, Summoner**. Sorcery, Tricks, and Arcana possessed. Gain memory tablet and add 2 points to Weapons Ability.
- **9th Rank, Sorcerer**. All four required Abilities possessed. Gain 1 Power. Add 2 points to each of the four required Abilities possessed, but addition to Sorcery Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.
- **8th Rank, Veteran Sorcerer**. Sorcery at 61. Add 2 points to each of the other three Abilities.
- **7th Rank, Expert Sorcerer**. Sorcery at 71. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **6th Rank, Master Sorcerer**. Sorcery at 81. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **5th Rank, Demonurge**. Sorcery at 91. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **4th Rank, Grand Demonurge**. Sorcery at 101. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **3rd Rank, Blackest Demonurge**. Sorcery at 111. Add Physique Ability at 20 or add 10 to Physique if already possessed
- **2nd Rank, Demonurge Prince**. Sorcery at 121. Add Pretense Ability at 20, or add 10 to Pretense if already possessed.
- **1st Rank Infernal Demonurge**. Sorcery at 131. Add Chivalry Ability at 20, or add 10 to Chivalry if already possessed.



Desperado Order

Low Society

All such organizations are found only in cities, although their influence can reach into somewhat smaller communities and is recognized by Jongleurs, Outlaws, and Rogues. Typical places for association are low "dives" and criminal guilds (such as an assassins society, a beggars brotherhood, and/or a thieves guild.)

The required Abilities are **Stealing, Urbane, Evaluation, and Scrutiny**.

- **12th Rank, Gangster**. Stealing only possessed. No benefit save contact.
- **11th Rank, Petty Hoodlum**. Stealing and Urbane possessed. Guild membership available and add 2 points to Weapons Ability.
- **10th Rank, Hoodlum**. Stealing, Urbane, and Evaluation possessed. Gain finest set of criminal tools available and add 5 points to Weapons Ability.
- **9th Rank, Crook.** All four required Abilities possessed. Add 2 points to each of the four required Abilities possessed. Addition to Stealing Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category. Add 5 points to Weapons Ability.
- **8th Rank, Veteran Crook.** Stealing at 61. Add 2 points to each of the other three Abilities and 5 points to Weapons Ability.
- **7th Rank, Expert Crook.** Stealing at 71. Add 2 points to each of the other three Abilities and to Weapons Ability.
- **6th Rank, Master Criminal**. Stealing at 81. Add 2 points to each of the other three Abilities and to Weapons Ability.
- **5th Rank, Desperado**. Stealing at 91. Add 1 point to each of the other three Abilities and to Weapons Ability.
- **4th Rank, Feared Desperado**. Stealing at 101. Add 1 point to each of the other three Abilities.
- **3rd Rank, Desperado Chief**. Stealing at 111. Add Planning Ability at 20, or add 10 to Planning if already possessed.
- **2nd Rank, Desperado Prince**. Stealing at 121. Add Pretense Ability at 20, or add 10 to Pretense if already possessed.
- **1st Rank, Desperado Overlord**. Stealing at 131. Add Commerce Ability at 20, or add 10 to Commerce if already possessed.



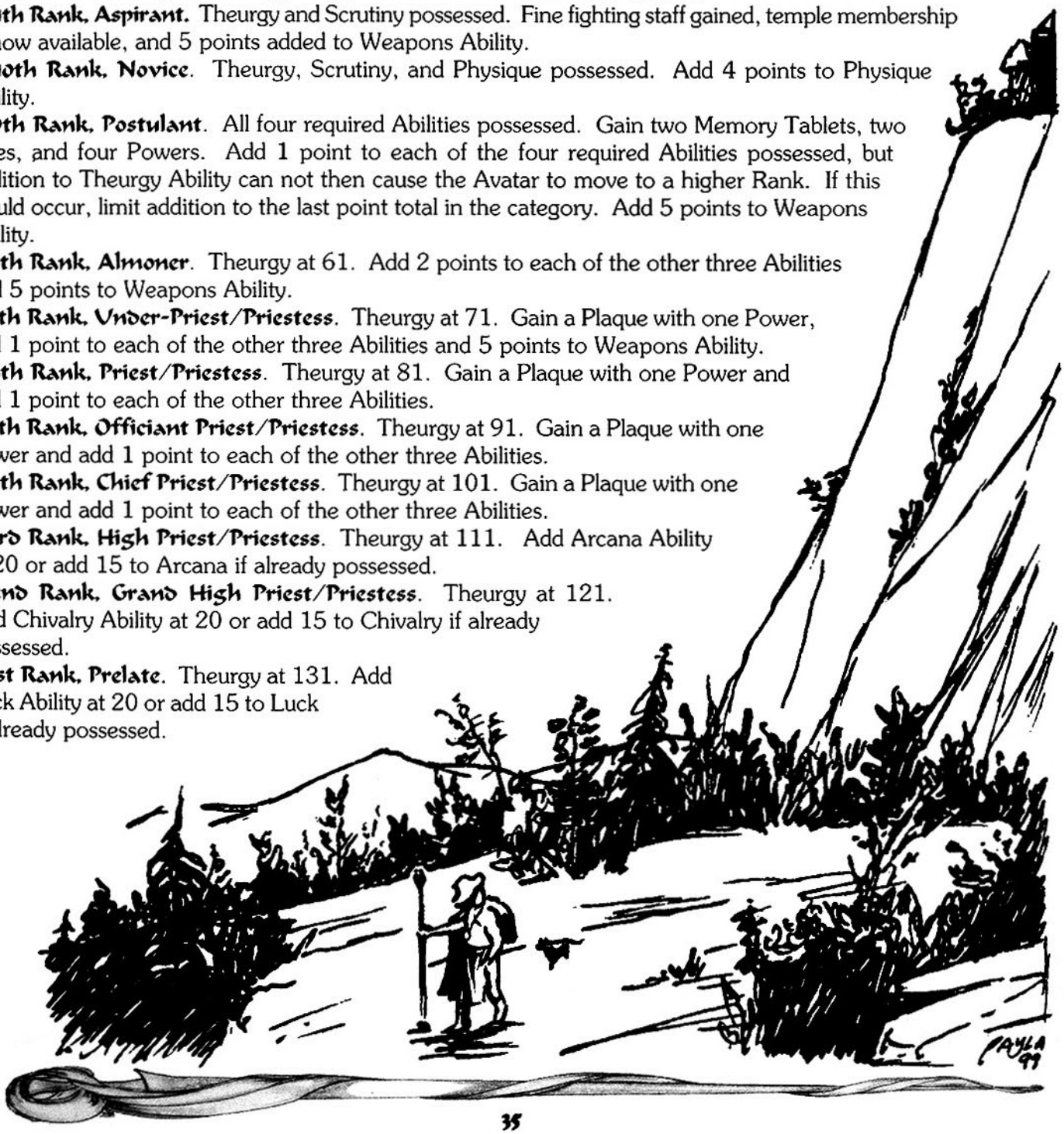
Ecclesiastic Order

Upper Lower to Upper Society

Priesthoods, clergy, and religious societies, from humble monks to the high prelates, are found in all states of the world, although not necessarily in a formal hierarchy. They are recognized, sometimes perforce, by all in such states as their deities are honored, and elsewhere, possibly respected or dishonored, as their pantheon has renown or not. Typical places for association are universities, shrines, religious establishments, temples, noble courts etc.

The required Abilities are **Theurgy, Scrutiny, Physique, and Learning**.

- **12th Rank, Acolyte**. Theurgy only possessed. No benefit save contact.
- **11th Rank, Aspirant.** Theurgy and Scrutiny possessed. Fine fighting staff gained, temple membership is now available, and 5 points added to Weapons Ability.
- **10th Rank, Novice**. Theurgy, Scrutiny, and Physique possessed. Add 4 points to Physique Ability.
- **9th Rank, Postulant**. All four required Abilities possessed. Gain two Memory Tablets, two Rites, and four Powers. Add 1 point to each of the four required Abilities possessed, but addition to Theurgy Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category. Add 5 points to Weapons Ability.
- **8th Rank, Almoner**. Theurgy at 61. Add 2 points to each of the other three Abilities and 5 points to Weapons Ability.
- **7th Rank, Under-Priest/Priestess**. Theurgy at 71. Gain a Plaque with one Power, add 1 point to each of the other three Abilities and 5 points to Weapons Ability.
- **6th Rank, Priest/Priestess**. Theurgy at 81. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **5th Rank, Officiant Priest/Priestess**. Theurgy at 91. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **4th Rank, Chief Priest/Priestess**. Theurgy at 101. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **3rd Rank, High Priest/Priestess**. Theurgy at 111. Add Arcana Ability at 20 or add 15 to Arcana if already possessed.
- **2nd Rank, Grand High Priest/Priestess**. Theurgy at 121. Add Chivalry Ability at 20 or add 15 to Chivalry if already possessed.
- **1st Rank, Prelate**. Theurgy at 131. Add Luck Ability at 20 or add 15 to Luck if already possessed.



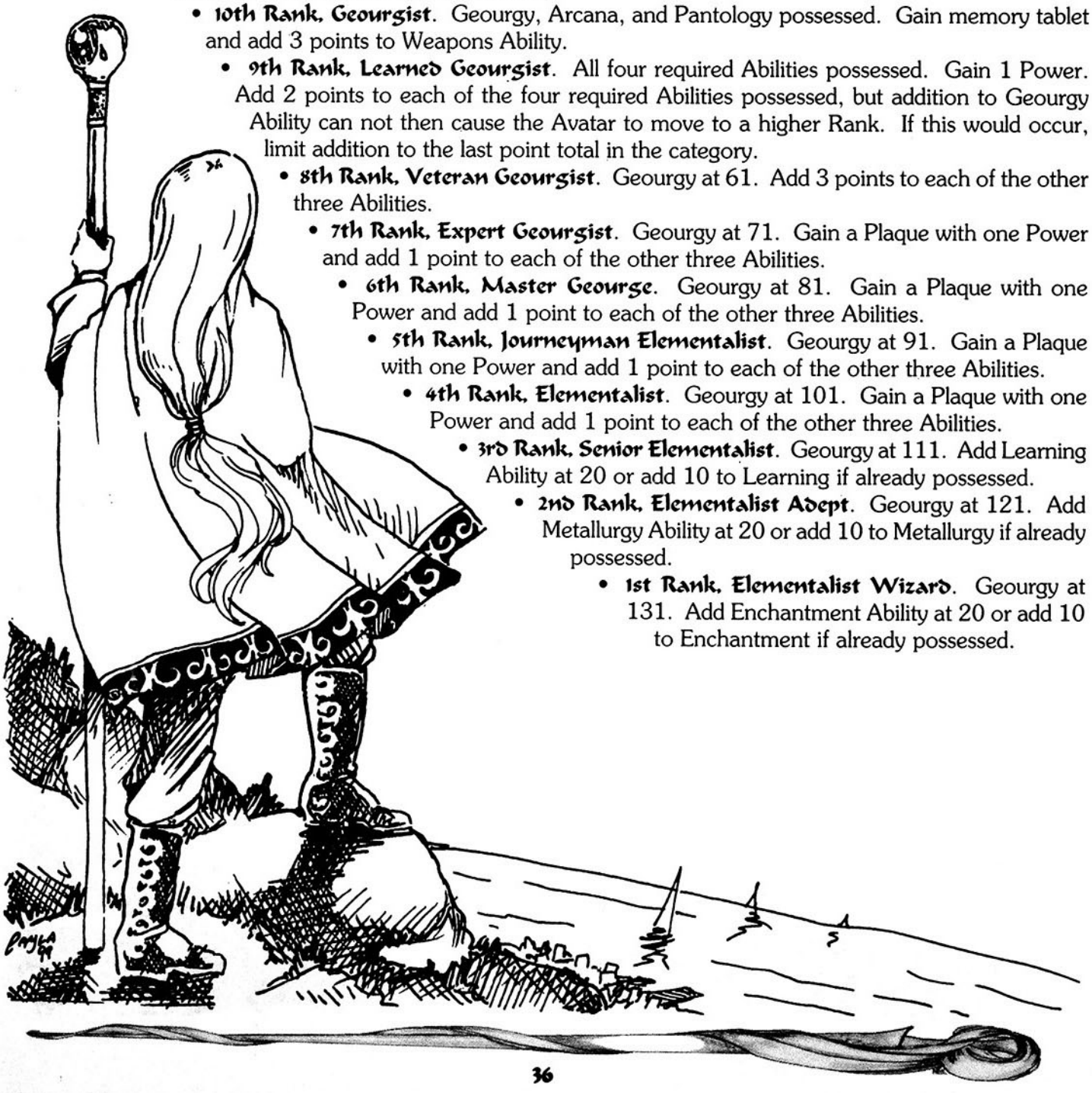
Elementalist Order

Middle to Middle Upper Society

Geourgists are known as Elementalists in their own circles. Elementalists are found in cities, towns, and even in more rustic locales. However, only larger communities have organized guilds. They are recognized by all, but especially by Mages, Mariners, Nobles, and Soldiers. Typical places for association are "explorers" organizations, guilds, and places of higher learning.

The required Abilities are **Geourgy, Arcana, Pantology, and Ranging**.

- **12th Rank, Elemental Experimenter**. Geourgy only possessed. No benefit save contact.
- **11th Rank, Elemental Practitioner**. Geourgy and Arcana possessed. Guild membership becomes available and 2 points added to Weapons Ability.
- **10th Rank, Geourgist**. Geourgy, Arcana, and Pantology possessed. Gain memory tablet and add 3 points to Weapons Ability.
- **9th Rank, Learned Geourgist**. All four required Abilities possessed. Gain 1 Power. Add 2 points to each of the four required Abilities possessed, but addition to Geourgy Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.
- **8th Rank, Veteran Geourgist**. Geourgy at 61. Add 3 points to each of the other three Abilities.
- **7th Rank, Expert Geourgist**. Geourgy at 71. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **6th Rank, Master Geourge**. Geourgy at 81. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **5th Rank, Journeyman Elementalist**. Geourgy at 91. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **4th Rank, Elementalist**. Geourgy at 101. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **3rd Rank, Senior Elementalist**. Geourgy at 111. Add Learning Ability at 20 or add 10 to Learning if already possessed.
- **2nd Rank, Elementalist Adept**. Geourgy at 121. Add Metallurgy Ability at 20 or add 10 to Metallurgy if already possessed.
- **1st Rank, Elementalist Wizard**. Geourgy at 131. Add Enchantment Ability at 20 or add 10 to Enchantment if already possessed.



Forester Order

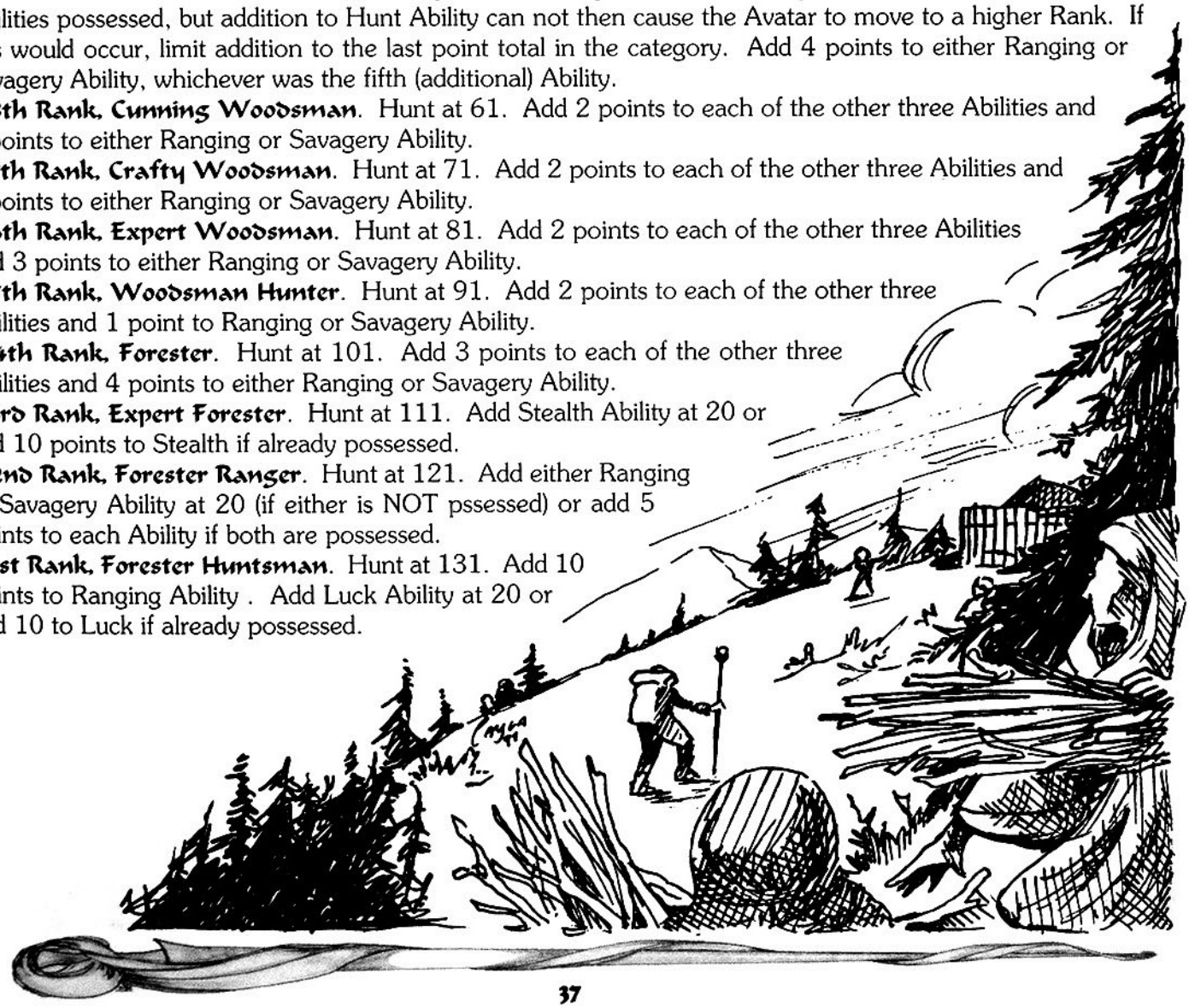
Lower to Middle Society

The company of foresters are also called woodsmen and huntsmen. Foresters are found in rustic locales where there are many trees—in woods and forests of extensive and non-tropical sort. In the large villages and towns adjacent to, or within, such timberlands there will be found places where such persons associate, and in towns there might well be lodges for foresters. They are recognized by all, but especially by Jongleurs, Nobles (who employ them to protect hunting lands), Outlaws, and Soldiers. Typical places for association are at trading establishments, taverns, and special lodges.

The required Abilities are **Hunt, Weapons, Archery, and Rustic**.

If this Order is chosen, the player must choose either Ranging or Savagery as the Avatar's additional Ability.

- **12th Rank, Hunter**. Hunt only possessed. No benefit save contact.
- **11th Rank, Skilled Hunter**. Hunt and Weapons possessed. Lodge membership available. Add 2 points each to Hunt and Weapons Abilities.
- **10th Rank, Backwoods Hunter**. Hunt, Weapons and Archery possessed. Gain finest heavy bow or any crossbow (choice), add 3 points each to Hunt, Weapons, and Archery Abilities.
- **9th Rank, Backwoodsman**. All four required Abilities possessed. Add 2 points to each of the four required Abilities possessed, but addition to Hunt Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category. Add 4 points to either Ranging or Savagery Ability, whichever was the fifth (additional) Ability.
- **8th Rank, Cunning Woodsman**. Hunt at 61. Add 2 points to each of the other three Abilities and 3 points to either Ranging or Savagery Ability.
- **7th Rank, Crafty Woodsman**. Hunt at 71. Add 2 points to each of the other three Abilities and 3 points to either Ranging or Savagery Ability.
- **6th Rank, Expert Woodsman**. Hunt at 81. Add 2 points to each of the other three Abilities and 3 points to either Ranging or Savagery Ability.
- **5th Rank, Woodsman Hunter**. Hunt at 91. Add 2 points to each of the other three Abilities and 1 point to Ranging or Savagery Ability.
- **4th Rank, Forester**. Hunt at 101. Add 3 points to each of the other three Abilities and 4 points to either Ranging or Savagery Ability.
- **3rd Rank, Expert Forester**. Hunt at 111. Add Stealth Ability at 20 or add 10 points to Stealth if already possessed.
- **2nd Rank, Forester Ranger**. Hunt at 121. Add either Ranging or Savagery Ability at 20 (if either is NOT pssessed) or add 5 points to each Ability if both are possessed.
- **1st Rank, Forester Huntsman**. Hunt at 131. Add 10 points to Ranging Ability . Add Luck Ability at 20 or add 10 to Luck if already possessed.



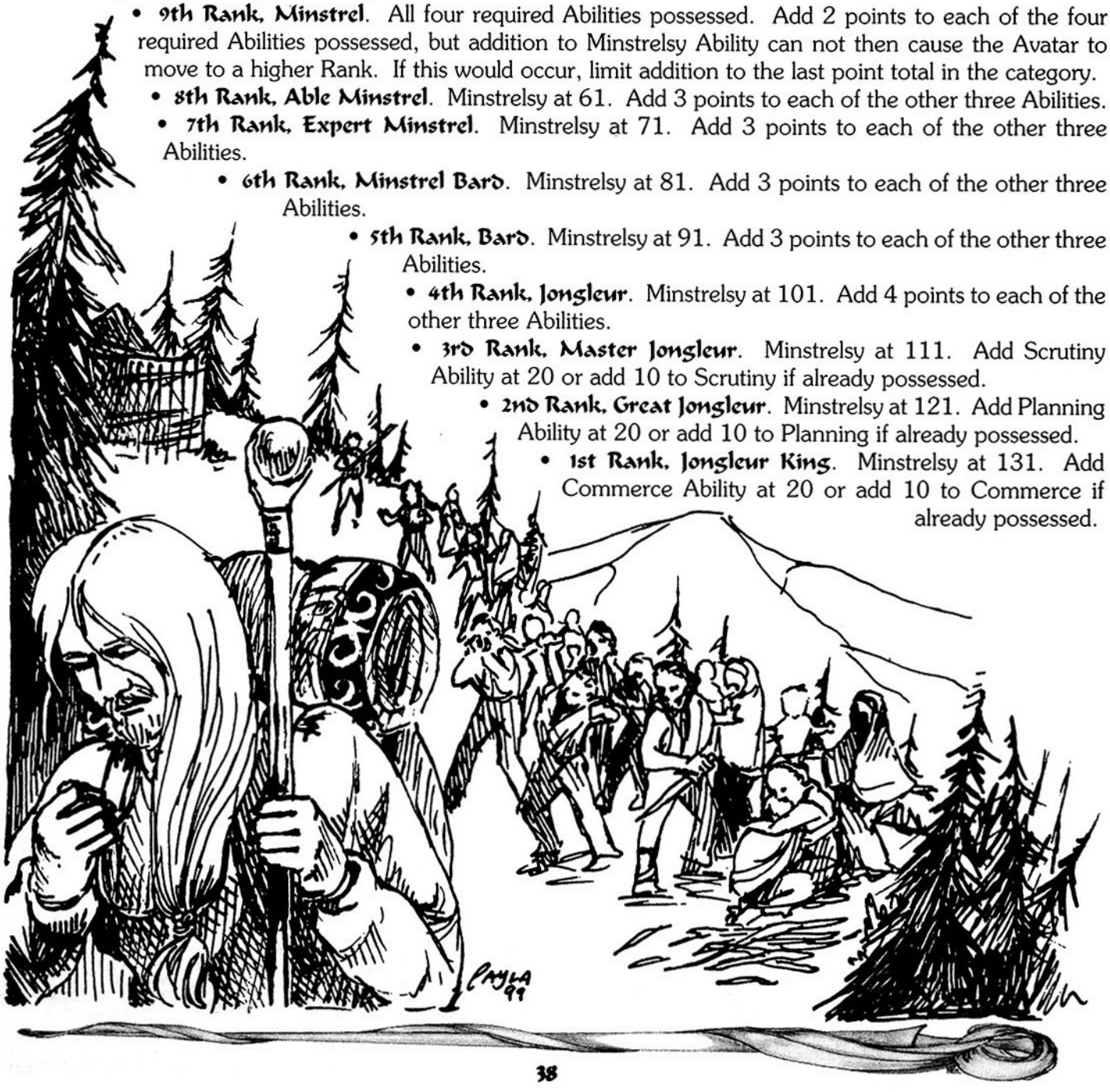
Jongleur Order

Low Society

Wandering entertainers and strolling players are found nearly everywhere in civilized lands. They are recognized by Desperados, Outlaws, and Rogues. Typical places for association are tent camps, playhouses, lower-class taverns. caravans, etc.

The required Abilities are **Minstrelsy, Pretense, Physique, Luck.**

- **12th Rank, Drummer**. Minstrelsy only possessed. No benefit save contact.
- **11th Rank, Player**. Minstrelsy and Pretense possessed. Guild membership available and 4 points added to Weapons Ability.
- **10th Rank, Performer**. Minstrelsy, Pretense, and Physique possessed. Gain fine set of six throwing knives and add 6 points to Weapons Ability.
- **9th Rank, Minstrel**. All four required Abilities possessed. Add 2 points to each of the four required Abilities possessed, but addition to Minstrelsy Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.
- **8th Rank, Able Minstrel**. Minstrelsy at 61. Add 3 points to each of the other three Abilities.
- **7th Rank, Expert Minstrel**. Minstrelsy at 71. Add 3 points to each of the other three Abilities.
- **6th Rank, Minstrel Bard**. Minstrelsy at 81. Add 3 points to each of the other three Abilities.
- **5th Rank, Bard**. Minstrelsy at 91. Add 3 points to each of the other three Abilities.
- **4th Rank, Jongleur**. Minstrelsy at 101. Add 4 points to each of the other three Abilities.
- **3rd Rank, Master Jongleur**. Minstrelsy at 111. Add Scrutiny Ability at 20 or add 10 to Scrutiny if already possessed.
- **2nd Rank, Great Jongleur**. Minstrelsy at 121. Add Planning Ability at 20 or add 10 to Planning if already possessed.
- **1st Rank, Jongleur King**. Minstrelsy at 131. Add Commerce Ability at 20 or add 10 to Commerce if already possessed.



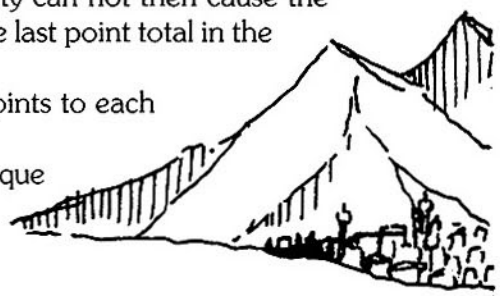
Mage Order

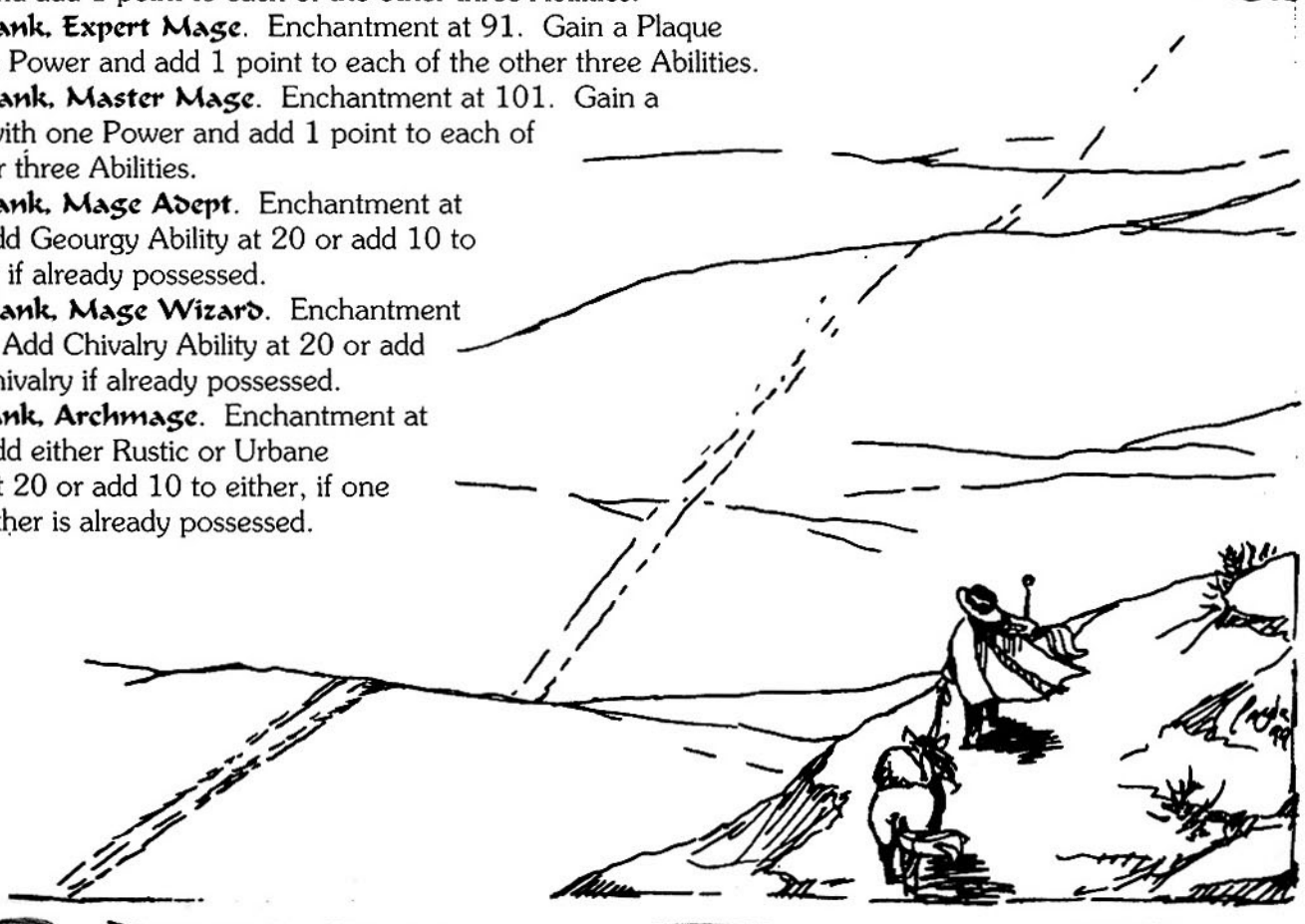
Upper Society

The company of enchanters are known as Mages in their own circles. Mages are found in cities, towns, and even in more rustic locales. However, only larger communities have organized guilds. They are recognized by all, but especially by Elementalists, Nobles, Mariners, and Soldiers. Typical places for association are material shops, "seekers" organizations, guilds, and places of higher learning.

The required Abilities are **Enchantment, Arcana, Learning, and Metallurgy**.

- **12th Rank, Hedge Magician**. Enchantment only possessed. No benefit save contact.
- **11th Rank, Magician**. Enchantment and Arcana possessed. Guild membership available. Add 2 points to Weapons Ability.
- **10th Rank, Master Magician**. Enchantment, Arcana, and Learning possessed. Gain memory tablet and add 3 points to Weapons Ability.
- **9th Rank, Thaumaturgist**. All four required Abilities possessed. Gain 1 Power. Add 2 points to each of the four required Abilities possessed, but addition to Enchantment Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.
- **8th Rank, Master Thaumaturgist**. Enchantment at 61. Add 3 points to each of the other three Abilities.
- **7th Rank, Thaumaturgist Adept**. Enchantment at 71. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **6th Rank, Mage**. Enchantment at 81. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **5th Rank, Expert Mage**. Enchantment at 91. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **4th Rank, Master Mage**. Enchantment at 101. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **3rd Rank, Mage Adept**. Enchantment at 111. Add Geourgy Ability at 20 or add 10 to Geourgy if already possessed.
- **2nd Rank, Mage Wizard**. Enchantment at 121. Add Chivalry Ability at 20 or add 10 to Chivalry if already possessed.
- **1st Rank, Archmage**. Enchantment at 131. Add either Rustic or Urbane Ability at 20 or add 10 to either, if one or the other is already possessed.





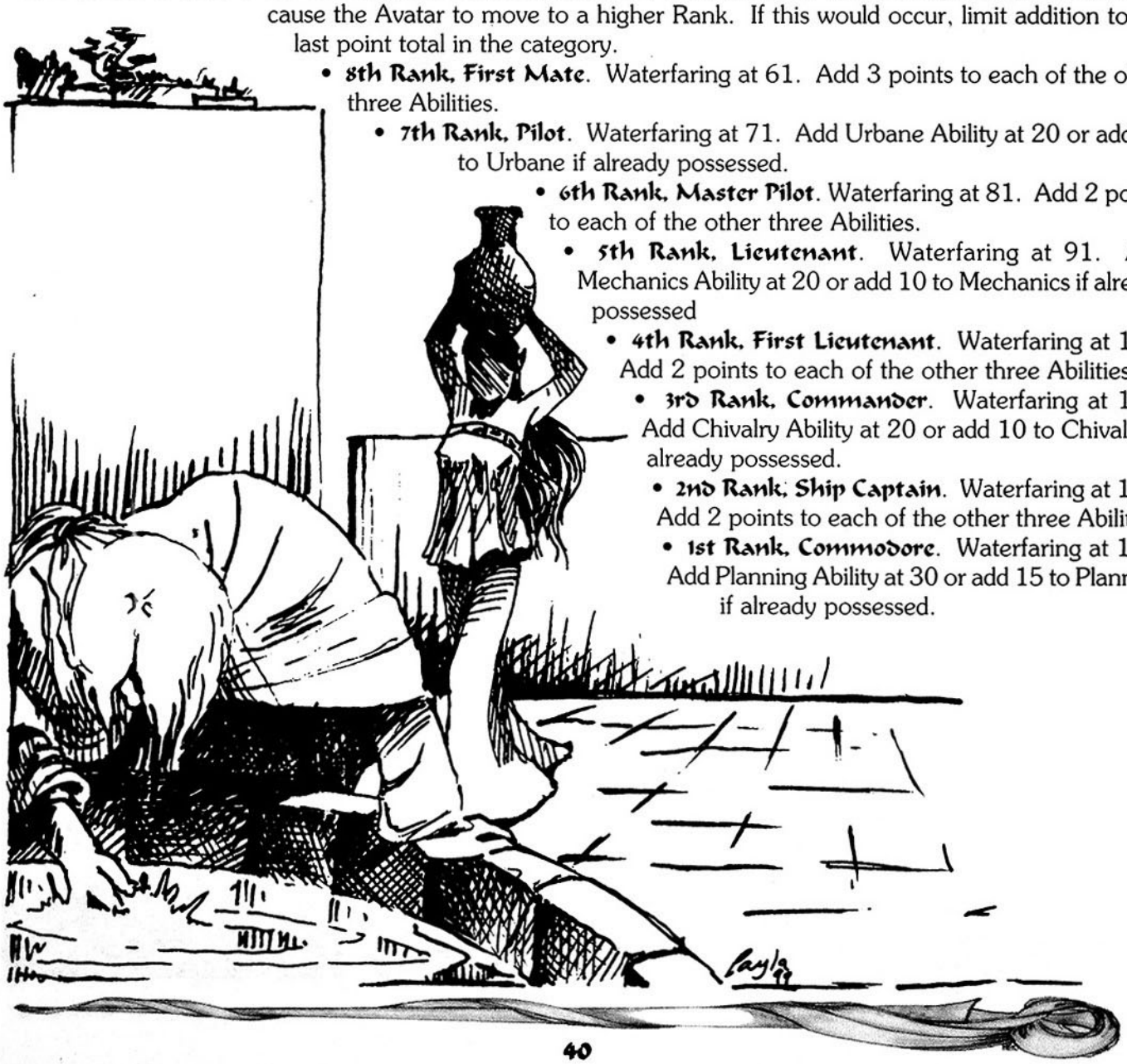
Mariner Order

Low to Low Upper Society

The seafaring society is pervasive wherever there are ports and waterborne trade. Mariners are recognized by all those who are aware of sea commerce and certainly by upper class groups in civilized states when the Mariner has achieved higher rank. Typical places for association are low "dives" on the waterfront, docks and wharves, seafarers inns and taverns, nautical clubs and associations, etc.

The required Abilities are **Waterfaring, Commerce, Weapons, and Archery**.

- **12th Rank, Sailor**. Waterfaring only possessed. No benefit save contact or enlistment as a deckhand.
- **11th Rank, Seaman**. Waterfaring and Commerce possessed. Guild membership available. Add 2 points to Waterfaring Ability.
- **10th Rank, Able Seaman**. Waterfaring, Commerce, and Weapons possessed. Gain metal half armor and add 3 points to Waterfaring Ability.
- **9th Rank, Mate**. All four required Abilities possessed. Gain a small schooner or fishing boat of equal worth. Add 2 points to each of the four required Abilities possessed, but addition to Waterfaring Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.
- **8th Rank, First Mate**. Waterfaring at 61. Add 3 points to each of the other three Abilities.
- **7th Rank, Pilot**. Waterfaring at 71. Add Urbane Ability at 20 or add 10 to Urbane if already possessed.
- **6th Rank, Master Pilot**. Waterfaring at 81. Add 2 points to each of the other three Abilities.
- **5th Rank, Lieutenant**. Waterfaring at 91. Add Mechanics Ability at 20 or add 10 to Mechanics if already possessed
- **4th Rank, First Lieutenant**. Waterfaring at 101. Add 2 points to each of the other three Abilities.
- **3rd Rank, Commander**. Waterfaring at 111. Add Chivalry Ability at 20 or add 10 to Chivalry if already possessed.
- **2nd Rank, Ship Captain**. Waterfaring at 121. Add 2 points to each of the other three Abilities.
- **1st Rank, Commodore**. Waterfaring at 131. Add Planning Ability at 30 or add 15 to Planning if already possessed.



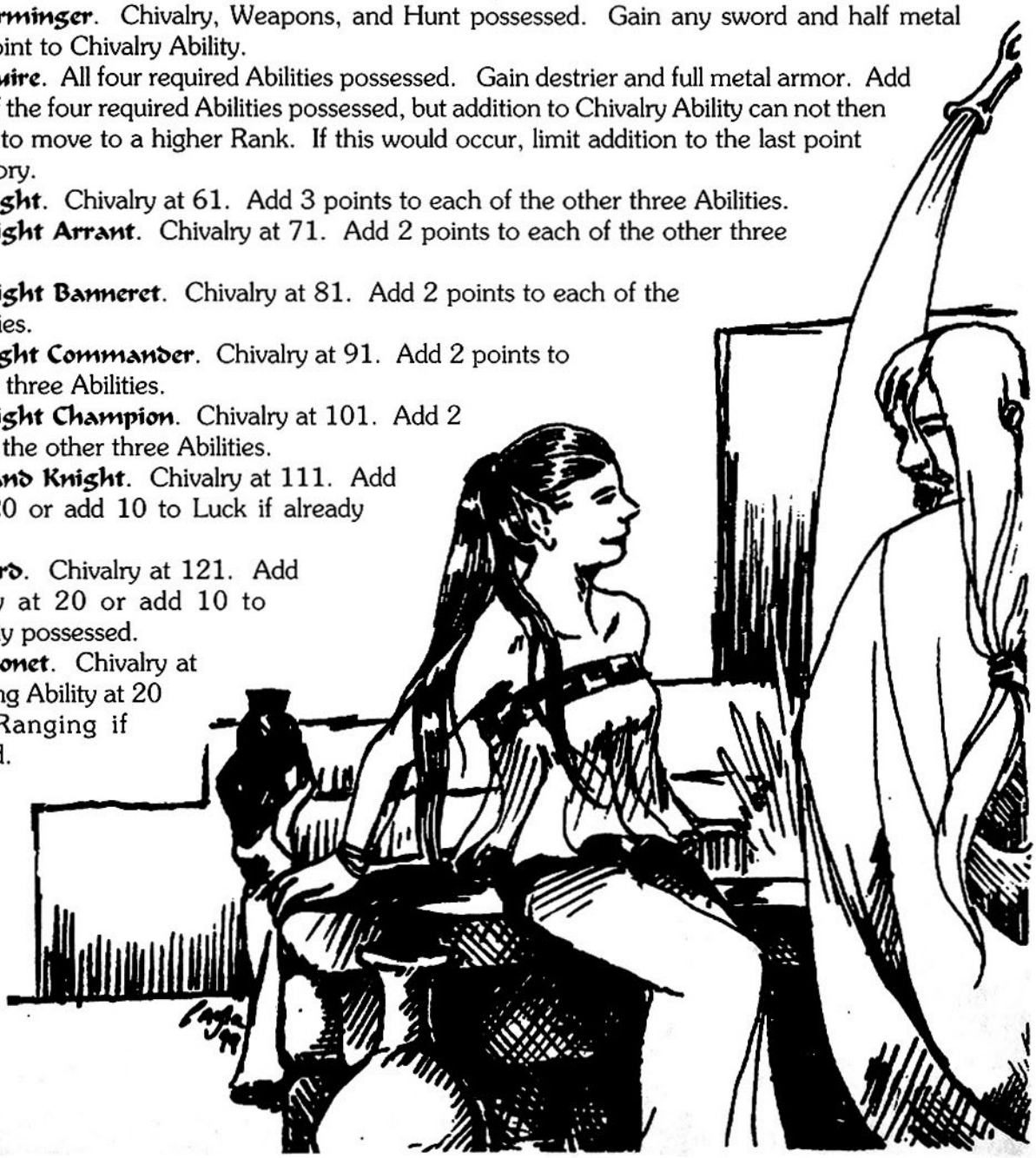
Noble Order

Upper Middle to Uppermost Society

The nobility, from the great lords to the petty gentry, are found in most, although not all, states of the world. They are recognized, sometimes perforce, by all in such states, and even elsewhere, as they are the masters of much. Typical places for association are villas, manor houses, chateaux, castles, palaces, tourneys, etc.

The required Abilities are **Chivalry, Weapons, Hunt, and Physique**.

- **12th Rank, Franklin**. Chivalry only possessed. No benefit save contact.
- **11th Rank, Gentleman**. Chivalry and Weapons possessed. Gain a short thrusting sword. Attendance at a noble court becomes available. Add 1 point to Chivalry Ability.
- **10th Rank, Arminger**. Chivalry, Weapons, and Hunt possessed. Gain any sword and half metal armor. Add 1 point to Chivalry Ability.
- **9th Rank, Esquire**. All four required Abilities possessed. Gain destrier and full metal armor. Add 1 point to each of the four required Abilities possessed, but addition to Chivalry Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.
- **8th Rank, Knight**. Chivalry at 61. Add 3 points to each of the other three Abilities.
- **7th Rank, Knight Arrant**. Chivalry at 71. Add 2 points to each of the other three Abilities.
- **6th Rank, Knight Banneret**. Chivalry at 81. Add 2 points to each of the other three Abilities.
- **5th Rank, Knight Commander**. Chivalry at 91. Add 2 points to each of the other three Abilities.
- **4th Rank, Knight Champion**. Chivalry at 101. Add 2 points to each of the other three Abilities.
- **3rd Rank, Grand Knight**. Chivalry at 111. Add Luck Ability at 20 or add 10 to Luck if already possessed.
- **2nd Rank, Lord**. Chivalry at 121. Add Planning Ability at 20 or add 10 to Planning if already possessed.
- **1st Rank, Baronet**. Chivalry at 131. Add Ranging Ability at 20 or add 10 to Ranging if already possessed.



Outlaw Order

Low Society

The reavers of the countryside, bandits and rebels, are found nearly everywhere in all lands. They are recognized by Desperados, Jongleurs, and Rogues. Typical places for association are low "dives" in the country, rustic faires, bandit strongholds, traveling carnivals, etc.

The required Abilities are **Waylaying, Ranging, Archery, and Weapons**.

- **12th Rank, Mugger**. Waylaying only possessed. No benefit save contact.
- **11th Rank, Least Crewman**. Waylaying and Ranging possessed. Guild membership available and 4 points added to Waylaying Ability.
- **10th Rank, Runnigate**. Waylaying, Ranging, and Archery possessed. Gain a heavy bow and add 3 points to Archery Ability.
- **9th Rank, Killbuck**. All four required Abilities possessed. Add 2 points to each of the four required Abilities possessed, but addition to Waylaying Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.
- **8th Rank, Footpad**. Waylaying at 61. Add 3 points to each of the other three Abilities.
- **7th Rank, Highwayman**. Waylaying at 71. Add 2 points to each of the other three Abilities.
- **6th Rank, Wanted Highwayman**. Waylaying at 81. Add 2 points to each of the other three Abilities.
- **5th Rank, Upright Man**. Waylaying at 91. Add 2 points to each of the other three Abilities.
- **4th Rank, Bandit**. Waylaying at 101. Add 2 points to each of the other three Abilities.
- **3rd Rank, Bandit Captain**. Waylaying at 111. Add Stealth Ability at 20 or add 10 to Stealth if already possessed.
- **2nd Rank, Bandit Leader**. Waylaying at 121. Add Planning Ability at 20 or add 10 to Planning if already possessed.
- **1st Rank, Robber Baron**. Waylaying at 131. Add Chivalry Ability at 20 or add 10 to Chivalry if already possessed.



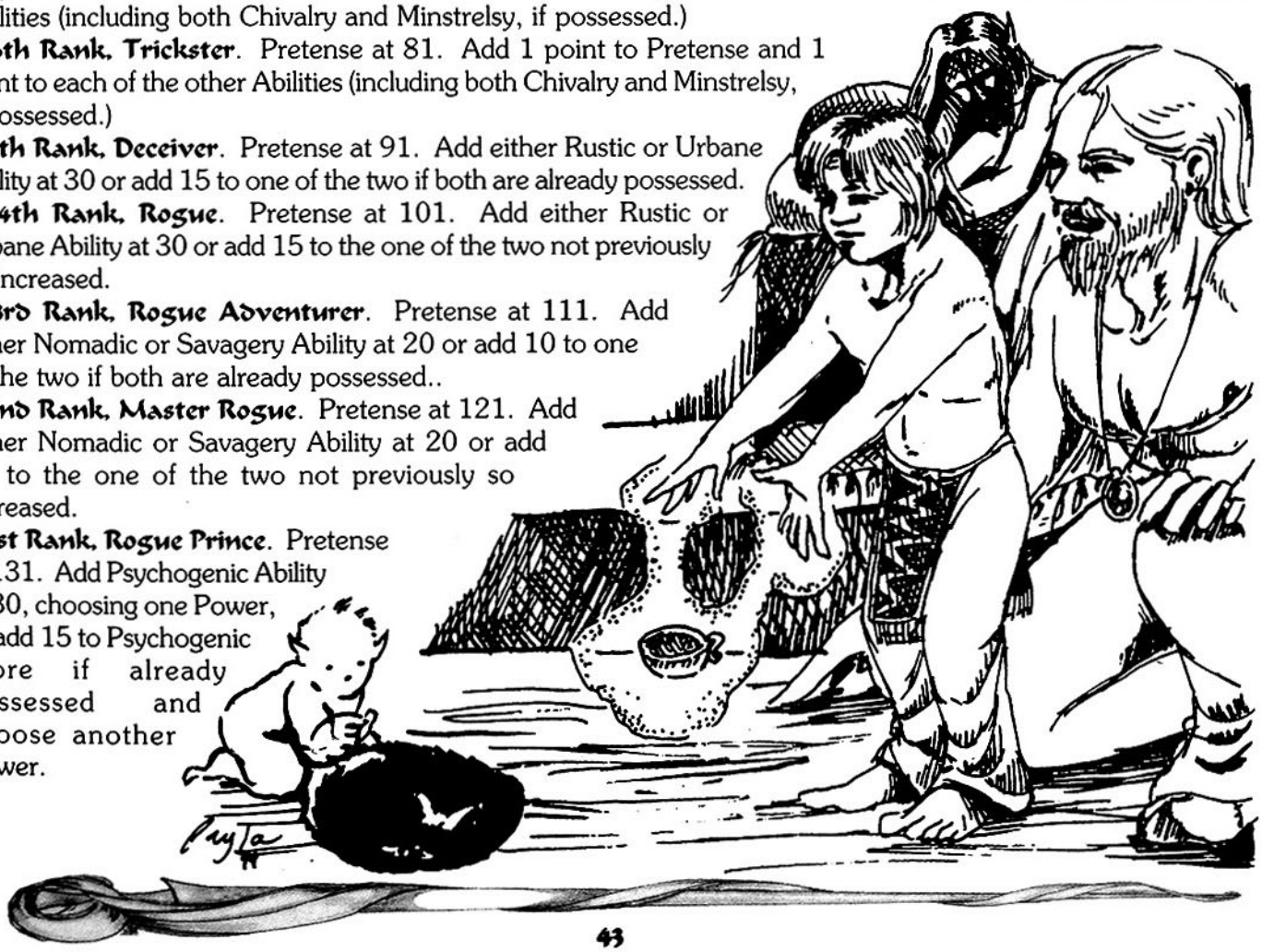
Rogue Order

Low to Upper Society

Lone individuals and small groups of free-spirited and amoral persons are found in all places. Agents and spies are in the social group, as might be a cat burglar and a mercenary assassin. Such folk are between the law and the lawless, both and neither. They are recognized by virtually all other social groups, but often not welcomed or treated well by any, depending on the last exploit of an individual or group. Typical places for association range from "dives" and criminal guilds (such as assassins society, beggars brotherhood, or thieves guild) and like places for wanted and dangerous men to the haunts of any other order, including the uppermost ones.

The required Abilities are **Pretense, Weapons, Stealth, and Tricks**.

- **12th Rank, Knave**. Pretense and Weapons only possessed. No benefit save contact.
- **11th Rank, Mountebank**. Pretense, Weapons, and Stealth possessed. Guild membership available and 4 points added to Pretense Ability.
- **10th Rank, Poseur**. All four base Abilities. Gain complete disguise wardrobe (no armor, apparel only.) Add 2 points to each of the four required Abilities possessed, but addition to Pretense Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.
- **9th Rank, Impostor**. All four required Abilities plus either Chivalry or Minstrelsy possessed. Add 3 points to each of the other three required Abilities possessed and 1 point to Chivalry or Minstrelsy, or both, if possessed.
- **8th Rank, Expert Impostor**. Pretense at 61. Add 1 point to Pretense and 2 points to each of the other Abilities (with either Chivalry or Minstrelsy gaining a bonus.)
- **7th Rank, Master Impostor**. Pretense at 71. Add 1 point to Pretense and 1 point to each of the other Abilities (including both Chivalry and Minstrelsy, if possessed.)
- **6th Rank, Trickster**. Pretense at 81. Add 1 point to Pretense and 1 point to each of the other Abilities (including both Chivalry and Minstrelsy, if possessed.)
- **5th Rank, Deceiver**. Pretense at 91. Add either Rustic or Urbane Ability at 30 or add 15 to one of the two if both are already possessed.
- **4th Rank, Rogue**. Pretense at 101. Add either Rustic or Urbane Ability at 30 or add 15 to the one of the two not previously so increased.
- **3rd Rank, Rogue Adventurer**. Pretense at 111. Add either Nomadic or Savagery Ability at 20 or add 10 to one of the two if both are already possessed..
- **2nd Rank, Master Rogue**. Pretense at 121. Add either Nomadic or Savagery Ability at 20 or add 10 to the one of the two not previously so increased.
- **1st Rank, Rogue Prince**. Pretense at 131. Add Psychogenic Ability at 30, choosing one Power, or add 15 to Psychogenic score if already possessed and choose another Power.



Soldier Order

Low to Low Upper Society

The military society is pervasive virtually everywhere for defense of home, people, and country. Soldiers (or at least warriors) are recognized by all, and as they attain rank are accepted in the upper class groups to a greater or lesser extent. Typical places for association are low "dives" in urban areas, military installation environs, inns and taverns, military clubs and associations, etc.

The required Abilities are **Weapons, Planning, Ranging, and Physique**.

- **12th Rank, Soldier**. Weapons only possessed. No benefit save contact or enlistment in the lowest ranks
- **11th Rank, Man-at-arms**. Weapons and planning possessed. Guild membership becomes available. Add 3 points to Weapons Ability.
- **10th Rank, Corporal**. Weapons, Planning, and Ranging possessed. Gain metal half armor. Add 3 points to Planning Ability.
- **9th Rank, Serjeant**. All four required Abilities possessed. Gain a courser (horse.) Add 2 points to each of the four required Abilities possessed, but addition to Weapons Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.
- **8th Rank, Grand Serjeant**. Weapons at 61. Add 3 points to each of the other three Abilities.
- **7th Rank, Cornet**. Weapons at 71. Add Archery Ability at 20 or add 10 to Archery if already possessed
- **6th Rank, Lieutenant**. Weapons at 81. Add 2 points to each of the other three Abilities.
- **5th Rank, Captain**. Weapons at 91. Add Mechanics Ability at 20 or add 10 to Mechanics if already possessed
- **4th Rank, Major**. Weapons at 101. Add 2 points to each of the other three Abilities.
- **3rd Rank, Colonel**. Weapons at 111. Add Chivalry Ability at 20 or add 10 to Chivalry if already possessed.
- **2nd Rank, General**. Weapons at 121. Add 2 points to each of the other three Abilities.
- **1st Rank, Captain General**. Weapons at 131. Add Luck Ability at 20 or add 10 to Luck if already possessed.



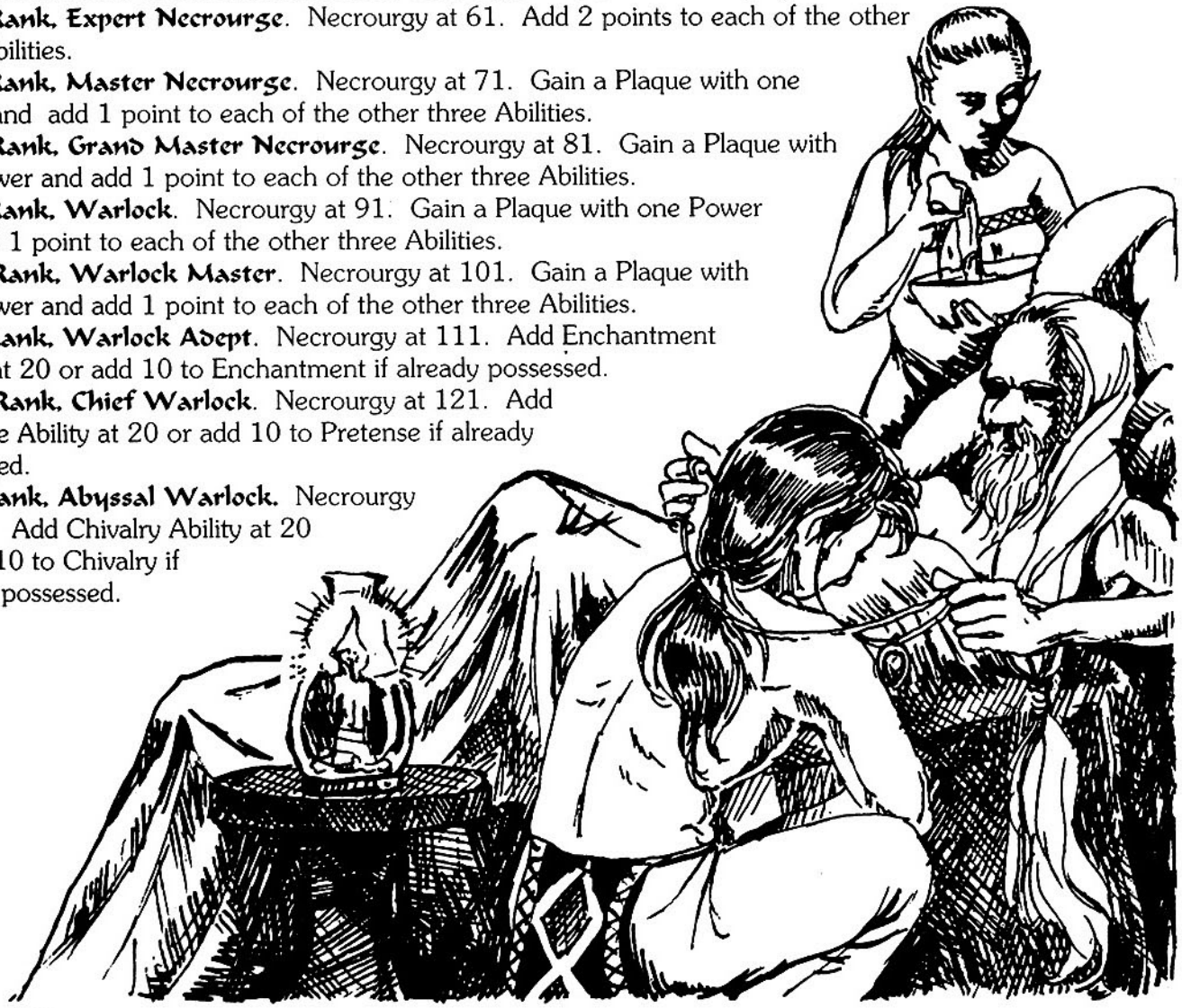
Warlock Order

Low to Low Upper Society

Those who practice Necrourgy are known amongst themselves and the general populace as Warlocks. Their society is pervasive, but organized groups are found only in larger communities or in special, isolated, and secret places elsewhere. They are recognized socially only by Demonurges and such Nobles as stoop to use their services. Typical places for association are undercover guilds and temples, often hidden or disguised to cloak their true nature, old ruins with extensive burial grounds, and so forth.

The required Abilities are **Necrourgy, Arcana, Luck, Pantology**.

- **12th Rank, Corpse Master**. Necrourgy only possessed. No benefit save contact.
- **11th Rank, Necromancer**. Necrourgy and Arcana possessed. Guild membership becomes available. Add 2 points to Weapons Ability.
- **10th Rank, Journeyman Necrourge**. Necrourgy, Arcana, and Luck possessed. Gain memory tablet and add 2 points to Weapons Ability.
- **9th Rank, Necrourge**. All four required Abilities possessed. Gain 1 Power. Add 2 points to each of the four required Abilities possessed, but addition to Necrourgy Ability can not then cause the Avatar to move to a higher Rank. If this would occur, limit addition to the last point total in the category.
- **8th Rank, Expert Necrourge**. Necrourgy at 61. Add 2 points to each of the other three Abilities.
- **7th Rank, Master Necrourge**. Necrourgy at 71. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **6th Rank, Grand Master Necrourge**. Necrourgy at 81. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **5th Rank, Warlock**. Necrourgy at 91. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **4th Rank, Warlock Master**. Necrourgy at 101. Gain a Plaque with one Power and add 1 point to each of the other three Abilities.
- **3rd Rank, Warlock Adept**. Necrourgy at 111. Add Enchantment Ability at 20 or add 10 to Enchantment if already possessed.
- **2nd Rank, Chief Warlock**. Necrourgy at 121. Add Pretense Ability at 20 or add 10 to Pretense if already possessed.
- **1st Rank, Abyssal Warlock.** Necrourgy at 131. Add Chivalry Ability at 20 or add 10 to Chivalry if already possessed.



Unordered Avatars

Avatars that do not belong to an Order are referred to as Unordered Avatars. They are more or less enigmas to those who can identify individuals only through a set of stereotypes and knowledge and activity labels. These Avatars, too, gain certain benefits as they grow in Abilities possessed.

Note that when an Ability with two or all three Base Ratings is concerned, the addition of points to "other" Abilities of "like" base applies to any one of the bases, not to two or three of the same kind, at the option of the player. Thus, for instance, an Avatar with Unarmed Combat as 1st Ability can add 1 point to each other Health-, Precision-, or Speed-based Ability at the player's option as to which category to so augment. When cross-base addition is called for, the player is again free to choose for his or her Avatar which base to which to add.

First Ability Health-Based:

Ability at 61: Add 1 point to each other Health-based Ability.
Ability at 71: Add 1 point to each other Health-based Ability.
Ability at 81: Add 1 point to each other Health-based Ability and 3 points to any one Precision-based Ability of your choice.
Ability at 91: Add 1 point to each other Health-based Ability and 5 points to any one Precision-based Ability of your choice.
Ability at 101: Add 2 point to each other Health-based Ability.
Ability at 111: Add 2 point to each other Health-based Ability.
Ability at 121: Add 3 points to each other Health-based Ability.
Ability at 131: Add 4 points to each other Health-based Ability and 5 points to any one Speed-based Ability of your choice.

First Ability Precision-Based:

Ability at 61: Add 1 point to each other Precision-based Ability.
Ability at 71: Add 1 point to each other Precision-based Ability.
Ability at 81: Add 1 point to each other Precision-based Ability and 3 points to any one Speed-based Ability of your choice.
Ability at 91: Add 1 point to each other Precision-based Ability and 5 points to any one Speed-based Ability of your choice.
Ability at 101: Add 1 point to each other Precision-based Ability.
Ability at 111: Add 2 point to each other Precision-based Ability.
Ability at 121: Add 2 points to each other Precision-based Ability.
Ability at 131: Add 3 points to each other Precision-based Ability and 5 points to any one Health-based Ability of your choice.

First Ability Speed-Based:

Ability at 61: Add 1 point to each other Speed-based Ability.
Ability at 71: Add 1 point to each other Speed-based Ability.
Ability at 81: Add 1 point to each other Speed-based Ability and 3 points to any one Health-based Ability of your choice.
Ability at 91: Add 1 point to each other Speed-based Ability and 5 points to any one Health-based Ability of your choice.
Ability at 101: Add 1 point to each other Speed-based Ability.
Ability at 111: Add 1 point to each other Speed-based Ability.
Ability at 121: Add 2 points to each other Speed-based Ability.
Ability at 131: Add 2 points to each other Speed-based Ability and 5 points to any one Precision-based Ability of your choice.



Each of the Abilities listed above is described in this section of the rules. Full descriptions of the mundane Abilities will be found here, while full descriptions of Extraordinary Abilities will be found in the appropriate section of the rules.

Alchemia: Health - Equipment List Special
Arcana: Speed - Equipment List Magical
Archery: Precision - Equipment List Low
Chivalry: Health - Equipment List High
Commerce: Health - Equipment List High
Creativity: Precision - Equipment List Special
Divination: Speed - Equipment List Special
Enchantment: Speed - Equipment List Magical
Evaluation: Health - Equipment List Middle
Geourgy: Speed - Equipment List Magical
Hunt:Precision - Equipment List Low, Middle if chosen first
Learning: Health - Equipment List High
Luck: Speed - Equipment List Special
Mechanics: Health - Equipment List Middle
Metallurgy: Speed - Equipment List Special
Minstrelsy: Precision - Equipment List Low
Necrourgy: Speed - Equipment List Magical
Nomadic: Precision - Equipment List Low
Panprobability: Health - Equipment List Special
Pantology: Health - Equipment List Middle
Physique: Health - Equipment List Low
Planning: Health - Equipment List Military
Pretense: Health - Equip. List Low, Middle if chosen first
Psychogenic: Speed - Equipment List Magical
Ranging: Health - Equip. List Middle, Military if chosen first
Rustic: Health - Equipment List Low
Savagery: Speed - Equipment List Low
Sorcery: Speed - Equipment List Magical
Scrutiny: Precision - Equipment List Middle
Stealing: Precision - Equipment List Low
Stealth: Precision - Equipment List Low
Theurgy: Speed - Equipment List Magical
Tricks: Precision - Equipment List Low
Unarmed Combat: Health,Precision,Speed -Equip. List Low
Urbane: Precision - Equipment List Low
Waterfaring: Health - Equipment List Low
Waylaying: Health - Equipment List Low
Weapons: Precision - Equipment List Military

Alchemia

Two points are added to the Avatar's Health Rating when this Ability is initially selected. All activities having to do with the addition of Extraordinary capacities of any sort to items or materials that are applied to, or ingested, by an individual so as to impart magical energy is governed by this Ability. (This covers the making of ambrosias, balms, elixirs, philters, potions, salves, simples, tonics, unguents, etc.) The use of the chemical and/or herbal ingredients in this Ability must be done in conjunction with an Extraordinary Ability that possesses Powers that can be activated, and for which a specific Power has a result similar, in whole or in part, to the effect of the desired substance's own is known to the pharmacologist.
Starting Equipment List: Special.

Arcana

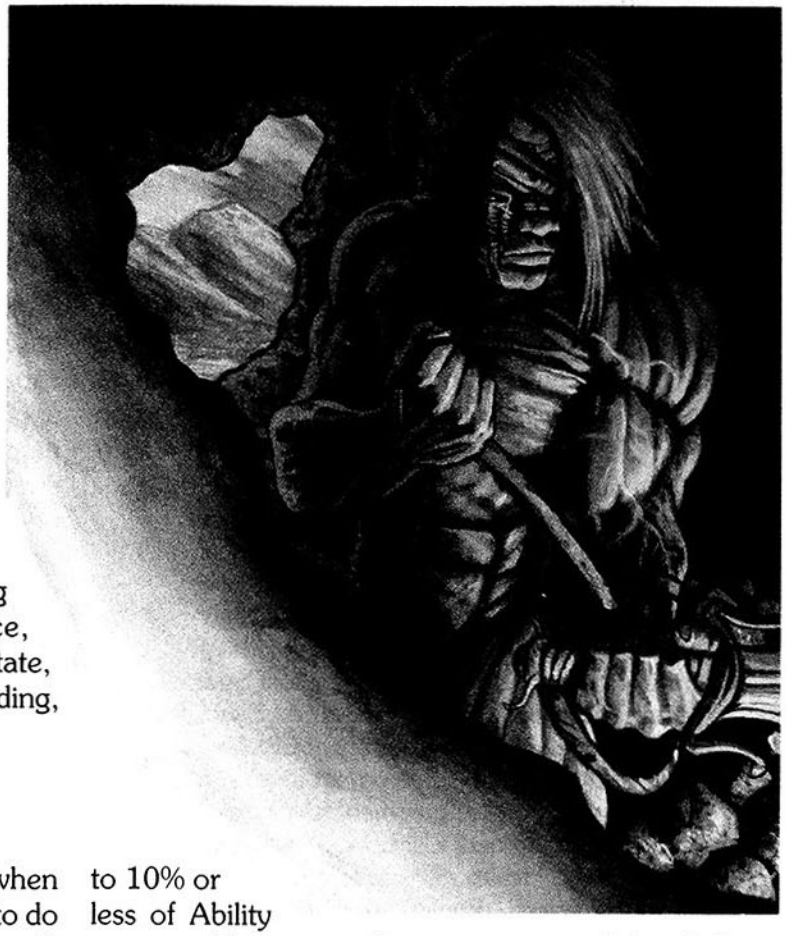
Add one half-point to the Avatar's Speed Rating when initially selecting this Ability. All activities having to do with forbidden lore, arcane knowledge, ancient mysteries, lost information, hidden and secret things, etc. are governed by this Ability Score. Each five Ability points possessed adds one point of Activation Energy to the pool of points available to the Avatar—an Arcana Score of 46 provides 9 AEPs, for example.
Starting Equipment List: Magical. (Only general equipment, memory tablets, and/or specific selections of other possessed Extraordinary Abilities, excluding Psychogenic, can be chosen.)

Archery

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with bows, crossbows, footbows, hand catapults, fletching, bow and crossbow weapon mending and making, etc. are governed by this Ability. Each 10 Ability points possessed adds one point to Weapons Ability when using such a weapon, and also one bonus point of Harm inflicted from a successful attack when employing such a weapon.
Starting Equipment List: Low.

Chivalry

Add two points to Health Rating when initially selecting this Ability. All activities having to do with courtly behavior, manners, diplomacy, persuasion, precedence, castles, fortification and siegecraft, siege engines, command, management of lands, livestock, riding, etc. are governed by this Ability. Each five Ability points possessed adds one point to Weapons Ability use and any weapon-based Harm inflicted by the individual.
Starting Equipment List: High.



Commerce

Add two points to Health Rating when initially selecting this Ability. All activities having to do with acquisition, banking, business, buying and selling, commerce, commodities, finance, investing, precious goods, rare objects, real estate, speculation, barter and bartering, trade and trading, etc. are governed by the Ability.
Starting Equipment List: High.

Creativity

Add two points to Precision Rating only when initially selecting this Ability. All activities having to do with the creation of works of artistic sort—carved, drawn, painted, performed, sculpted, spoken, written and so forth—are governed by this Ability. The Ability is thus not only useful in, and of, itself, but it lends 10% of the Score possessed by an individual to the use of any of the following nine other Abilities also possessed: Evaluation, Metallurgy, Minstrelsy, Planning, Pretense, Stealing, Tricks, Urbane, and Waylaying.
Starting Equipment List: Special.

Divination

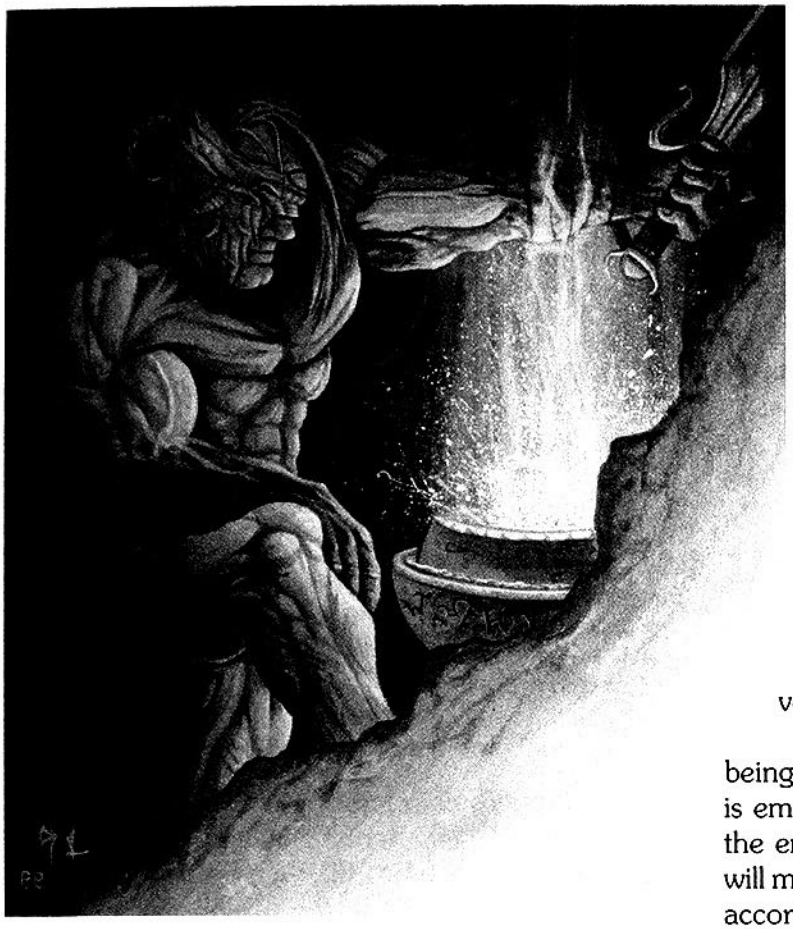
Add one half-point to Speed Rating when initially selecting this Ability. All activities having to do with the augury, divination, fortune telling, prophecy, etc. are governed by this Ability. The Ability enables the possessor to ask once daily, per divination means, one specific question about a person, place, or thing and receive a definite and correct "yes" or "no" answer only. Mis-phrased questions or those that can not be answered in the affirmative or negative are questions nonetheless, and even though they receive a misleading answer, or none at all, end the opportunity for the day. However, any Ability check that results in a score equal to 10% or less of Ability score enables a second attempt at use of this Ability.

A character begins with one divinatory means per 10 Ability points. As Ability score increases, one additional means can be gained only at each decimal advance thereafter that is above the starting Ability score (e.g. 21, 31, 41, 51, etc.) and so acquired only at some special place of training in such Ability.

The usual means of divination are: animal omens, ashes, automatic writing, bones, cards, crystal gazing, dice, dreams, entrails, liquid mixture, lot casting, miniature symbol casting, rune casting, scent omens, smoke, sound omens, tea leaves, and visions.
Starting Equipment List: Special.

Enchantment

Add one half-point to Speed Rating when initially selecting this Ability. All activities having to do with the activation of enchantments, enchanted objects, enchantment effects, etc. are governed by this Ability.
Starting Equipment List: Magical. Only Enchantment, general equipment, and memory tablet selections can be chosen. See the Enchantment Ability section of the rules for details.



Evaluation

Add two points to Health Rating only when initially selecting this Ability. All activities having to do with the evaluating the intent and type of threat posed by a person or other creature, the type of an object and its value, and situational evaluation are governed by this Ability. With respect to persons and creatures, this includes assessment of honesty,integrity, motivation, origin, purpose/intent, social class, truthfulness, wealth, etc. With respect to object evaluation, this includes: age, alterations, artistic elements, comparatives, condition, conformation, construction, craftsmanship, identification, location, market, materials, origination, potential, purpose, quality, soundness, value, workmanship, and so forth.
Starting Equipment List: Middle.

Geourgy

Add one half-point to Speed Rating when initially selecting this Ability. All activities having to do with the summoning up of elemental power or actual elemental spirits are governed by this Ability.
Starting Equipment List: Magical. Only Geourgy, general equipment, and memory tablet selections can be chosen. See the Geourgy Ability section of the rules for details.

Hunt

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with hunting afoot and/or mounted, woodcraft, survival, the chase, tracking, recognition of flora and fauna, concealment and camouflage in woods, etc. are governed by the Ability. When using this Ability to locate game, a check is made, and if successful, one sort of animal will be discovered, although it might be a predatory sort rather than a purely game animal form. If Ranging Ability is also possessed, the individual adds 10% of that Score to the Hunt Score in regards to checks against this Ability and vice versa.

This Ability can also be used to attempt to avoid being surprised in an encounter situation if the Avatar is employing it or could logically use it at the time of the encounter. The base Score is used, and the GM will make situational and Avatar characteristic modifiers according to circumstances.
Starting Equipment List: Low (Middle if chosen first.)

Learning

Add two points to Health Rating when initially selecting this Ability. All activities having to do with knowledge, learning, information, astronomy, geography, history, language, law, mathematics, medicine, philosophy, religion, etc. are governed by this Ability.
Starting Equipment List: High.

Luck

Add one half-point to Speed Rating when initially selecting this Ability. All activities having to do with chance, fate, fortune, luck, lucky breaks, kismet, avoidance of misfortune, the optimization of outcome under bad circumstances, and gain from otherwise normal situations, avoiding severe harm, delivering added harm, etc. are governed by this Ability.
Starting Equipment List: Special.

Mechanics

Add two points to Health Rating when initially selecting this Ability. All activities having to do with mere tinkering and repair or all the way to building, carpentry, constructing, design, engineering, forging, invention, materials, metals, etc. are governed by this Ability. This includes working with materials such as bone, ivory, leather, metal, stone, and wood. In order to employ construction or repair techniques with this Ability in the case of fine or difficult work, however, a second Ability must also be possessed. For example, to repair armor, Weapons Ability is necessary.
Starting Equipment List: Middle.

Metallurgy

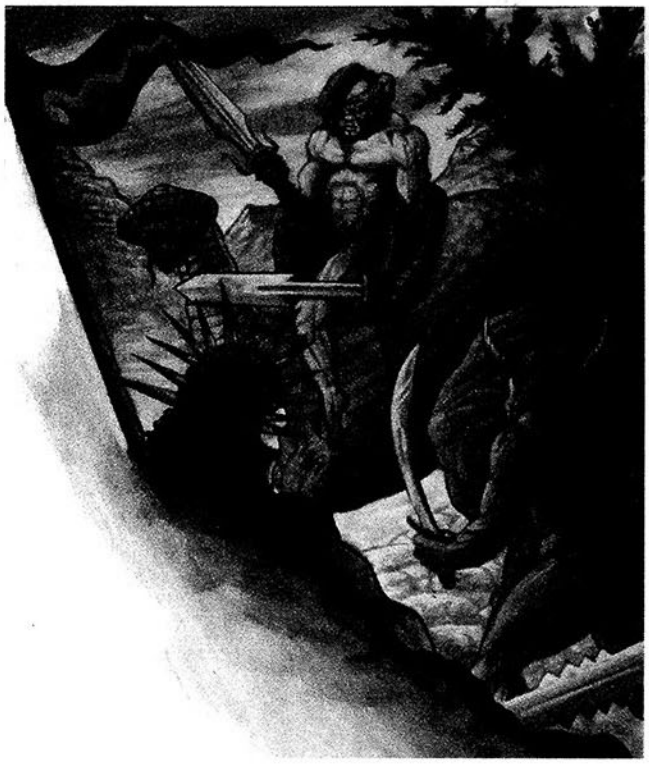
Add one half-point to Speed Rating when initially selecting this Ability. All activities dealing with addition of Extraordinary capacities of any sort to items, viz. magic forging, are governed by this Ability. The use of metals with this Ability is the easiest, then wood, preternatural energies, other non-fragile materials, supernatural energies, fragile materials, in that order.
Starting Equipment List: Special.

Minstrelsy

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with acrobatics, ambidexterity, balancing, climbing, clowning, contorting, entertaining, gymnastics, knife throwing, jesting, juggling, jumping, leaping, manual dexterity, miming, musical performance, prestidigitation, singing, swinging, sleight of hand, training performing animals, trick riding, tumbling, ventriloquism, etc. are governed by this Ability.

Minstrelsy may be used in combat. Each 10 points of Ability Score allows the Avatar to deduct one point of Harm from incoming physical attacks, but using the Ability in this fashion incurs a penalty of 2% per 10 points of Ability score to the Avatar's chance of successfully attacking the opponent.An Avatar with Minstrelsy adds 1 point to Weapons Ability chance to hit per 10 base score in Minstrelsy Ability when throwing a belt axe, cleaver, club, dagger, hatchet, knife, or shuriken. any hit with such a thrown weapon also adds 1 point of harm for each 10 of the attacker's Minstrelsy Ability.

An Ability Score of 81 or more provides, at the GM's option, the capacity to attack with two weapons



if the individual's adjusted Speed Base Rating is not too low—at least 15 after all penalties are subtracted. An Ability Score of 51 to 80, with an adjusted Speed BR of 13 or higher, enables the Avatar or character to use a second weapon to parry one attack in addition to attacking with another weapon normally.
Starting Equipment List: Low.

Necrourgy

Add one half-point to Speed Rating when initially selecting this Ability. All activities having to do with the summoning up of the spirits of the dead or animating the dead are governed by this Ability.
Starting Equipment List: Magical. Only Necrourgy, general equipment, and memory tablet selections can be chosen. See the Necrourgy Ability section for details.

Nomadic

Add two points to Precision when initially selecting this Ability. All activities having to do with nomad tribes and peoples, primitive living in open lands, survival therein, native flora and fauna, crafting necessities and weapons, herding, horses, riding, roping, travelling long distances, etc. are governed here.

Each 10 points of Ability Score possessed adds one point to the character's Weapons Ability, and



provides a bonus point of Harm inflicted with a successful attack when employing any weapon.
Starting Equipment List: Low.
Note: This Ability can not be selected during Avatar creation if Savagery is chosen as another Ability.

Panprobability

Add two points to Health Rating when initially selecting this Ability. All activities having to do with the specialized study of other dimensional matrices, including those existing in different times, adjacent universes, and otherwise in being are governed by this Ability. Independent travel to any other-dimensional matrix not guided by a specific device for transportation there/from to the individual's own mundane world requires this Ability.
Starting Equipment List: Special.

Pantology

Add two points to Health Rating when initially selecting this Ability. All activities having to do with general knowledge of broad, but shallow, nature, available materials, basic building, composite devices, contraptions, ingenuity, jack-of-all-trades work, jury-rigging, make-do solutions, makeshift devices, salvage, tinkering, unlikely repairs, etc. are governed by this Ability. For example, a normal carpenter will have both Mechanics and this Ability at relatively low Score totals and perform rough work very well, and with a higher Mechanics Ability Score would be a fine-work carpenter or even a cabinetmaker. An Avatar with this Ability can attempt something such as repairing any sort of armor, building a trap, etc. along the gimcrack lines indicated by the nature of this capacity. The check against Ability should be made only when the seemingly fixed or working item is put to the test!
Starting Equipment List: Low.

Physique

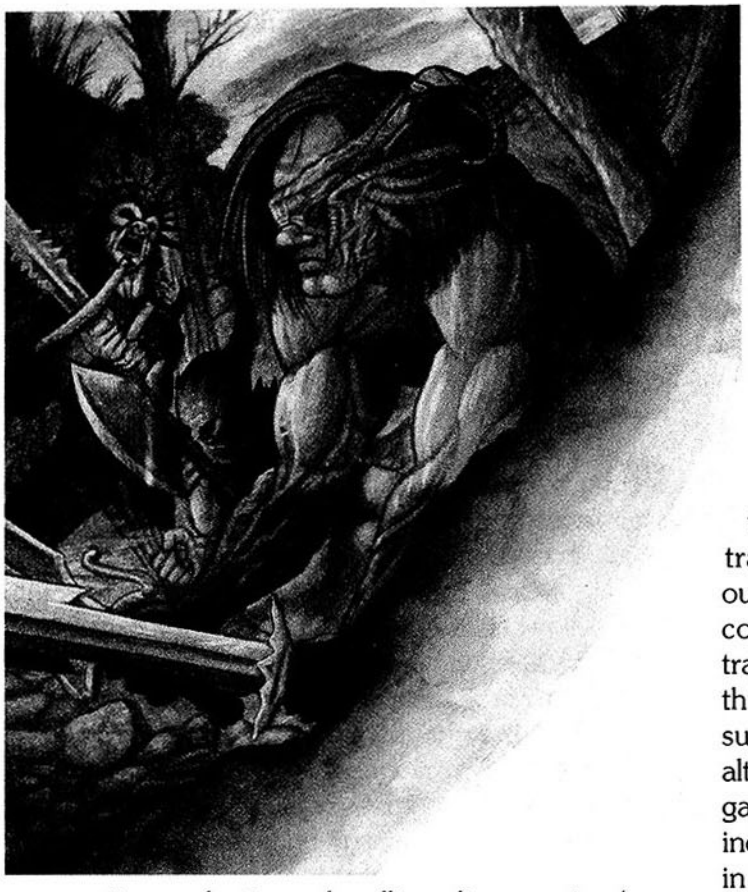
Add two points to Health Rating when initially selecting this Ability. All activities having to do with carrying weight, endurance, fitness, lifting heavy weight, muscular development, physical power and strength, etc. are governed by this Ability. Each 10 Ability points possessed provides a bonus of one point to any Harm inflicted by the Avatar when striking with a hand-held or hand-propelled weapon (or otherwise propelling a missile by energy directly related to muscular development, as in drawing and releasing a bow). Note that humans are assumed to be able to carry weight equal to the normal average body weight of a person of their height and bone structure, and that they can lift and/or move thrice such weight (with varying degrees of success). Physique Ability then adds 10 pounds of carrying capacity and 30 pounds of lift/move capacity for each 10 points of Ability Score.
Starting Equipment List: Low.

Planning

Add two points to Health Rating when initially selecting this Ability. All activities having to do with command, leadership, preparation for action, exploration, mapping, logistics, supply, attacking, siege machinery operation, military ambush, defending, and so on are governed by this Ability. This Ability enables the individual to operate, aim, and discharge all forms of siege engines and machinery.
Starting Equipment List: Military.

Pretense

Add two points to Health Rating when initially selecting this Ability. All activities having to do with acting, theatrics, and thespianism, as well as assuming identities, espionage, blandishments, bribery, cajoling, coaxing, deception, espionage, forged material and forgery, imposture, inducement, instigation,



provocation, seduction, wheedling, disappearing (as an identifiable person), anonymity, nondescriptness, and disguise are governed by this Ability.

Pretense is most useful if the individual employing it actually has another Ability that would be possessed by the one he/she is pretending to be. The Ability Score of such applicable additional capacity is added to the Pretense Score to determine the probability of success in cases where a role, not a specific person, is being assumed. However, in the instance of physical similarity and like Ability, the addition would apply.

Example: An Avatar is using Pretense Ability to pass himself off as a great noble. With Chivalry Ability possessed, the Avatar may add the Chivalry Score to the Pretense Score when making checks. If the Avatar is also physically similar to a specific noble, the Avatar will also gain the bonus from Chivalry when impersonating that specific noble. (The GM will determine the closeness of resemblance between two individuals in cases like this, and only exact doubles can pass close scrutiny from those who are intimately familiar with the true person, regardless of Pretense Ability score!)

Starting Equipment List: Low.

Psychogenic

Add one half-point to Speed only when initially selecting this. All activities having to do with any form of extraordinary mental perception, sensitivity, and understanding, hunches, precognition, and mental and physical sensory acuity are governed by this Ability.

Starting Equipment List: Magical. Only Psychogenic selections and general equipment can be chosen. See the Psychogenic Ability section of the rules for details.

Ranging

Add two points to Health when initially selecting this Ability. All activities having to do with hazardous travel, scouting, scavenging, smuggling, and also outdoors craft, survival in the outdoors, camouflage, concealment, deadfalls, pits, poaching, traps and trapping, etc. are governed by this Ability. When using this Ability to locate game, a check is made, and if successful, one sort of animal will be discovered, although it might be a predatory sort rather than a purely game animal. If Hunt Ability is also possessed, the individual adds 10% of that Score to the Ranging Score in regards to checks against this Ability and vice versa.

This Ability can be used to surprise an individual or group if the Avatar employing it knows or suspects the presence of the other(s) and could logically use the Ability at time of encounter. It can also be used to attempt to avoid being surprised in an encounter situation if the Avatar employing it could logically use it at time of encounter. The base Score is used, with the GM making situational and Avatar characteristic modifiers according to circumstances.

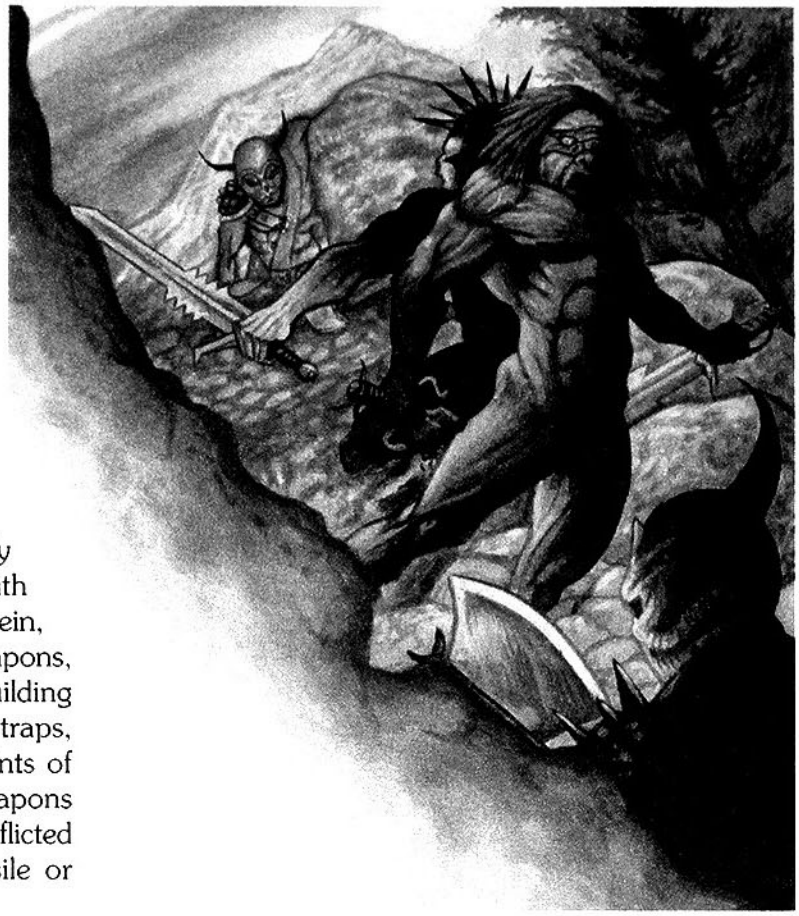
Starting Equipment List: Middle. (Military if chosen first.)

Rustic

Add two points to Health when initially selecting this Ability. All activities having to do with farms, the countryside, villages, people and places therein, and crops, husbandry, livestock, etc. are governed by this Ability. Included hereunder are such capacities as self-sufficiency in small things such as making rude things for personal use, mending, sewing, and so on, and knowledge of fishing, trapping, wild edible vegetation, herbs (including medicinal ones), and the like.

Each five Ability points possessed adds one point

to Health Base Rating, even after having already contributed to that number when the Avatar is initially created. The contribution of points occurs to the initial Base Rating when the Ability is ordered initially, so it will affect the scores of all initial Health-based Abilities selected previously to it or after it. If gained after the creation of the Avatar, whatever Health-based Abilities come after it will receive such point bonus as has acrued to the Base Rating from Rustic Ability as of the time of the acquisition of the new Ability.
Starting Equipment List: Low.



Savagery

Add one-half point to Speed when initially selecting this Ability. All activities having to do with forest tribes, primitive living in forests, survival therein, native flora and fauna, crafting necessities and weapons, camouflage, concealment, hunting, fishing, building small watercraft, trapping, snares, deadfalls, pits, traps, etc. are governed by this Ability. Each 10 points of Ability Score possessed adds one point to Weapons Ability, and also provides a bonus point of Harm inflicted with a successful attack when employing missile or striking weapon.
Starting Equipment List: Low.
Note: This Ability can not be selected during Avatar creation if Nomadic is chosen as another Ability.

Scrutiny

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with examining, observing, searching, and watching, as well as researching and tracking down information are governed by this Ability. This Ability can also be used to attempt to avoid being surprised in an encounter situation if the Avatar is employing it could logically use it at the time of encounter. The base Score is used, with the GM making situational and Avatar characteristic modifiers according to circumstances.
Starting Equipment List: Middle.

Sorcery

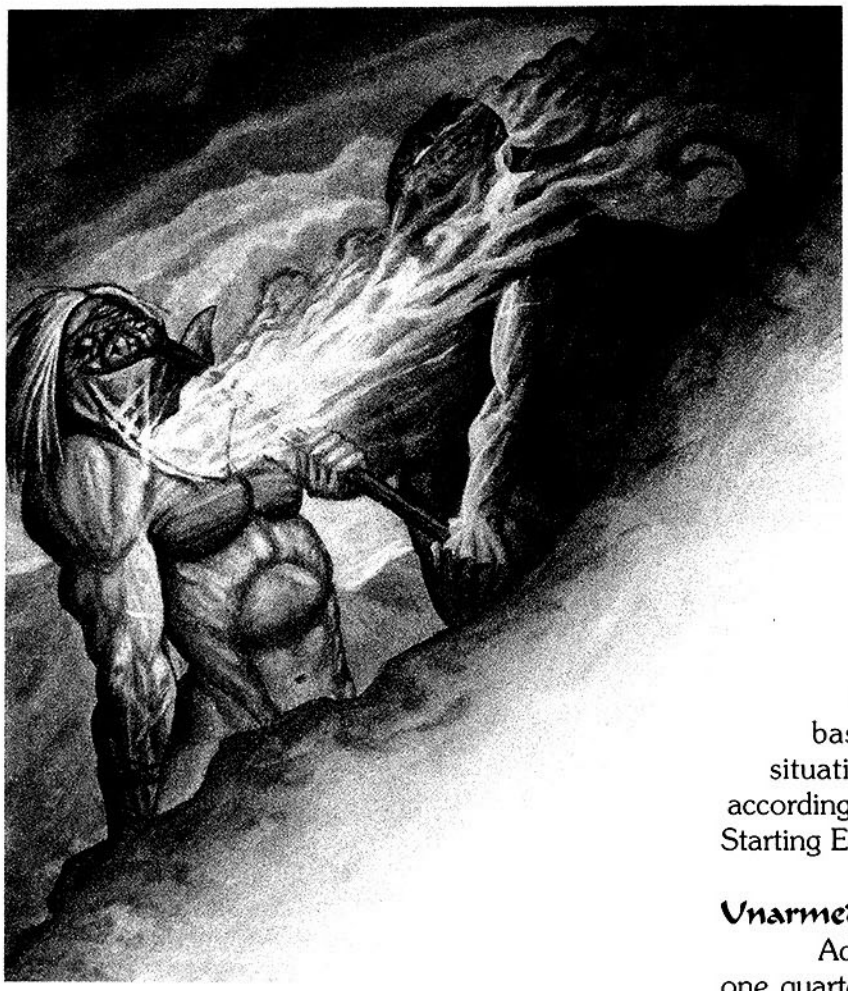
Add one half-point to Speed when initially selecting this Ability. All activities dealing with the summoning of evil spirits are governed by this Ability.
Starting Equipment List: Magical. Only sorcery, general equipment, and memory tablet selections can be chosen. See the Sorcery Ability section of the rules for details.

Stealing

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with breaking and entering, burglary, counterfeiting, cutting purses, embezzlement, forgery, grab-and-run, livestock stealing, lock picking, peculation, pilfering, theft, etc. are governed by this Ability.
Starting Equipment List: Low.

Stealth

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with access, escape, evasion, lurking, silence, skulking, sudden unexpected attack, being unheard in approach or departure, being hidden from view, undetected by watchers, and so forth are governed by this Ability. This Ability can be used to surprise an individual or group if the Avatar employing it knows or suspects the presence of the other(s) and could logically use the Ability at the time of the encounter. It can also be used to



avoid being surprised in an encounter situation if the Avatar is employing it could logically use it at the time of the encounter. The base Score is used, with the GM making situational and Avatar characteristic modifiers according to circumstances.
Starting Equipment List: Low.

Theurgy

Add one half-point to Speed when initially selecting this Ability. All activities having to do with belief and deities, dedication and faithful service, the summoning of good spirits, deital approval, upholding the faith, protection of the faithful, and so on are governed by this Ability.
Starting Equipment List: Magical. Only Theurgy, general equipment, and memory tablet selections can be chosen. One memory tablet is automatically possessed as a benison from on high, in addition to those picked. See the Theurgy Ability section of the rules for details.

Tricks

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with alibis, artifice, assassination by indirect means (such as poison), cheating, concealment of objects on one's person, cozening, deceit, deception, dissembling, distractions, duplicity, false accusations and evidence, fraud, guile, hidden weapons, infiltration, lying, palming, rabble-rousing, sneak attacks, spying devices, swindling, etc. are governed by this Ability. Each 10 Ability points possessed adds a bonus point to any Harm inflicted by the individual.

This Ability can also be used to surprise an individual or group if the Avatar employing it knows or suspects the presence of the other(s) and could logically use the Ability at time of encounter. The base Score is used, with the GM making situational and Avatar characteristic modifiers according to circumstances.
Starting Equipment List: Low.

Unarmed Combat

Add one point to Health and to Precision, and one quarter-point (.25 point) to Speed when initially selecting this Ability. All activities having to do with defense and attack when without armor, and typically using body weapons (elbows, feet, fists, hands, etc.), are governed by this Ability. Boxing, brawling, grappling, kick-boxing, martial arts (sans weapons and spiritual teachings), street fighting, etc. are included in this Ability.

Unlike with other Abilities, the initial base Score for Unarmed Combat is found by adding all three Base Ratings, dividing by three, and then multiplying by the applicable percentage. This Ability confers the use of hands and feet as weapons and adds 10% of its base Score to Weapons Ability. In addition, Unarmed Combat Ability provides a bonus point to Harm inflicted by attack with body weapons per 5 points of base Score possessed. The Ability also provides 1 point (5%) of armor protection per 10 points of base Score when unclothed or clad in light garments. For example, an Avatar with a 50 base Score in Unarmed Combat and a 10 in Weapons Ability could attack unarmed with a

base check at 50, with a weapon at 15, would inflict 10 bonus Harm with body weapons, and would have natural protection of 5 points (25%) when not encumbered with armor or heavy clothing.
Starting Equipment List: Low.

Urbane

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with cities and the societies thereof—bigotry, body language, cant, crime, criminal gangs, government, group dynamics, high and low persons, in-groups and insiders, influence, hideouts, law enforcement, locales and places therein, opinions and laws, out-groups and outsiders, politics, signs and signing, situation analysis, slang, slums, street-smart, street crimes, sub-cultures, unacceptable behavior, etc. are governed by this Ability.
Starting Equipment List: Low, Middle if chosen first.

Waterfaring

Add two points to Health Rating when initially selecting this Ability. All activities having to do with personal diving, knotting, rope-climbing, and swimming, aquatic flora and fauna, as well as with barges, boarding action, boats, buccaneering, cargoes, navigation, piracy, rafts, sailing, ship actions, ships, scows, etc. are governed by this Ability. This ability is a broad catchall for working on or in both fresh water and marine environs.
Starting Equipment List: Low.

Waylaying

Add two points to Health when initially selecting this Ability. All activities having to do with ambush, coercion, decoying, hijacking, kidnapping, murder, mugging, robbery, ruses, etc. are governed by this Ability. This Ability can also be used to surprise an individual or group if the Avatar employing it knows or suspects the proximity of the other(s) and could logically use the Ability at the time of the encounter. The base Score is used, with the GM making situational and Avatar characteristic modifiers according to circumstances.
Starting Equipment List: Low.

Weapons

Add two points to Precision Rating when initially selecting this Ability. All activities having to do with personal weapons, small arms used to strike or send missiles, as well as defensive accoutrements of armor and shield are governed by this Ability. This includes the knowledge of craftsmanship, construction, and repair of all from armor, axes, arrows, bows, swords, and even whips. The construction or repair of items also requires the Mechanics Ability to be possessed.

Very high Ability Score in Weapons enables, at the GM's option, the capacity for multiple attacks if the individual's adjusted Speed Base Rating is high enough to merit such (>15).
Starting Equipment List: Military.



Equipment Lists



Here are the lists, in order, from Low to High. On each list, the item groupings are classed generally as armor, arms. clothing, equipment, provisions, tools, and transport, in that order. Note: An enchantment or power selection counts as one item. If, for example, an Avatar with Enchantment as a primary Ability selects nine enchantments from the list, then the player has exhausted all starting picks gained by possessing that Ability. To make Extraordinary Ability choices of this nature, the player must refer to the appropriate Ability section, such as Geourgy Powers, Enchantment Enchantments, etc.

The Low List

$100 in coin of the realm
armor, cloth, half garment
arrows, sheaf of 24
axe, belt or cleaver or hatchet
bow case, quiver and 12 arrows
bow, light
club, ordinary
club, spiked
dagger, long
dagger, short, with sheath
fighting staff
knife, with sheath
knife, heavy
knife, throwing, pair
pole-arm, short
sling, leather, with 12 lead shot
spear, short
whip
belt, leather, narrow
boots, low, hard-soled
boots, low, soft-soled
cloak, dark
clothing, beggar-type, with bowl, wooden and crutch, wooden
clothing, common suit, colorful
clothing, common suit, dark
clothing, common suit, light
clothing, motley suit, colorful, with cap, fools-type
hat, low brimmed, colorful
hat, low brimmed, dark
hat, low brimmed, light
hood, colorful
hood, dark
hood, light
sandals
sash, colorful
sash, dark
sash, light
shoes
balls, baked clay, half-inch diameter, 100 in cloth bag
canteen, water gourd one quart, with leather thong
sling
drums, two (large and small)
grease, clay pot of, with rag wrapping
hook, iron, treble (grapnel)
hook, iron, ordinary, lifting
horn, trumpet
lantern, candle, with tinder box
line, ordinary rope, 30-foot coil
pan pipes
poison, ingestive, 10-dose bottle
poison antidote
makeup, entertainment/disguise, various items in leather case
mandolin
pouch, belt, leather
pouch, shoulder, with sling, cloth
sack, large, heavy, with leather thong neck-wrap, handle, 10 feet long
torch, wood and resin-soaked rope, 30 minute burn time,
beer, one quart jug
bread and cheese for one person for four days
flour, three pound cloth sack of
salt, one pound cloth sack of
sausage, two pound
vinegar, quart jug
file and lock pick in leather case
hammer and chisel, metal-cutting
jimmy bar, small and pry bar
saw, small, metal and saw, small, wood
donkey, pack/riding

The Middle List

$1,000 in coin of the realm
armor, cloth garment, full
armor, leather, half
shield, large
shield, standard
arrows, sheaf of 24
axe
axe, belt or cleaver or hatchet
bow case, quiver and 12 arrows
bow, light
bow, medium
crossbow crossbow, small
dagger, long, with sheath
dagger, short, with sheath
quarrel box, waist belt, and 20 quarrels
spear, light/throwing
spear, long
spear, short
sword, cutting & thrusting, with scabbard
belt, leather, broad or narrow, and boots, low, hard- or soft-soled
cloak, colorful, with or without hood
cloak, light, with or without hood
clothing, good suit, colorful, with hat
clothing, good suit, dark, with hat
clothing, good suit, light, with hat
armor repair tools, kit
backpack, pouch, belt, pair, and pouch, shoulder, with sling, all leather
flute and mandolin
salve, burn healing (-50% Health recovery time), 7-application jar
salve, wound healing (-50% Health recovery time), 7-application jar
horse, gelding
horse, mare
mule, riding

The Special List

Roll a d10 for each item due from this table, and consult the table below. Go to the appropriate equipment table to make a selection, or, in case of a roll of 0, gain no selection.

1 = Low table item pick
2 = Magical table item pick
3 = Middle table item pick
4 = Military table item pick
5 = High table item pick
6-9 = Table of your choice pick
0 = No pick is gained

Equipment Lists

The High List

$25,000 in coin of the realm
armor, leather, full, with belt, broad and boots, high, hard-soled
armor, steel mail, full
armor, steel plate, half
shield, buckler and shield, standard
axe and axe, battle
crossbow and quarrel box, waist belt, and 20 quarrels
crossbow, small, and quarrel box, waist belt, and 20 quarrels
lance, spear long, and spear short
mace and military hammer
pick
sword, cleaving with scabbard and dagger, long with sheath
sword, cutting, curved with scabbard and dagger, long with sheath
sword, cutting, heavy
sword, cutting & thrusting with scabbard and dagger, long with sheath
sword, thrusting with scabbard and dagger, long with sheath
cape, fine, boots, high, soft-soled (riding), and cap, colorful
cape, fine, boots, high, soft-soled (riding), and cap, dark
cape, fine, boots, high, soft-soled (riding), and cap, light
cloak, fine, fur-trimmed or lined, dark, with or without cowl
cloak, fine, fur-trimmed or lined, colorful, with or without cowl
cloak, fine, fur-trimmed or lined, light, with or without cowl
clothing, fine suit, colorful, with boots, low, soft-soled and hat
clothing, fine suit, colorful, with boots, low, soft-soled and hat
clothing, fine suit, colorful, with boots, low, soft-soled and hat
clothing, service* suit, colorful, with boots, low, hard-soled and cap
clothing, service* suit, colorful, with boots, low, hard-soled and cap
clothing, service* suit, colorful, with boots, low, hard-soled and cap
jewelry, ensemble (gold bracelet, broach, cloak pin, neck chain, ring)
horn (bugle), horn (hunting), lyre, and mandolin
poison, ingestive, 10-dose bottle
poison antidote, 1-dose bottle.
horse, pack
horse, stallion
horse, war, courser
horse, war, destrier

* effectively armor, full cloth garment
girdle, leather, broad with pockets and knife or dagger, concealed

The Magical List

$1,000 in coin of the realm
Enchantment, Ability possessed-see Extraordinary Activations,
Enchantment, choose any, each selection counting as one item.
Geourgy, Ability possessed-command circle materials
Geourgy, Ability possessed—see Extraordinary Activations,
Geourgy, choose any, each selection counting as one item.
Geourgy, Ability possessed-protection circle materials
Necrourgy, Ability possessed- command circle materials
Necrourgy, Ability possessed—see Extraordinary Activations,
Necrourgy, choose any, each selection counting as one item.
Necrourgy, Ability possessed-protection circle materials
Psychogenic, Ability possessed—see Extraordinary Activations,
Psychogenic, choose any, each selection counting as three items.
Sorcery, Ability possessed-command circle materials
Sorcery, Ability possessed—see Extraordinary Activations,
Sorcery, choose any, each selection counting as one item.
Sorcery, Ability possessed-protection circle materials
Theurgy, Ability possessed-propitiation materials
Theurgy, Ability possessed—see Extraordinary Activations,
Theurgy, choose any, each selection counting as one item.
Theurgy, Ability possessed-votive summoning materials
memory tablet, list of any four Extraordinary things/activations
clothing, sandals, robes, sash, and fanciful hat, colorful
clothing, sandals, robes, sash, and fanciful hat, dark
clothing, sandals, robes, sash, and fanciful hat, light
clothing, shoes, garment suit, narrow belt, and brimmed hat, colorful
clothing, shoes, garment suit, narrow belt, and brimmed hat, dark
clothing, shoes, garment suit, narrow belt, and brimmed hat, light
horse, gelding
horse, mare
mule, pack
mule, riding

The Military List

$2,500 in coin of the realm
armor, steel mail, half
shield, buckler
shield, large
shield, regular
arrows, sheaf of 24
axe
axe, battle
axe, belt or cleaver or hatchet
bow case, quiver and 12 arrows
bow, medium
bow, strong
crossbow crossbow, small
dagger, long, with sheath
dagger, short, with sheath
knife, with sheath
knife, heavy, with sheath
lance
mace
military hammer/pick
pole-arm, short
quarrel box, waist belt, and 20 quarrels
quarrels, sheaf of 40
spear, light/throwing
spear, long
spear, short
sword, cleaving, with scabbard
sword, cutting, curved, with scabbard
sword, cutting, heavy
sword, cutting & thrusting, with scabbard
sword, thrusting, with scabbard
belt, leather, broad or narrow, and boots, high, hard- or soft-soled
belt, leather, broad or narrow, and boots, low, hard- or soft-soled
cloak, dark, with or without hood
cloak, colorful, with or without hood
cloak, light, with or without hood
clothing, good suit, colorful, with hat
clothing, good suit, dark, with hat
clothing, good suit, light, with hat
armor repair tools, kit
backpack, pouch, belt, pair, and pouch, shoulder, with sling, all leather
drum (kettle) and horn (bugle)
salve, burn healing (-50% Health recovery time), 7-application jar
salve, wound healing (-50% Health recovery time), 7-application jar
horse, pack
horse, stallion

GENERAL EQUIPMENT LIST

Acid, 1 pint flask: Nitric or sulfuric: $10. Apothecary shop.
Alcohol, wood, 1 quart flask: 180 proof, inflammable: $5. Apothecary shop.
Ale, flagon: $4. Tavern.
Ale, gallon jug: $12. Tavern.
Alkali, 1 pint flask: Potassium or sodium carbonate, etc.: $10. Apothecary shop.
Armor, cloth garment, full: $350. Tailor shop.
Armor, cloth garment, half: $250. Tailor shop.
Armor, leather, full: $1,000. Leather shop.
Armor, leather, half: $650. Leather shop.
Armor repair tools, kit: $500. Armorer.
Armor, steel mail, full: $25,000. Armorer.
Armor, steel mail, half: $17,500. Armorer.
Armor, steel plate, full: $50,000. Armorer.
Armor, steel plate, half: $35,000. Armorer.
Arrows, sheaf of 24, long: $240. Fletcher.
Arrows, sheaf of 24, medium: $220. Fletcher.
Arrows, sheaf of 24, short: $200.Fletcher.
Axe: A narrow-bladed war axe: $500. Weapon smith.
Axe, battle: Large, broad-bladed axe: $1,000. Weapon smith.
Axe, belt: A small hand/throwing axe: $250. Weapon smith.
Backpack, cloth: Cap. 4 cubic feet: $100. General merchant/Traders store.
Backpack, leather: Cap. 4 cubic feet, water resistant: $500. Leather shop.
Bag, cloth: 25-pound cap., 1 peck volume: $5. Traders store.
Balance, fine, carat/grain weight (gems/precious metals): $500. Traders store.
Balderic: Shoulder- or back-slung hanger for any but heavy sword and sheath: $200. Leather shop.
Balls, baked clay, half-inch diameter, 100 in cloth bag: $10. General merchant/Traders store.
Bandages, 10-foot gauze: $5. Apothecary shop
Barding (horse armor-20%/-4 protection, -2 Speed, 60 Health), cloth garment, full: $2,500. Three weeks work. Tailor shop.
Barding (horse armor-10%/-2 protection, -1 Speed, 40 Health), cloth half: $1,750. Two weeks work. Tailor shop.
Barding (horse armor-30%/-6 protection, -2.5 Speed, 80Health), leather, full: $5,000. Six weeks work. Leather shop.
Barding (horse armor-15%/-3 protection, -1.5 Speed, 50 Health), leather, half: $3,750. Five weeks work. Leather shop.
Barding (horse armor-40%/-8 protection, -4 Speed, 180 Health), steel mail, full: $125,000. 12 weeks work. Armorer.
Barding (horse armor-25%/-5 protection, -2.5 Speed, 120 Health), steel mail, half: $90,000. 10 weeks work. Armorer.
Barding (horse armor-60%/-12 protection, -6 Speed, 240 Health), steel plate, full: $250,000. 20 weeks work. Armorer.
Barding (horse armor-35%/-7 protection, -3.5 Speed, 180 Health), steel plate, half: $200,000. 14 weeks work. Armorer.
Beer, tankard: $3. Tavern.
Beer, one gallon jug: $8. Tavern.
Belt, leather, broad: $40. Leather shop.
Bell, brass, large: $150. Brass, copper & pewter smiths.
Bell, silver small hand-held: $250. Silversmith.
Belt, leather, cross-harness: $100. Leather shop.
Belt, leather, cross-harness: $100. Leather shop.
Belt, leather, narrow: $25. Leather shop.
Biscuits, hard (travel bread), 1 pound: $3. Baker.
Blanket, light: $35. General merchant/Traders store.
Blanket, thick: $75. General merchant/Traders store.
Boat, rowing, poling, 2-man, 600 pound cap.: $2,000. Boatwright.
Boat, rowing, poling, 4-man, 1,500 pound cap.: $5,000. Boatwright.
Boat, rowing/barge, small, poling or sweeps, 8-man, 4,000 pound cap.: $12,000. Boatwright.
Book, blank, cloth cover, 100 paper pages: $100. Scrivener's.
Book, blank, leather cover, 100 paper pages: $200. Scriveners.
Boots, high, hard-soled: $500. Shoemaker.
Boots, high, soft-soled (riding): $500. Shoemaker.
Boots, low, hard-soled: $400. Shoemaker.
Boots, low, soft-soled: $400. Shoemaker.
Bow case: Oilskin, tying, nearly waterproof: $75. Leather shop.
Bow, light: Laminated or wood, 2.5-foot length: $1,000. Bowyer.
Bow, medium: Laminated or wood, 4-foot length: $2,000. Bowyer.
Bow, strong: Laminated or wood, 5.5 foot length: $5,000. Bowyer.
Brandy, fine old, 1 quart flask: $100. Wine merchant.
Brandy, gill: $6. Tavern.
Brandy, gill, fine old: $20. Tavern.
Brandy, 1 quart flask: $30. Wine merchant.
Bread, loaf, 2 pound: $3. Baker.
Brush, artist paint, fur/hair bristled, various sizes: $10. Scrivener
Brush, makeup application, etc.: $5. Apothecary.
Burro (ass), jack: $1,500. Horse trader.
Burro (ass), jenny: $1,000. Horse trader.
Caltrops, 4-inch size, 12: $25. Blacksmith
Caltrops, 2-inch size, 12: $15. Blacksmith
Camel, eastern, average/pack: $10,000. Horse trader.
Camel, eastern, fine: $20,000. Horse trader.
Camel, western: average/pack: $30,000. Horse trader.
Camel, western, fine/racing: $75,000. Horse trader.
Candle, beeswax, 8-hour burn time, 12: $30. General merchant/Trader store.
Candle, tallow, 2-hour burn time, 12: $5. General merchant/Trader store.
Candle, wax, 4-hour burn time, 12: $12. General merchant/Trader store.
Canteen. water gourd, 1 quart, with leather thong sling: $5. General merchant/Trader store.
Canvas, thick, per square yard: $15. General merchant/Traders.
Cap, plain: $15. Hatter.
Cap, fine: $75. Hatter.
Cap, fool's/jester's-type: $100. Hatter or Trader store.
Cap, fur, fine: $750. Hatter.
Cap, fur, ordinary: $250. Hatter.
Cape: $100. Haberdashery store.
Cape, fine: $300. Haberdashery store.
Carriage, 4-wheel, horse, closed, 6 passenger cap.: $25,000. Carriage maker.

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Carriage, 4-wheel, horse, closed, luxury, 6 passenger cap.: $50,000. Carriage maker.
Carriage, 4-wheel, horse, open, 4 passenger cap.: $15,000. Carriage maker.
Cart, push, hand, 2-wheel: High-wheeled, 6 bushel/500 pound cap.: $1,000. Carpenter.
Cart, 2-wheel donkey or horse: 12 bushel/1,000 pound cap.: $3,000. Cartwright.
Catapult, hand: $600. Weapon smith.
Cellar, sand, brass, 1-ounce capacity: $25. Scrivener shop.
Chain, iron link, 1,100 pound test, per foot: $10. Blacksmith.
Chalk, stick: $0.50. Scrivener shop.
Charcoal, stick: $0.50. Scrivener shop.
Cheese, aged, 1 pound: $5.
DairyCheese, aged, special 1 pound: $10.
DairyCheese, brick, farmers, 1 pound: $2.50.
DairyCheese, hard, 2 pound cheese: $10. Butcher.
Cheese, soft, 3 pound crock: $10. Butcher.
Chisel, metal-cutting: $100. Blacksmith.
Chisel, stone-cutting: $75. Blacksmith.
Chisel, wood-cutting: $50. Blacksmith.
Cleaver: A long-bladed chopper: $150. Cutler.
Cleaver, great (hafted long-bladed chopper): $500. Cutler.
Cloak: $200. Haberdashery store.
Cloak, fine, fur-trimmed or lined with/without cowl: $1,500. Tailor.
Cloak, with or without cowl: $250. Haberdashery store.
Clothing, beggar-type, with bowl, wooden and crutch, wooden: $50. Trader store.
Clothing, common suit: $150. Haberdashery store.
Clothing, fine suit: $1,500. Tailor.
Clothing, garment suit: $300. Haberdashery store.
Clothing, good suit: $750. Haberdashery store.
Clothing, motley suit, (performer/fool/jester): $200. Traders store.
Clothing, gown, fine men's: $500. Haberdashery store.
Clothing, gown, ordinary men's: $200. Haberdashery store.
Clothing, robe: $1,000. Haberdashery store.
Clothing, service* suit, outdoors/hunting: $750. Tailor or Traders store.(effectively armor, full cloth garment)
Club, ordinary (hardwood, knobbed): $50. Carpenter.
Club, spiked (hardwood, iron shod): $125. Blacksmith.
Coach, 4-wheel, 4-horse, closed, 8 passenger capacity: $75,000. Carriage maker.
Coach, 4-wheel, 4-horse, closed, luxury, 8 passenger capacity: $150,000. Carriage maker.
Coffee, 1 pound: $10 to $300 depending on type. Grocer.
Crossbow: Metal-spring arms: $500. Weapon smith.
Crossbow, small (claw used to cock): $350. Weapon smith.
Dagger, long (10-inch blade): $1,000. Cutler.
Dagger, long, with sheath (10-inch blade): $1,050. Cutler.
Dagger, short (6-inch blade): $750. Cutler.
Dagger, short, with sheath (6-inch blade): $800. Cutler.
Dog, guard: $2,500. Kennel keeper.
Dog, hunting: $1,500. Kennel keeper.
Dog, tracking: $2,000. Kennel keeper.
Dog, war: $5,900. Kennel keeper.
Drum, kettle: $500. Traders store.
Drum, large: $200. Traders store.
Drum, small: $50. Traders store.
Enchanted item: Not available.
Enchantment, new: Not available.
Fighting staff (6-foot oak staff metal shod and banded): $150. Weapon smith.
File, metal: $100. Blacksmith.
File, metal and lock pick in leather case: $500. Traders store.
Fish, crustaceans, common, per pound: $10. Butcher (Fish Monger).
Fish, crustaceans, special, per pound: $30. Butcher (Fish Monger).
Fish, fresh, better variety, per pound: $10. Butcher (Fish Monger).
Fish, fresh, best, per pound: $25. Butcher (or Fish Monger).
Fish, preserved, good, per pound: $7.50. Butcher (Fish Monger).
Fish, preserved, ordinary, per pound: $2.50. Butcher (Fish Monger).
Fish, shellfish, common, per pound: $5. Butcher (Fish Monger).
Fish, shellfish, special, per pound: $15. Butcher (Fish Monger).
Flail: Handle, chain, and spiked iron weight: $250. Weapon smith.
Flail, long: Handle, linked to iron-spiked striking arm: $250. Weapon smith.
Flour, 20 pound sack: $10. Grocer.
Flute, silver: $400. Traders store.
Fruit, dried, per pound: $5. Grocer.
Fruit, fresh (in season), per pound: $1. Grocer.
Fur, animal skin, ordinary: $1,000. Furrier.
Fur, animal skin, rare: $5,000. Furrier.
Fur, coat, ordinary: $2,500. Furrier.
Fur, coat, fine: $10,000. Furrier.
Fur, jacket, ordinary: $1,500. Furrier.
Fur, jacket, fine: $6,000. Furrier.
Fur, robe, ordinary: $2,000. Furrier.
Fur, robe, fine: $8,000. Furrier.
Garlic, bud: $1. Grocer.
Gauntlets, leather: $150. Leather shop.
Gauntlets, leather and metal: $250. Armorer.
Gauntlets, full metal: $500. Armorer.
Gem, cut and polished, hard, common mineral, per carat: $100. Gemner.
Gem, cut and polished, hard, rare mineral, per carat: $750. Gemner.
Gem, cut and polished, hard, uncommon mineral, per carat: $200. Gemner.
Gem, cut and polished, hard, very rare mineral, per carat: $1,750. Gemner.
Gem, cut and polished, soft, common mineral, per carat: $25. Gemner.
Gem, cut and polished, soft, rare mineral, per carat: $250. Gemner.
Gem, cut and polished, soft, uncommon mineral, per carat: $75. Gemner.
Gem, cut and polished, soft, very rare mineral, per carat: $500. Gemner.

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Gem, cut and polished, very hard, rare mineral, per carat: $5,000. Gemner.
Gem, cut and polished, hard, uncommon mineral, per carat: $2,000. Gemner.
Gem, cut and polished, hard, very rare mineral, per carat: $17,500. Gemner.
Geourgy command circle materials: Not available.
Girdle, leather, broad with pockets: $250. Leather shop.
Girdle, leather, broad with pockets and knife or dagger, concealed: $750. Leather shop.
Gloves: $50. Leather shop.
Gloves, heavy leather: $75. Leather shop.
Glue, carpenters, wood, 2 pound block: $10. Carpenter.
Glue, general purpose, 1 pint pot: $5. Apothecary shop.
Glue, solvent/remover, 1 quart bottle: $5. Apothecary shop.
Grease, clay pot, 1 quart, with rag wrapping: $2.50. Traders store.
Gridiron, each square foot: $40. Blacksmith.
Hammer: $30. Blacksmith.
Hammer, large (2-pound head): $50. Blacksmith.
Hammer, sledge (8-pound head): $100. Blacksmith.
Harness, single draft animal: $250. Leather shop.
Harness, draft animal team of 2: $600. Leather shop.
Harness, draft animal team of 4: $1,250. Leather shop.
Harness, draft animal team of 6: $2000. Leather shop.
Harness, draft animal team of 8: $2,500. Leather shop.
Hat (ordinary/nondescript): $50. Hatter.
Hat, brimmed: $75. Hatter.
Hat, broad brimmed: $100. Hatter.
Hat, fanciful: $150. Hatter.
Hat, low brimmed: $100. Hatter.
Hatchet (broad-bladed chopping/throwing weapon): $250. Blacksmith.
Herbs, cooking, bunch fresh: $2. Grocer.
Herbs, cooking, 1 ounce dried: $4. Grocer.
Herbs, medicinal (analgesic, digestive, purgative, restorative, soporific, stimulant, etc.), per dose: $10. Apothecary shop.
Honey, 5 pound crock: $25. Grocer
Hood: $50. Haberdashery shop.
Hook, iron, ordinary, lifting/towing: $25. Blacksmith.
Hook, iron, treble (grapnel): $100. Blacksmith.
Hook, fishing, regular, 12 assorted: $25. Blacksmith.
Hook, fishing, very large, 1: $25. Blacksmith.
Horn, bugle, brass: $350. Traders store.
Horn, hunting: $200. Traders store.
Horn, trumpet, brass: $750. Traders store.
Horse, gelding (riding): $5,000. Horse trader.
Horse, mare, riding: $15,000. Horse trader.
Horse, pack (gelding): $3,500. Horse trader.
Horse, stallion, riding: $25,000. Horse trader.
Horse, war, charger: $125,000. Stable master.
Horse, war, courser: $100,000. Stable master.
Horse, war, destrier: $150,000. Stable master.
Incense, common, 20 sticks: $10. Temple.
Incense, rare, 6 sticks: $100. Temple.
Ink, 2 ounce pot: $2. Scrivener shop.
Ivory. uncut, per pound: $200. Traders store.
Jewelry, gold bracelet (wide, heavy): $4,500. Goldsmith.
Jewelry, gold broach: $3,500. Goldsmith
.Jewelry, gold cloak pin: $2,500. Goldsmith.
Jewelry, gold neck chain (long with solid medallions): $8,500. Goldsmith.
Jewelry, gold ring (large with seal-type design): $2,000. Goldsmith.
Jewelry, silver bracelet (wide, heavy): $500. Silversmith.
Jewelry, silver broach: $375. Silversmith.
Jewelry, silver cloak pin: $300. Silversmith.
Jewelry, silver neck chain (long with solid medallions): $1,250. Silversmith.
Jewelry, silver ring (large with seal-type design): $225. Silversmith.
Jimmy bar, small: $75. Blacksmith.
Kettle with lid, copper, large (6 gal.): $500. General merchant.
Kettle with lid, copper, medium (2.5 gal.): $375. General merchant.
Kettle with lid, copper, small (1 gal.): $250. General merchant.
Kettle with lid, iron, large (6 gal.): $100. General merchant.
Kettle with lid, iron, medium (2.5 gal.): $75. General merchant.
Kettle with lid, iron, small (1 gal.): $50. General merchant.
Kettle with lid, tin, medium (2.5 gal.): $35. General merchant.
Kettle with lid, tin, small (1 gal.): $20. General merchant.
Knife, average (8-inch blade): $200. Cutler.
Knife, average, with sheath (8-inch blade): $250. Cutler.
Knife, fighting (12-inch blade): $450. Cutler.
Knife, fighting, with sheath (12-inch blade: $500. Cutler.
Knife, heavy (15-inch blade): $750. Cutler.
Knife, heavy, with sheath (15-inch blade): $800. Cutler.
Knife, pen, folding (2-inch blade): $25. Scrivener shop.
Knife, throwing, pair (5-inch blade, no quillions): $500. Cutler.
Lamp, wicked, oil-burning, metal (with 1 hour fuel): $50. General merchant/Traders store.
Lamp, wicked, oil-burning: $15. General merchant/Traders store.
Lance (14-foot shaft): $750. Armorer.
Lantern, candle-burning: $10. General merchant/Traders store.
Lantern, oil-burning, common: $25. General merchant/Traders store.
Lantern, oil-burning, hooded: $75. General merchant/Traders store.
Lantern, oil-burning, common,bullseye: $50. General merchant/ Traders store.
Lantern, oil-burning, bullseye, hooded: $100. General merchant/ Traders store.
Line, cord, 100-foot ball: $20. General merchant/Traders store.
Line, rope, extra fine horsehair, 10 feet: $20. General merchant/Traders store.
Line, rope, ordinary, 10 feet: $10. General merchant/Traders store.
Line, string, fine, strong (fishing), 100 feet: $10. General merchant/Traders store.
Looking glass, hand, three by five inch: $50. Traders store.
Lyre, small: $1,000. Traders store.
Mace, iron, flanged and spike-tipped: $500. Weapon smith.
Makeup, entertainment/disguise in leather case: $250. Traders store.

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Mandolin: $600. Traders store.
Map, city/local: $3,000 to $6,000. Cartographer.
Map, continental: $7,000 to $12,000. Cartographer.
Map, hemisphere: $9,000 to $16,000. Cartographer.
Map, state/region: $5,000 to $8,000. Cartographer.
Map, world: $11,000 to $20,000. Cartographer.
Materia, alchemiacal: Unknown to you at this time.
Materia, metallurgical: Unknown to you at this time.
Meat/poultry, average cut/fair, per pound: $6. Butcher.
Meat/poultry, best cut/rare, per pound: $30. Butcher.
Meat/poultry, cheap cut/common, per pound: $3. Butcher.
Meat/poultry, good cut/better, per pound: $10. Butcher.
Meat/preserved, per pound: $7.50. Butcher.
Memory tablet, enchantments, list of any 4: Not available.
Military hammer/pick (long point and hammer backed): $500. Weapon smith.
Mirror, 1 by 3 feet: $500. Traders store.
Mirror, silvered steel (4 by 6 inches): $200. Cutler.
Mirror, 2 by 5 feet: $2,000. Traders store.
Mule, pack: $2,500. Horse trader.
Mule, riding: $3,000. Horse trader.
Nails, large (4-inch length), 20: $10. Blacksmith.
Naphtha, 1 quart flask (highly volatile and inflammable): $10. Apothecary shop.
Necrourgy command circle materials: Not available.
Necrourgy Powers: Not available.
Necrourgy protection circle materials: Not available.
Oil, lamp/lantern, one-gallon jug: $10. General merchant/ Traders store.
Oilskin coat and overalls: $300. General merchant/ Traders store.
Paint, oil-based, artist's, 2-ounce pot: $10. Scrivener.
Pan, copper, large (1 gal.): $200. General merchant.
Pan, copper, medium (.5 gal.): $150. General merchant.
Pan, copper, small (.25 gal.): $100. General merchant.
Pan, iron, large (1 gal.): $55. General merchant.
Pan, iron, medium (.5 gal.): $45. General merchant.
Pan, iron, small (.25 gal.): $35. General merchant.
Pan, tin, large (1 gal.): $30. General merchant.
Pan, tin, medium (.5 gal.): $20. General merchant.
Pan, tin, small (.25 gal.): $10. General merchant.
Panpipes: $150. Traders store.
Paper, unbleached, sheet: $0.50. Scrivener shop.
Paper, white, sheet: $1. Scrivener shop.
Parchment, sheet: $2. Scrivener shop.
Paraffin, 5 pound block: $25. Grocer.
Pen, quill: $1. Scrivener shop.
Pen, reed: $0.50. Scrivener shop.
Pepper, 1 pound sack: $500. Grocer.
Perfume, common/flower essence, 4-ounce bottle: $10. Apothecary shop.
Perfume, rare, half-ounce bottle: $200. Apothecary shop.
Pike (18-foot shaft, 1- or 2-foot head): $300. Weapon smith.
Piton, with eye: $2. Blacksmith.
Poison, ingestive (1 dose with 3-5 harm after 1 AB time delay), 10-dose bottle: $1,000. Apothecary Shop.
Poison antidote (1 dose stopping all continuing harm after 1 ABC time delay), one-dose bottle: $1,000. Apothecary Shop.
Pole, billet, haft, handle, shaft, staff, hardwood, per foot: $10. Carpenter.
Pole, haft, handle, staff-hardwood (for a weapon),per foot: $50. Carpenter.
Pole-arm, long (various, 12-foot shaft): $350. Weapon smith.
Pole-arm, short (various, 6-foot shaft): $300. Weapon smith.
Pouch, belt, cloth: $25. Traders store.
Pouch, belt, leather: $75. Leather shop.
Pouch, belt/girdle, folding scrip/wallet, leather: $100. Leather shop.
Pouch, shoulder, with sling, cloth: $75. Traders store.
Pouch, shoulder, with sling, leather: $175. Leather shop.
Pouch, small, pocket-size, cloth: $5. Traders store.
Pouch, small, pocket-size, leather: 10. Leather shop.
Purse, small, belt attached, leather: $25. Leather shop.
Pruning hook, 12-foot haft: $150. Blacksmith.
Pry bar: $50. Blacksmith
Psychogenic power: Not available.
Quarrel box, 20 quarrel cap., and waist belt: $125. Leather shop
Quarrel box, small, short bolts, 30 quarrel cap., and waist belt: $125. Leather shop.
Quarrels, sheaf of 40, heavy: $280. Fletcher.
Quarrels, sheaf of 40, medium: $240. Fletcher.
Quarrels, sheaf of 40, short: $200. Fletcher.
Quiver, 12 arrow cap., leather, with strap: $75. Leather shop.
Repairs: See Tinker.
Razor, straight edge, folding: $150. Cutler
Sack, large: 60-pound capacity, 1 bushel volume: $15. Traders store.
Sack, large, heavy cloth: 100-pound capacity, 1 bushel volume: $20. Traders store.
Sack, large, leather: 200-pound capacity, 1 bushel volume: $75. Leather shop.
Saddle, with all accouterments for riding, ordinary: $1,000. Leather shop.
Saddle, with accouterments for riding, ordinary, fancy: $2,500. Leather shop.
Saddle, with accouterments for riding, war: $5,000. Leathershop
Saddle bags, pair, fancy, leather: $1,000. Leather shop.
Saddle bags, pair, ordinary, leather: $500. Leather shop.
Salt, 1 pound sack: $75. Grocer.
Salve, burn healing (+1 point Health/day, 7applications), jar: $100. Apothecary shop.
Salve, wound healing (+1 point Health/day, 7 applications), jar: $100. Apothecary shop.
Sand, white, very fine drying, pint jar: $5. Scrivener shop.
Sandals: $100. Shoemaker.
Sash (12-foot length): $50. Haberdashery shop.
Sash, silk (12-foot length): $500. Haberdashery shop.
Sausage, 5 pound: $15. Butcher.
Saw, large, metal: $150. Blacksmith.
Saw, small, metal: $100. Blacksmith.
Saw, small, wood: $75. Blacksmith.
Scales, 1 ounce to 10 pounds: $100. General merchant
Scribe's Case: Leather box with 50 paper sheets, ink pot, 10 assorted pens, pen knife, sand cellar, and 5 sticks sealing wax: $200. Scrivener shop.
Scissors, large: $50. Cutler

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Scissors, small: $30. Cutler
Scroll, parchment, blank, double-length sheet: $7. Scrivener's.
Scroll, case, brass: $75. Scrivener shop.
Scroll, case, wood: $50. Scrivener shop.
Scythe: $150. Blacksmith.
Sharpening, weapons: See Tinker below.
Shield, targe, metal: $1,000. Armorer.
Shield, large (wood, leather covered, metal reinforced): $750. Armorer.
Shield, regular (wood, leather covered, metal reinforced): $500. Armorer.
Shoes: $200. Shoemaker.
Shovel or spade: $100. Blacksmith.
Sickle: $75. Blacksmith.
Skin container, liquid, with stoppered spout, shoulder sling strap, 1 gallon capacity: $90. Leather shop.
Skin container, liquid, with stoppered spout, shoulder sling strap, 1 quart capacity: $35. Leather shop.
Sling, 50 lead shot for: $50. Blacksmith.
Sling, leather: $25. Leather shop or Shoemaker.
Soap, hard, half pound cake: $2. Apothecary shop.
Soap, soft, 2 pound crock: $5. Apothecary shop.
Sorcery command circle materials: Not available.
Sorcery Power: Not available.
Sorcery protection circle materials: Not available.
Spear, light/throwing (5-foot shaft): $100. Weapon smith.
Spear, long (10-foot shaft): $200. Weapon smith.
Spear, short (6-foot shaft): $150. Weapon smith.
Spice, per ounce: common $50, rare $150, very rare $350. Grocer (or Trader store).
Spike. heavy (6-inch length), each: $1. Blacksmith.
Spit, 6' long: $20. Blacksmith.
Spit, 3' long: $10. Blacksmith.
String, bow: $10. Fletcher.
String, crossbow: $20. Weapon smith
Sword, average, crude, cutting/hacking: $1,000. Trader.
Sword, average, crude, cutting & thrusting: $2,000. Trader.
Sword, cleaving: $60,000. Swordsmith.
Sword, cleaving, with scabbard: $60,500. Swordsmith.
Sword, cutting & thrusting: $95,000. Swordsmith.
Sword, cutting & thrusting with scabbard: $95,500. Swordsmith.
Sword, cutting, curved: $50,000. Swordsmith.
Sword, cutting, curved with scabbard: $50,500. Swordsmith.
Sword, cutting, heavy: $100,000. Swordsmith.
Sword, cutting, heavy, with scabbard: $101,000. Swordsmith.
Sword, cutting: $55,000. Swordsmith.
Sword, cutting, with scabbard: $55,500. Swordsmith.
Sword, thrusting: $75,000. Swordsmith.
Sword, thrusting with scabbard: $75,500. Swordsmith.
Sword, thrusting, short: $35,000. Swordsmith.
Sword, thrusting short, with scabbard: $35,500. Swordsmith.
Tea, 1 pound: $5 to $150 depending on type. Grocer
Tent, 2-man: $200. Tentmaker or Trader.
Tent, 6-man: $600. Tentmaker or Trader.
Tent, 10-man: $1000. Tentmaker or Trader.
Theurgy devotional object, common metal, large: $100.Temple.
Theurgy devotional object, common metal, small: $60, Temple
Theurgy devotional object, gold, large: $5,000, Temple.
Theurgy devotional object, gold, small: $3,000, Temple.
Theurgy devotional object, silver, large: $400, Temple.
Theurgy devotional object, silver, small: $250, Temple.
Theurgy devotional object, wood, large: $75, Temple.
Theurgy devotional object, wood, small: $35, Temple.
Theurgy Power: Not available.
Theurgy propitiation materials: Not available.
Theurgy votive summoning materials: Not available.
Thong, leather, 10 feet: $5. Leather shop.
Tinder box: $20. General merchant/Traders store.
Torch, wood and resin-soaked rope, 30 minute burn time: $1. General merchant/Traders store.
Vellum, sheet: $5. Scrivener shop.
Vinegar, quart jug: $2. Grocer.
Wagon, 4-wheel mule or horse, small, cloth covered (24-bushel/2,000 pound capacity): $9,000. Cartwright
Wagon, 4-wheel mule or horse, small, open (24-bushel/2,000 pound capacity): $7,500. Cartwright
Wagon, caravan 4-wheel mule or horse, large, boxed (48-bushel/4,000 pound capacity): $25,000. Cartwright
Wagon, 4-wheel mule or horse, large, cloth covered (48-bushel/4,000 pound capacity): $15,000. Cartwright
Wagon, 4-wheel mule or horse, large, open (48 bushel/4,000 pound capacity): $12,500. Cartwright
Wax, bees, 1 pound block: $3. Grocer
Whip (6-foot length): $100. Leather shop
Whip (12-foot length): $150. Leather shop
Wine, goblet, common: $3. Tavern
Wine, goblet, good: $15. Tavern
Wine, 1 quart flask, common: $10. Wine merchant
Wine, 1 quart flask, good: $50. Wine merchant
Wire, thin, 50-pound test, spool of 100 feet: $200. Blacksmith



EXTRAORDINARY ABILITIES

Extraordinary Abilities include all Abilities and Powers of Arcane sort. These include powers stemming from the Preternatural, Supernatural and the extra-natural. A listing of each of these ability categories or types, as well as the powers available to them, is found here.

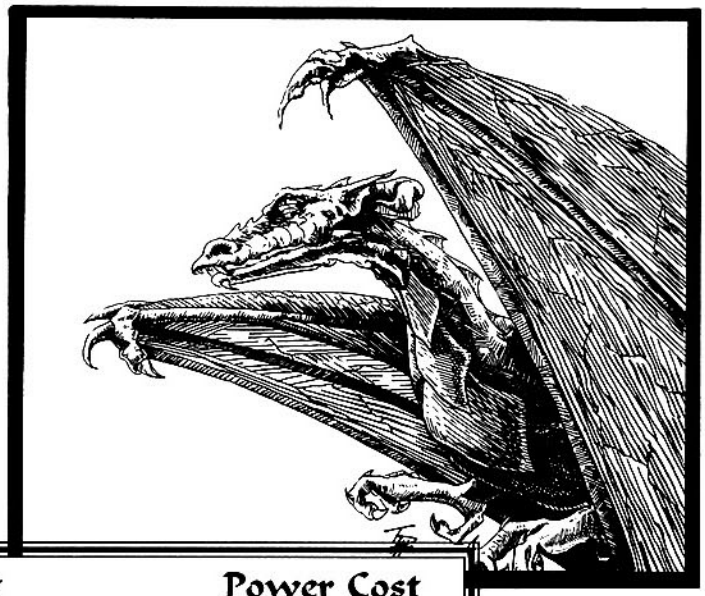
Enchantment Ability

Employing Enchantment Powers

To be able to use Enchantment Powers, the Avatar must record each known Power upon a Memory Tablet. Each Memory Tablet holds four Powers of any Grade. The Avatar must have a Memory Tablet to possess the Power, for to not have a tablet is to not have the Power. The tablet does not have to be on the Avatar's person, however.

More than one tablet may be possessed, for that is the only fashion by which to possess more than four Powers. A tablet gained, of course, provides the capacity to record new Powers or use Powers already inscribed on the tablet.

Failure of an Ability check when using an Enchantment Power indicates the AEPs are expended to no effect. The player will record the loss of the AEPs normally.



Time Required

The amount of time required for activating a Power varies according to the complexity and power cost (in AEPs) required:

Grade	Time Cost	Power Cost
Very Minimal	1 second realtime	Power cost 2
Minimal	2 seconds realtime	Power cost 3
Low moderate	3 seconds realtime	Power cost 4
Moderate	4 seconds realtime	Power cost 5
Good	5 seconds realtime	Power cost 6
Very good	7 seconds realtime	Power cost 7
Strong	9 seconds realtime	Power cost 8
Very strong	12 seconds realtime	Power cost 9
Major	16 seconds realtime	Power cost 10
Extreme	20 seconds realtime	Power cost 12

Enchanment Power Listing

Very Minimal

1. Borgasta's Flatness
2. Disenchantment
3. Disrupt Power
4. Flame Finger
5. Galicar's Illusion Hacker
6. Jewel of Splendor
7. Lighter Than Air
8. Night
9. Personal Armor 1
10. Phantom Self
11. Sense Power
12. Shadow Bolts
13. Shadowed Self
14. Shooting Stars
15. Unexplained Noise
16. Weapon Wizard
17. Whirlwind

Minimal

1. Cloak in Shadows
2. Conjured Closure
3. Create Shadow
4. Faire Fare
5. Flame Fan
6. Igxat's Doorman
7. Imitate Surroundings
8. Grasshopper Legs
9. Jumpback, Jack
10. Personal Armor 2
11. Private Illumination
12. Spring Trap
13. Thorn Thrash
14. Turtle Shell
15. Vitality
16. Vornosh's Magnification
17. Yukking
18. Xargya's Military Fork

Low Moderate

1. Acuity
2. Azkomil's Shifting Shadows
3. Flame Gout
4. Dazzling Dagger
5. Defeat Preternatural Power
6. Doublemissile
7. Eel Skin
8. Flightmissile
9. Iron Agony
10. Mirdoleb's Shadow Shield
11. Mystic Mace
12. Pass Baring Force
13. Personal Armor 3
14. Quicktime
15. Rapid Reflux
16. Shadow Hands
17. Strength
18. Weapon Stretch

Moderate

1. Acid Globe
2. Adelhard's Attack Augmentation
3. Animate Shadow
4. Dazzling Dart
5. Desmuriak's Dramatic Images
6. Dropnet
7. Energy Explosion
8. Flame Inferno
9. Handy Henchmen
10. Invisible Scutifer
11. Leduc's Inescapable Drowsiness
12. Mirdoleb's Shadow Swarm
13. Pseudostone
14. Spirit Sawyer
15. Sticky
16. Uncoordinated
17. Obfuscate Observer
18. Personal Armor 4

Good

1. Aegis of the EtherAquatic
2. Ashlar Image
3. Banish Elementary
4. Blue Bolts
5. Dazzling Dread
6. Derkay's Missile Attraction
7. Element of Surmise
8. Epicurean Banquet
9. Grim Backguard
10. Hrunji's Horrific Beast
11. Loviatskya's Infallible Mineral Analysis
12. Magical Tinker
13. Marvelous Magical Mantle
14. Miasmal Zephyr
15. Misty Bank
16. Oakheart
17. Personal Armor 5
18. Secret Passage
19. Shadow Bridge
20. Shape-shift
21. Spindleshank's Preserving Power
22. Spirit Low
23. Vanish in Vapor
24. Willowkin

Very Good

1. Amalgamate Vegetable Energies
2. Bestow Animal Energies
3. Invisible Form
4. Jumpwayback, Jack
5. Mirdoleb's Shadow Monster
6. Mystic Maul
7. Personal Shielding 1
8. Pulsion
9. Seeing Orb
10. Smoke Serpent
11. Sub-Minimus 1
12. Talk with Shadows
13. Timeless (also Timeworn)
14. Trapdoor
15. Trip Trap
16. Turncoat
17. Unseen Swordsman
18. Vampiric Vein
19. Umbrate Wall
20. Wizard Warding

Enchantments

Strong

1. Counterpower Contingency
2. Defeat Supernatural Power
3. Gareggy's Uplifting Tongs
4. Imbue With Extraordinary Power Capacity
5. Implant Power Node
6. Jasmire's Enchanted Jar
7. Loviatskya's Infallible Energy Analysis
8. Mordey's Adversarial Reflector
9. Oppose Element
10. Personal Shielding 2
11. Renewing Extraordinary Energization
12. Spindleshank's Rot Reversal
13. Sub-Minimus 2
14. Seeing Orb Surprise
15. Time Out
16. Tortoise Force

Very Strong

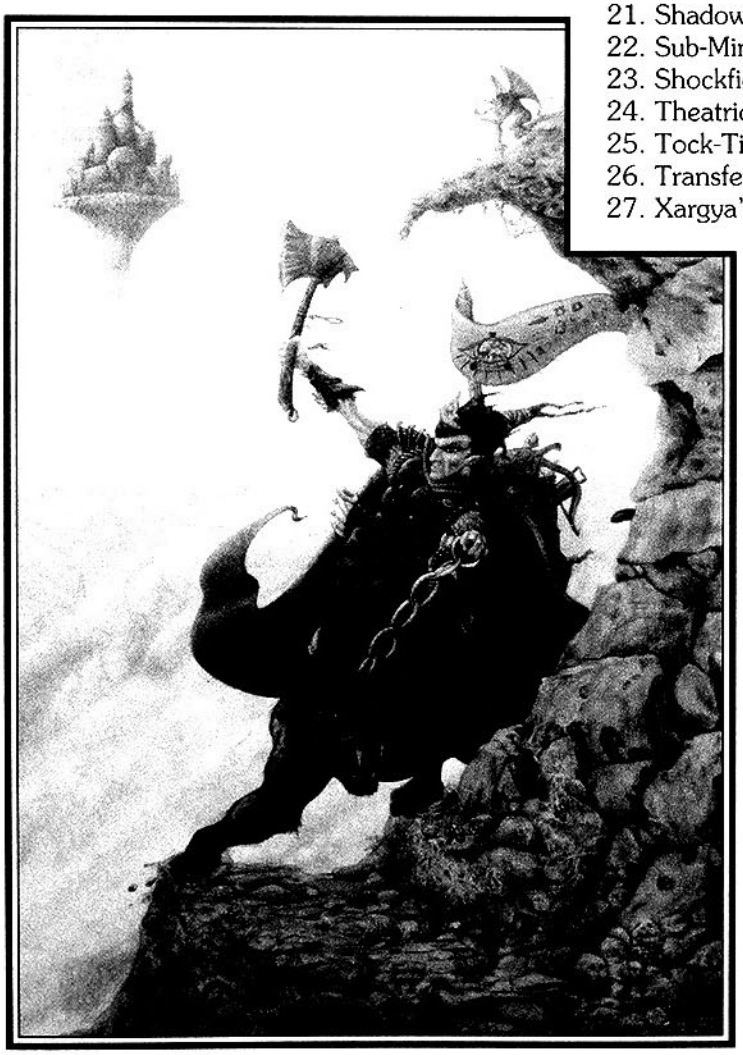
1. Break Dark Bonds
2. Combine Mineral Energies
3. Continual Shadow
4. Doppleganger
5. Gareegy's Conjuration
6. Mist Veil
7. Mordey's Vanishing Act
8. Personal Shielding 3
9. Press of Pike
10. Quickness
11. Read Power
12. Simulacrum
13. Spirit Form
14. Sub-Minimus 3
15. Watertank
16. Wizard's Wall
17. Wood Glue

Major

1. Animated Wand
2. Chin Lei's Isolation
3. Convey Energy
4. Denokarnen's Energy Enhancement
5. Distance Warp
6. Elemental Aquanaut
7. Elemental Fireman
8. Elemental Flier
9. Elemental Miner
10. Elephant of Surprise
11. Imbue With Spirit Entity
12. Intensify Fire
13. Jinker's Rope Golem
14. Krootzer's Leather Golem
15. Magical Smith
16. Personal Shielding 4
17. Quorg's Wood Golem
18. Rainbow Ram
19. Seeing Channeling Orb
20. Shadow Javelins
21. Shadow Self
22. Sub-Minimus 4
23. Shockfield
24. Theatrical Wizardry
25. Tock-Tick
26. Transfer Ability
27. Xargya's Demonic Arms

Extreme

1. Bar Possession
2. Blast of Air
3. Cindersmoke
4. Conjured Castellan
5. Dominant Shadow
6. Eggary's Extreme Smiting
7. Fuse Kingdom Energies
8. Grimsmoke
9. Heart's Desire
10. Icewind
11. Jasmire's Potent Preservation
12. Mirdoleb's Shadow Wave
13. Personal Shielding 5
14. Power Persistency
15. Probability Panel
16. Reserve Energy
17. Salute Foe
18. Sending
19. Shadow Cloud
20. Shockade
21. Smoke & Mirrors
22. Sub-Minimus 5
23. Tentacle of Krobchac
24. Touch the Weave
25. Ultra-height
26. Ykcul
27. Xargya's Secret Pocket
28. Zap!



Power Descriptions

Acuity: Low Moderate

By means of this Preternatural Power's energy, the activator is able to give to him- or herself, or to any other person touched, a temporary increase in acuity. This translates to one point of Precision Base Rating. The added Precision BR also increases Weapons Ability by the same amount—one point. For each additional two AEPs expended at time of activation, the acuity of the subject is increased by one Precision BR point. Enhanced Precision BR can be above normal total. The energy of this Power is transitory, however, and after one hour it dissipates, and all points of Precision gained from it fade and are gone.

Acid Globe: Moderate

This Preternatural Power creates and sends forth a globule of strong acid, about three inches diameter and eight ounces volume. It travels from the invoker's palm outwards to a distance of no more than 16 feet. If it strikes its target the acid inflicts 17-20 points of Harm to all it contacts, including flesh, cloth, leather, wood, metal, etc. Protective armor not specifically proof against acid is always reduced by the full amount of this Harm, regardless of the amount that would normally be passed on to and accruing to the wearer. The individual might receive acid damage after the armor's protective capabilities are considered, but the armor receives the full amount of damage.

Adelhard's Attack Augmentation: Moderate

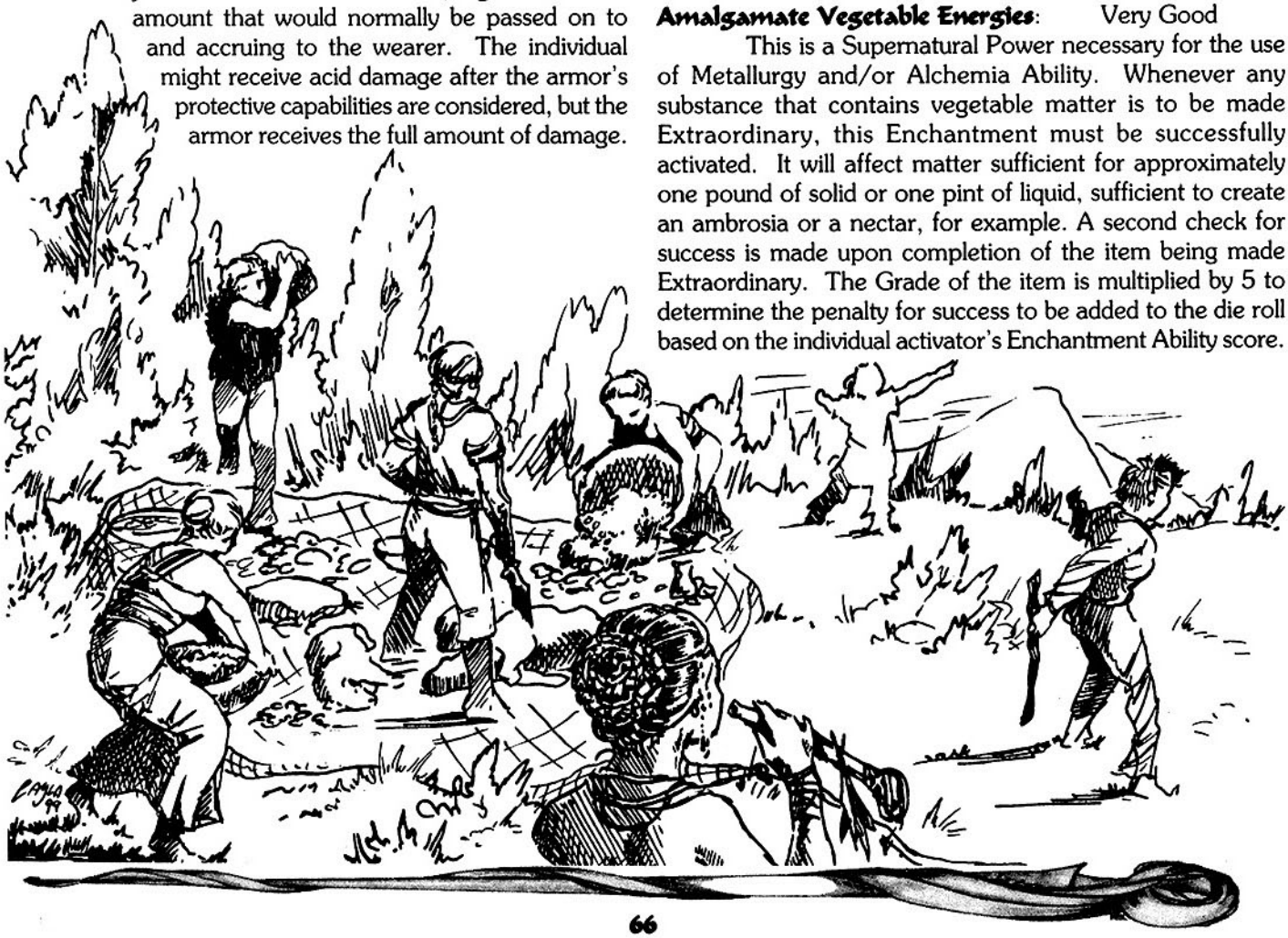
This Preternatural Power enables the person activating it to become relatively more able in the use of weapons, so that that individual gains a 10 point bonus to Weapons Ability and a like bonus to Harm inflicted by use of any weapon. The energy of this Enchantment is transitory, however, and remains active for exactly 10 Activity Block Counts (30 seconds) time and then fades into nothingness.

Aegis of the Ether: Good

This Preternatural Enchantment enables the activator to create above his or her location a shield of enchanted ether. It is a hemisphere of 24-foot radius, and it has a Health of 240 points. All incoming missiles of any sort that contact this force are basically harmless, their potential for Harm being absorbed by the shielding energy. However, once the etheric shield has been brought to zero Health, it is defunct, and the protection removed. Note that a missile bringing it to zero Health can not then go on to harm anything else, even if it has potential Harm above that which destroyed the Aegis of the Ether Power. Missiles with an Extraordinary component, as well as missiles of Extraordinary origination, pass through the shielding energy, and if they hit the subject successfully they inflict Harm normally.

Amalgamate Vegetable Energies: Very Good

This is a Supernatural Power necessary for the use of Metallurgy and/or Alchemia Ability. Whenever any substance that contains vegetable matter is to be made Extraordinary, this Enchantment must be successfully activated. It will affect matter sufficient for approximately one pound of solid or one pint of liquid, sufficient to create an ambrosia or a nectar, for example. A second check for success is made upon completion of the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the penalty for success to be added to the die roll based on the individual activator's Enchantment Ability score.



Animate Shadow: Moderate

By activation of this Preternatural Power an Enchanter can, if the light conditions are such that strong shadows are present, manipulate a shadow as if it were a physical force, if it is within 30-foot range. This can have many effects, a common one being to wrap a shadow around a being (whether it be it's own shadow or one within range). This can be done in a way to exclude arm or leg use (one or the other), which could affect combat, the activation of Powers of non-Psychogenic sort, and/or movement. Alternately, the activator can wrap the shadow around a being and a nearby object (say, a tree), thus preventing any movement at all (when done in this way, assume full arm and leg movement for purposes of other than covering distance). Basically, any creative idea can be utilized by the activator, subject to GM approval. For example, wrapping a Wyrm's Shadow around its mouth might prevent it from using its breath weapon or biting!

Use the general size of the shadow animated to determine feasibility of actions, though no matter what the shadow's size only a single creature can be affected by use of this Power. Of course, several uses of it will allow one to affect as many subjects as there are activations of Animate Shadow. The Power lasts for four ABCs realtime.

The shadow remains untouchable and unbreakable by any physical means, as it is still just a shadow. The only way a subject can withstand the effects (short of some Extraordinary means of canceling the Power) is to try to slip out of the shadow's grasp. This is done by making a successful check against Speed Base Rating, modified as follows:

Luck adds 10% of that Ability Score to the success chance.

Minstrelsy Ability adds its entire Score to the attempt.

This "avoidance" can be attempted each ABC that the Power's energy is active. Success indicates the shadow returns to normal; failure indicates that the target is still restrained for the duration of the Activity Block Count.

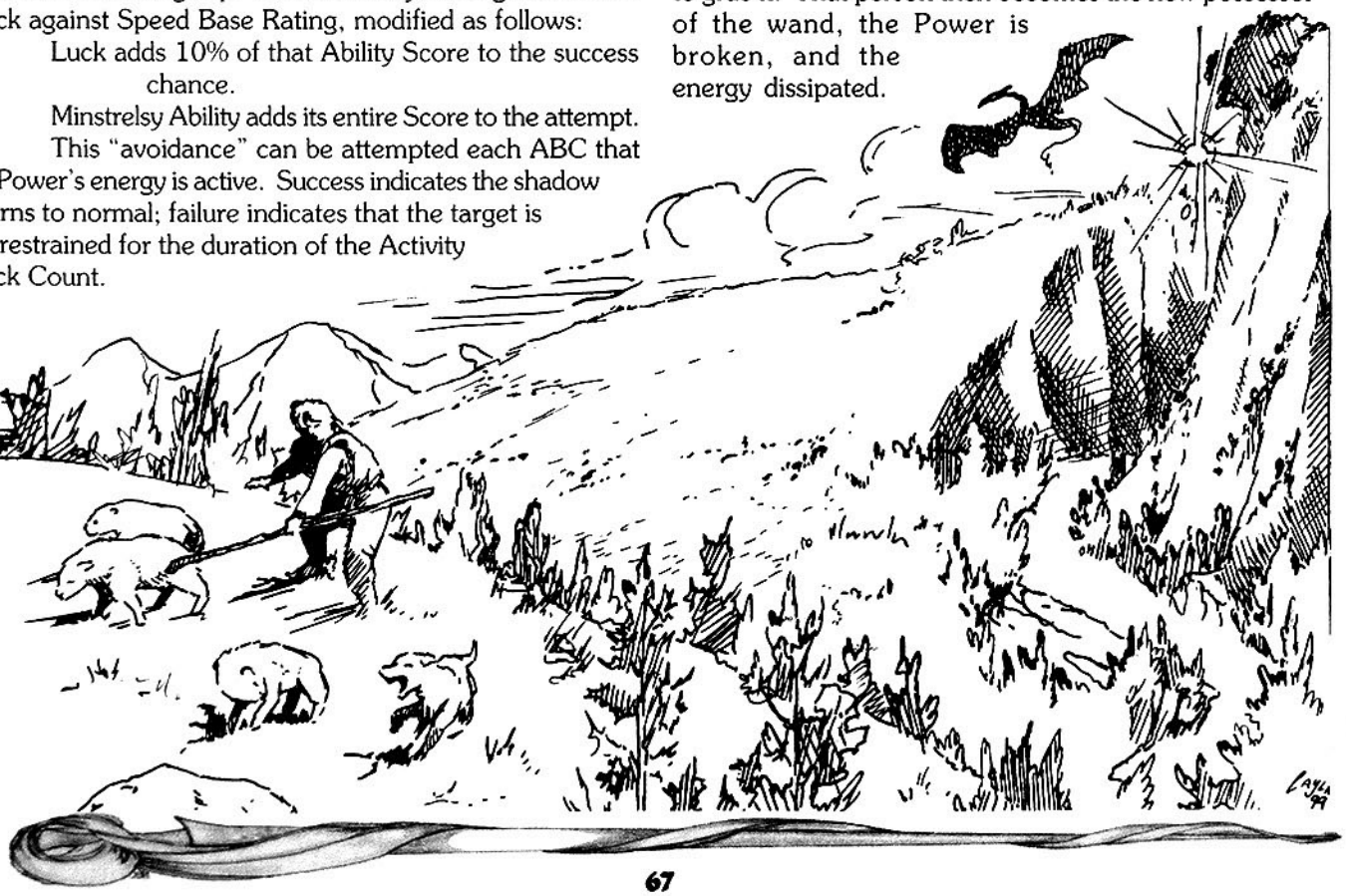
Note that if the area surrounding the object/creature whose shadow is being animated is deprived of all light (or immersed in pure darkness), in such a way that no shadow is cast, then the energy of the Power is broken.

This Power in itself cannot cause physical Harm, i.e. the shadow can neither squeeze for Harm, nor be used to suffocate, etc.

Animated Wand: Major

By activation of this Supernatural Power an Enchanter can animate one of his or her Extraordinary Item wands in such a way as to give it volition and enable it to obey his or her mental commands. At activation, the wand animates in the air around the activator (at about shoulder level), where it remains for the duration of the Power's persistency, waving back and forth slightly. The activator must remain within 10' of the wand as well as maintain a path of vision for the energy of the Power to continue to cause the functioning of the wand thus. (The activator does not actually have to look at the Wand, but he or she must maintain a possible line of vision). If the activator moves out of this range, the wand is moved out of range, or if his vision is completely obscured by any means, then the energy ceases and the Power is no longer active.

The activator may grab the wand at any time to cease the Power's effect, and others may try to do so as well. A successful check against Precision while the Avatar or character/creature is within 5' of the wand must be made to grab it. That person then becomes the new possessor of the wand, the Power is broken, and the energy dissipated.

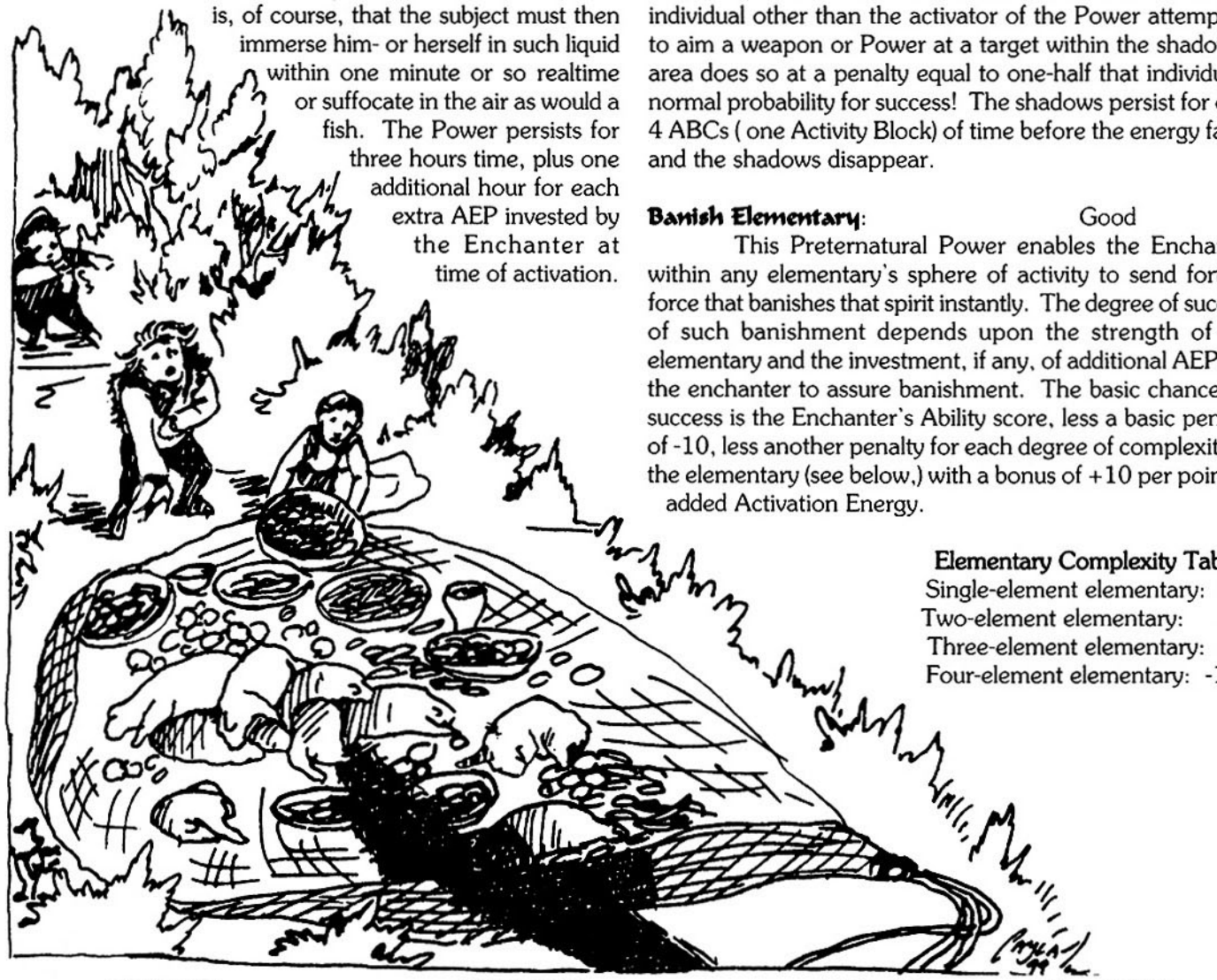


If no one is there to grab the wand at the end of five ABCs, it falls to wherever gravity takes it. A fall of more than 20' or onto potentially dangerous surfaces may damage the wand, at the GM's discretion.

Note that at no time may more than one Wand be animated by the activator, as the link that exists can only sustain the control of a single wand. Activation of this same Power before the end of the original one's cessation will work, but the initial Power is thus automatically cancelled, and the wand affected by it can not be the same wand as affected by the later-activated Power. Following the ABC of animation, the wand can be utilized by the activator in addition to any other action he or she may wish to take—such as Power activation, using another item, etc.

Aquatic: Good

By operation of this energy the Enchanter, or such person he or she touches within one ABC of time, is physically altered so as to be able to breathe when in fresh or salt water just as if he or she were inhaling normal air. The drawback is, of course, that the subject must then immerse him- or herself in such liquid within one minute or so realtime or suffocate in the air as would a fish. The Power persists for three hours time, plus one additional hour for each extra AEP invested by the Enchanter at time of activation.



Ashlar Image: Good

This Preternatural Power bestows upon the activator—plus one or two other subjects touched at the time of activation—a rock-hard skin that increases armor protection by addition of 50% (-10). This provides virtual invulnerability to Harm from any stone weapon or missile striking the subject, but slows all action and reaction by 50%, the subjects acting with a maximum Speed of 6. The protected subjects can attack no more than once per ABC. The energy remains active for five ABs (20 ABCs of time) or until the Enchanter commands it dissipate. Note also that the subject of this Power will suffer no Harm from attacks by acid or fire, but cold will cause normal Harm.

Azkomil's Shifting Shadows: Low Moderate

This Preternatural Power enables the Enchanter to create a cloud of moving shadows in a radius of up to 30 feet around him or her. The energy requires light to activate, of course, but the shadows caused by the energy are sufficiently substantial to create shadows of their own! Any individual other than the activator of the Power attempting to aim a weapon or Power at a target within the shadowed area does so at a penalty equal to one-half that individual's normal probability for success! The shadows persist for only 4 ABCs (one Activity Block) of time before the energy fades and the shadows disappear.

Banish Elementary: Good

This Preternatural Power enables the Enchanter within any elementary's sphere of activity to send forth a force that banishes that spirit instantly. The degree of success of such banishment depends upon the strength of the elementary and the investment, if any, of additional AEPs by the enchanter to assure banishment. The basic chance for success is the Enchanter's Ability score, less a basic penalty of -10, less another penalty for each degree of complexity of the elementary (see below,) with a bonus of +10 per point of added Activation Energy.

Elementary Complexity Table

Single-element elementary:	-10
Two-element elementary:	-30
Three-element elementary:	-60
Four-element elementary:	-100

Bar Possession: Extreme

This Supernatural Power enables the Enchanter, or any other he chooses to touch in that ABC, or the following one, to be impervious to the leeching effects of any malign spirit, so that Health, Precision, and Speed Base Ratings can not be drained away, although Health can suffer Harm. The energy also bars a spirit of any sort from possessing the protected individual. It remains active for only one minute realtime, plus 12 additional seconds for each extra 1 AEP committed to it before activation of the Power.

Bestow Animal Energies: Very Good

This is a Supernatural Power necessary for the use of Metallurgy and/or Alchemia Ability. Whenever any substance that contains animal matter is to be made Extraordinary, this Enchantment must be successfully activated. It will affect matter sufficient for approximately one pint of liquid, or one pound of solid, sufficient to create a nectar, for example. A second check for success is made upon completion of the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the penalty for success to be added to the die roll based on the individual activator's Enchantment Ability score.

Blast of Air: Extreme

By means of this Supernatural energization the Enchanter causes a rush of wind to issue from before the area of his or her palm. It is a draught that is 10 feet in diameter, traveling at 100 miles per hour, for 880 feet distance directly away from the activator before it ceases. All subject to such a blast (targets not solidly fixed and weighing under 2,201 pounds, double that if having a large, exposed surface) suffer 1-20 + 10 points of Harm regardless of armor protection. Tree limbs snap, rotten or ill-rooted trees are uprooted and flattened, and so forth. Normal fires and flames are extinguished instantly, large and very hot fires are doubled in intensity. Loose material flies in a cloud before the blast. Dust, dirt, sand, and gravel present in the path are picked up and blown along, adding 13-16 Harm that is reduced normally by armor. Earth-energy-based targets suffer double Harm (2-40 +20,) as their physical form is affected. Anything subject to dissipation by wind force is affected accordingly.

Blue Bolts: Good

This is a Preternatural Power that causes a hail of energy bolts to streak through an area of 20 feet width and 60 feet length. Upon activation its nearest edge appears at any distance up to 100 feet removed from the Enchanter, as the activator desires and directs. Whatever is in the area of effect will be struck by one or more bolts, each inflicting 1-2 preternatural Harm disregarding normal armor. Very small targets will take 1-3 bolts, small targets 1-6 bolts, man-sized targets 2-8 bolts, large targets 3-12 bolts, and very large targets 4-16 bolts.

Borgasta's Flatness: Very Minimal

This is a Preternatural Power that changes the activator, or any willing (or unconscious) subject touched on that or the following ABC, such that depth of body (and all worn items and/or items normally carried in hand) becomes only one one-hundredth of an inch. Essentially, the subject thus affected is as flat as a sheet of paper. The subject has a commensurate loss of mass (is 1/100th of former weight) and is thus adversely subject to moving air. The subject will remain in this form for up to one minute realtime for each AEP expended.

The affected individual can attack only with piercing weapons, and gains no Physique Ability bonus when in this condition. Health is reduced to 10% of normal because of the physical state, although protection worn or empowered remains normal.

The individual can slip sideways through any crack that would allow a piece of paper the width of his or her shoulders to so pass, slither under doors, and so on. Also, to an observer standing at 90 degrees left or right, as it were, the individual is virtually invisible, especially in poor light conditions.

Break Dark Bonds: Very Strong

This Supernatural Power enables the Enchanter to touch a living subject and deactivate any Extraordinary force that is keeping the individual unconscious in any way, and/or is restraining that individual from performing normal activities. Unlike most Powers, this one is instantly active, but the time from touch of the Enchanter to restoration of the individual is 3 ABCs (nine seconds) of time as the energy affects that subject and breaks the bonds.

Chin Lei's Isolation: Major

This Supernatural Power enables the Enchanter to send an energy field up to 120 feet distant. The Power then creates a globe of force around a single subject, that energy sphere exactly 10% greater than twice the largest dimension of the subject to be confined, and extending into the surface of whatever the subject is upon, if applicable. Thus, a human so englobed would be inside a sphere approximately 13 feet in diameter, probably perceived as a hemisphere of that base dimension and of six and one-half feet height. The isolating force will let nothing pass through it, save air, that entering from tiny "holes" at the base.

Traumatic and/or Extraordinary energy of any sort, ranging from acid to flame and including weapon blows, is absorbed by the sphere of supernatural force. When 1,000 points of Harm have been so absorbed, the energy dissipates with a crackling pop, and the enchantment is finished.

Cindersmoke: Extreme

This Supernatural Power creates a roiling cloud of smoke and burning cinders that appears from nowhere overhead and instantly settles over a self-contained cube-like field with an area of up to 40 feet per side. Upon activation the nearest edge of the Cindersmoke field appears at any distance up to 160 feet removed from the enchanter. Whatever is in the area suffers 6-8 points of Harm, disregarding all but Extraordinary protection against such Harm from fire. In addition, subjects are blinded with smoke for each ABC of time within the field, the blindness continuing after leaving the field for as long as the affected subject was within the field.

Creatures based on cold/cold energy suffer double the Harm (13-16) each ABC of exposure to the fire. All inflammable materials within the area are ignited, and added Harm might accrue to exposed subjects accordingly, viz. 3-5 or 6-8 points of Harm for 2-4 ABC's as the material burns. The burning cinders and blinding smoke continue unabated for 20 ABCs (60 seconds), then cease, and the field area is clear of all but a sooty residue. Its energy is negated by an Icewind Power activation in the area of effect.

Cloak in Shadows: Minimal

By activation of this Preternatural Power an Enchanter can, if the light conditions are such that strong shadows are present, cause his or her person to become veiled and shadowy. If none observe this transformation, then the affected individual is at least 90% likely to be unnoticed. If some observer is present, the individual is still so veiled as to cause any attack upon him or her to be at a penalty of 10 to the attacker's check to determine if a hit of any kind is scored.

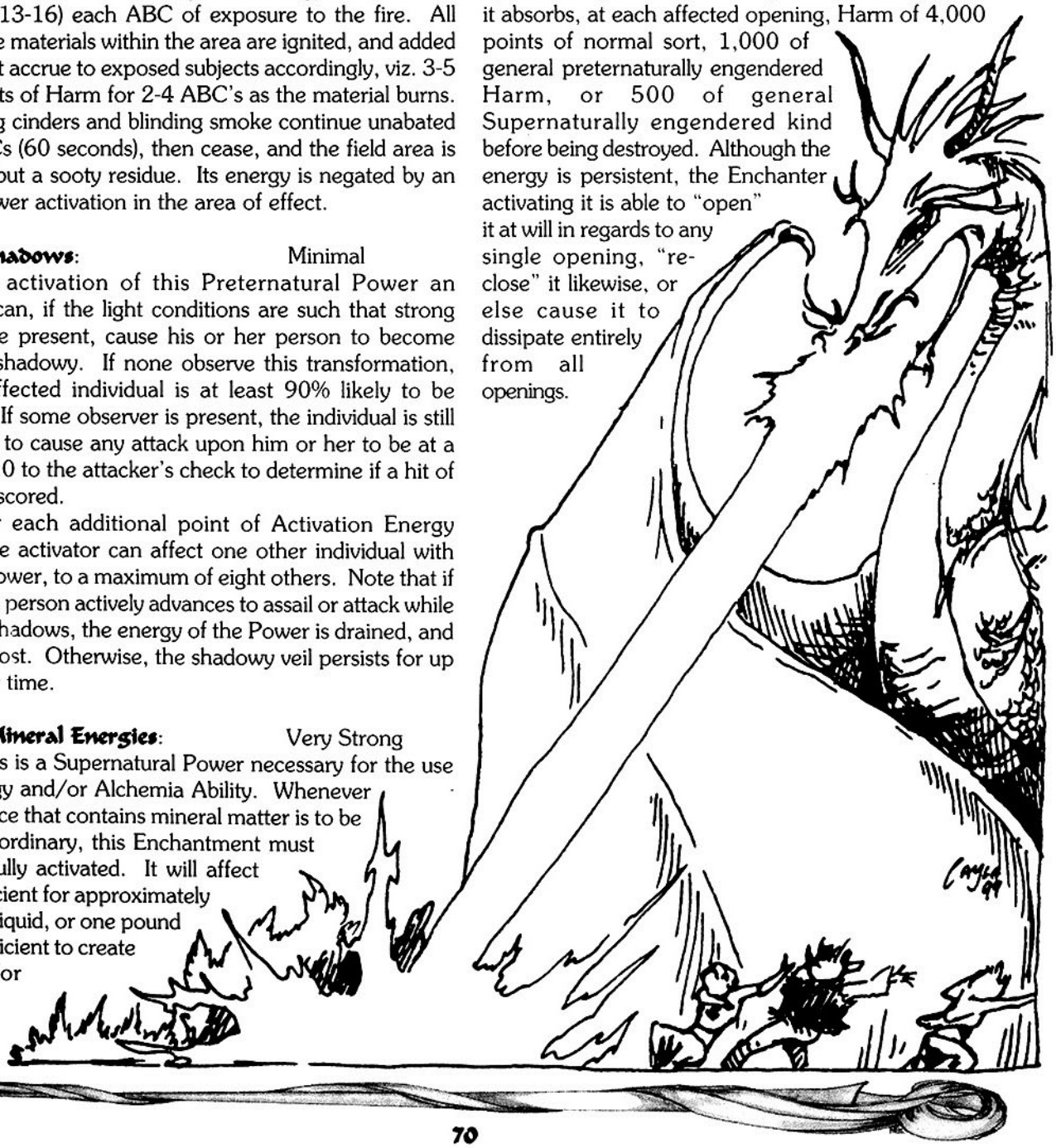
For each additional point of Activation Energy invested, the activator can affect one other individual with this same Power, to a maximum of eight others. Note that if any affected person actively advances to assail or attack while cloaked in shadows, the energy of the Power is drained, and all effect is lost. Otherwise, the shadowy veil persists for up to one hour time.

Combine Mineral Energies: Very Strong

This is a Supernatural Power necessary for the use of Metallurgy and/or Alchemia Ability. Whenever any substance that contains mineral matter is to be made Extraordinary, this Enchantment must be successfully activated. It will affect matter sufficient for approximately one pint of liquid, or one pound of solid, sufficient to create a nectar, for example. A second check for success is made upon completion of the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the penalty for success to be added to the die roll based on the individual activator's Enchantment Ability score.

Conjured Castellan: Extreme

This is a Preternatural Power that causes one single large opening of up to 400 square feet in size, or all openings of up to about 10,000 square feet in total size within a structure to be instantly closed. The portals are closed by not only any normal material there for such purpose, but are also sealed by energy. The latter effect makes each of the openings impassable to even spirits. The energy is such that it absorbs, at each affected opening, Harm of 4,000 points of normal sort, 1,000 of general preternaturally engendered Harm, or 500 of general Supernaturally engendered kind before being destroyed. Although the energy is persistent, the Enchanter activating it is able to "open" it at will in regards to any single opening, "re-close" it likewise, or else cause it to dissipate entirely from all openings.



Conjured Closure: Minimal

This is a Preternatural Power that causes an opening of up to about 100 square feet in size to be instantly closed, by not only any normal material there for such purpose, but to be also sealed by energy. The latter effect makes the opening impassable even to spirits. The energy is such that it absorbs Harm of 2,000 points of normal sort, 500 of general Preternaturally engendered Harm, or 250 of general Supernaturally engendered kind before being destroyed. Although the energy is persistent, the Enchanter activating it is able to "open" it at will, "re-close" it likewise, or else cause it to dissipate.

Continual Shadow: Very Strong

By activation of this Supernatural Power an Enchanter can create light conditions that are dim and shadowy, even if the light is otherwise clear and bright or totally lacking. Thus, whether bright or dark, the Power causes an area of shadowy sort in a radius of 40 feet around the activator. Note that some sort of Extraordinary Power that causes bright light or total darkness will cancel this Power's energy only if such light conditions are equal to or greater the radius of the shadow, or multiple activations of such Power are used in succession to drain the energy. Otherwise, the effect lasts for one month. The activator can extend this time by adding one AEP per added month of energy persistence desired, doing this at the time he or she activates the Power. It can, of course, be de-energized by a Defeat Supernatural Power if this latter Power is successfully activated and operative.

Convey Energy: Major

This Supernatural Power enables the activator to convey to the living individual whom he or she touches Extraordinary energy. For each additional 1 AEP the activator conveys to the recipient at time of activation, that individual is physically and mentally invigorated so as to regain from 3-5 points of Health Base Rating lost from Harm to Health, but not accruing to the subject in excess of normal Health BR points. This occurs automatically as soon as the Power is active. Note that no single individual can sustain the energy of this Power more frequently than once in any 24-hour time period.

Counterpower Contingency: Strong

This Supernatural Power does nothing unless the Enchanter who brought it into being is directly the focus of a baneful Power aimed directly at him or her by a hostile individual. In such case it is then triggered and negates the energy and effect of the Power. Note that any Grade of Power is negated thus, but in so negating the activation, this Power is itself expended and gone. Its energy lasts until negated by an attacking Power or until one hour of time has elapsed after its activation, whichever first occurs.

Create Shadow: Minimal

By activation of this Preternatural Power an Enchanter or Necrourge can create a light condition that is dim and shadowy, even if the light is otherwise clear and bright or totally lacking. Thus, whether bright or dark, the Power causes an area of shadowy sort in a radius of 20 feet around the activator. Note that some sort of Extraordinary Power that causes bright light or total darkness will cancel this Power's energy if such condition is of about equal radius (at least 15-foot radius). Otherwise the effect lasts for one full hour.

Dazzling Dagger: Low Moderate

This is a Preternatural Power that causes a small energy bolt of coruscating gold to strike a target up to 200 feet distant so as to inflict 13-16 points of Harm upon it, ignoring all armor protection—including Preternatural sort—not of Supernatural Enchantment.

Dazzling Dart: Moderate

This is a Preternatural Power that causes a medium-sized energy bolt of scintillating silver to strike a target up to 240 feet distant so as to inflict 17-20 points of Harm upon it, ignoring all armor protection—including Preternatural sort—not of Supernatural enchantment.

Dazzling Dread: Good

This is a Preternatural Power that causes a multi-forked energy sheet of bright blue-white that travels up to 300 feet distance to strike an area of six feet in height and width, and 36 feet depth. All targets that are within the strike area suffer 13-16 points of Harm. ignoring all armor protection—including Preternatural sort—not of Supernatural Enchantment.

Defeat Preternatural Power: Low Moderate

This Preternatural Power enables the one activating it to attempt to disenchant another's Enchantment that is within sight and at a distance of not more than 160 feet. The base chance for success of so doing is a strong 70%, plus or minus the energy Grade of the Enchantment to be broken by this one. A very minimal Enchantment is thus 90% likely to be disenchanted and ended, while one of good Grade is only 50% likely to be successfully broken. If the Enchantment is of Supernatural Power, there is no chance to affect it.

Defeat Supernatural Power: Very Strong

This Supernatural Power enables the one activating it to automatically disenchant any Preternatural Power, or to attempt to disenchant another's Supernatural Enchantment, that is within sight and at a distance of not more than 240 feet. Any preternatural Enchantment contacted thus is

negated automatically. The base chance for success of defeating a supernatural Power is a strong 70%, plus or minus the energy Grade of the supernatural Enchantment to be broken by this one. A very good Enchantment is 90% likely to be disenchanted and ended, while an extreme Grade Enchantment is only 50% likely to be successfully broken.

Denokarnen's Energy Enhancement: Major

This Supernatural Power conveys to the one activating it double the number of AEPs required to do so, viz. 20 points of Activation Energy. However the energy so gained must be utilized within the following four ABCs (12 seconds) time, for thereafter it fades into nothingness and the cost of the Enchantment might well be wasted. Note that this Power can be used only once in any 24-hour time period, and if again attempted prior to the expiration 24 hours after an activation of this Enchantment, the AEPs are expended to no effect.

Derkay's Missile Attraction: Good

This Preternatural Power enables the activator to target one subject that is within sight and no more than 240 feet distant. The Power causes that individual to attract any airborne missiles within a range of 60 feet during the next ABC of time, drawing such objects to the vicinity of the subject, and each such missile having a base 25% chance of actually striking the subject. Extraordinary missiles have their increased likelihood, if any, of striking a target added to the chance. For each additional AEP invested at the time of activation, this effect will persist for one extra ABC of time.

Desmuriak's Dramatic Images: Moderate

This Preternatural Power enables the Enchanter to create in a surface of up to 4,000 square feet, extending upwards to a height of up to 40 feet, a background scene showing as many figures, still or moving, as would normally fit into such a space. The Enchanter can instantly activate it, or key activation to some event—a sound, proximity of a creature, or anything imaginable. The whole is a thing of light and shadow, of course, a holographic sort of picture without real substance, lacking sound and odor. It lasts for one hour of time, then winks out.

The activator of the Power can extend the life of the dramatic scene envisioned and activated through the Power by investing one additional AEP for each extra hour it is to last, with 25 AEPs making the thing permanent.

Touching will not affect such a scene, nor will any form of attack, but any energy countering the persistence of this kind of illusionary form of Enchantment will likely cause it to vanish. Note that the "play" is pre-programmed and will repeat itself every interval set by the activator, intervals generally being as brief as one minute or as long as desired and the dramatic scene is mentally scripted and energized thereafter.

Disenchantment: Very Minimal

This Preternatural Power conveys the capacity to remove one's own Enchantment. It works automatically as soon as active.

Disrupt Power: Very Minimal

By activation of the energy of this Power, the Enchanter attempts to cancel the effect of the energy of another Power of any Ability that has been placed upon a subject of animal, mineral, or vegetable nature. If the energy to be deactivated is of a Grade higher than 1 (Very Minimal,) extra AEPs must be invested at the time of activation of this Power for it to have any chance of success. If AEPs invested in the disruption equal or exceed those of the Power to be affected, the chance for successful activation is normal. However, if more than one Power is present, the Disrupt Power Enchantment will have to have energy equal to, or in excess of, all of the Powers so active, and it will then only deactivate the least potent of the two or more Powers active. Thus, this is not an effective means of negating Extraordinary objects.

Distance Warp: Major

This Supernatural Power enables the activator to access the existing dimensional matrix nexus so as to be able to "step through" from one place into another, with all normally worn and/or carried gear being so transported along. The distance "traveled" must be within 200 miles of the location of the activator. For each additional one point of Activation Energy expended, however, 200 miles is added to the base distance. To transport additional material, whether living or not, the activator must add one Activation Energy Point for each 100 pounds of living or non-living matter to utilize the warp.

Dominant Shadow: Extreme

By activation of this Supernatural Power an Enchanter can create light conditions that are dim and shadowy, even if the light is otherwise clear and bright or totally lacking. Thus, whether bright or dark, the Power causes an area of shadowy sort in a radius of 40 feet around the activator. Note that some sort of Extraordinary Power that causes bright light or total darkness will not cancel this Power's energy, even if such light conditions are equal to or greater the radius of the shadow, or multiple activations of such Power are used in succession to drain the energy. The effect lasts for one month. The activator can extend this time by adding two AEPs per added month of energy persistence desired, doing this at the time he or she activates the Power. It can, of course, be de-energized by a Defeat Supernatural Power if this latter Power is successfully activated and operative, but the strength of this magic requires penalty of 10 be assessed for that chance.

Doppelganger: Very Strong

This Supernatural energy creates an exact material duplicate of the Enchanter. For two added AEPs invested by the enchanter at the time of activation, the Power gives two points of additional Health Base Rating plus one point of Activation Energy to the double of the activator, for it otherwise has no AEPs. The doppelganger is an extension (avatar) of the activator, but it must be dressed and equipped or it will not function. The duplicate can, and will, when clothed and equipped, go to any possible location and do whatever the "original" (the activator) desires, knowing exactly because the two are literally of one mind. If telepathic communication is possible to the activator, then he or she will have such communication. The Enchanter is then literally able to be in two places at one time.

The doppelganger exists for three hours time, then fades and vanishes in an instant. However, any clothing and equipment worn or carried by it remains at the last location in which it existed. By doubling AEPs the doppelganger will persist in being for an added three hours time. Note that Harm accruing to the doppelganger passes to its creator at the rate of 1 for each 2 points sustained.

Doublemissile: Low Moderate

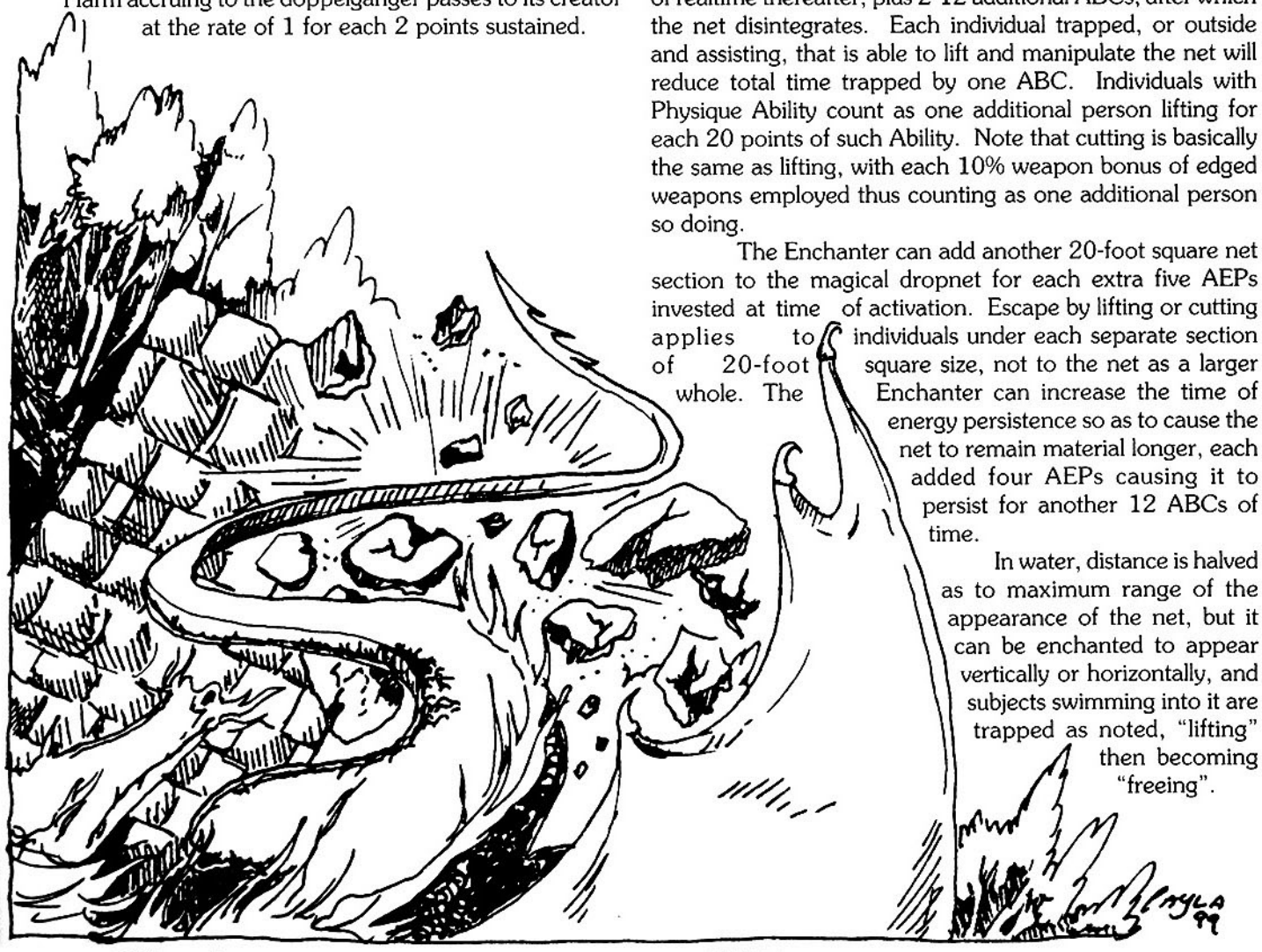
This is a Preternatural Power that enables the Enchanter to touch one small normal missile (arrow, dagger, dart, knife, quarrel, shuriken, sling bullet, sling stone) and make it equal to 2 such missiles for one ABC of time. Thus, if it is propelled that ACB or the next, it will "split" in flight, and two attacks will occur from that single missile, each normal doing Harm if striking successfully. Each missile has a Preternatural bonus of +1-2 Harm when hitting.

Dropnet: Moderate

This is a Preternatural Power that creates a material netting of thick, tarred rope with weighted edges. The size of this net is 20-feet square (400 square feet, 20' x 20'), and it appears in the location seen and pointed to by the Enchanter, at a height of from 10 to 100 feet in the air and at a total distance of no more than 300 feet from the location of the Enchanter. The net has lead-weighted edges and drops as would any like object. Whatever is caught beneath it suffers only 1-2 Harm, but is trapped beneath the net for one ABC of realtime thereafter, plus 2-12 additional ABCs, after which the net disintegrates. Each individual trapped, or outside and assisting, that is able to lift and manipulate the net will reduce total time trapped by one ABC. Individuals with Physique Ability count as one additional person lifting for each 20 points of such Ability. Note that cutting is basically the same as lifting, with each 10% weapon bonus of edged weapons employed thus counting as one additional person so doing.

The Enchanter can add another 20-foot square net section to the magical dropnet for each extra five AEPs invested at time of activation. Escape by lifting or cutting applies to individuals under each separate section of 20-foot square size, not to the net as a larger whole. The Enchanter can increase the time of energy persistence so as to cause the net to remain material longer, each added four AEPs causing it to persist for another 12 ABCs of time.

In water, distance is halved as to maximum range of the appearance of the net, but it can be enchanted to appear vertically or horizontally, and subjects swimming into it are trapped as noted, "lifting" then becoming "freeing".



Eel Skin: Low Moderate

This is a Preternatural Power that causes the Enchanter and all he wears, holds, and carries to become as slippery as an eel while adjunctive items remain in contact with him or her. This condition includes these special features:

- no adhesive or glue will stick to the Enchanted;
- no attack that would otherwise grab, hold, or continue, other than substances of conditions such as acid or fire, for example, will grab, hold, or continue;
- the subject is harder to hit with held or natural weapons directly contacting the body, so that attackers suffer a -10% penalty on Precision or Weapon Ability.

The Power remains active for 61 to 90 minutes realtime.

Eggary's Extreme Smiting: Extreme

This Supernatural Power enables the Enchanter to create a bolt of terrible force. This force follows the direction of the activator's pointed finger up to a distance of 300 feet, and if it strikes any target in the course of its near-instantaneous flight, the target struck will suffer 21-25 points of Harm ignoring all forms of armor protection, plus one additional point of Harm for every extra AEP the Enchanter invests in it at the time of activation.

Elemental Aquanaut: Major

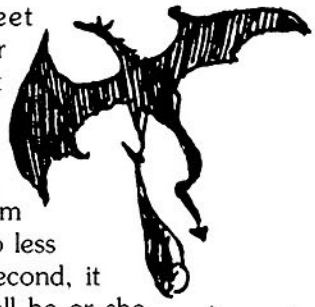
By means of this Supernatural Power the Enchanter conjures up, within 120 feet distance, a demi-elemental of water nature. This creature can do but one of two things. First, it could make breathable any sort of water within a 120-foot radius of itself, the liquid being totally breathable and as if air were within that area of effect for no less than 16 minutes realtime. Second, it could carry the activator and all he or she wears and/or carries, as well as up to an additional three persons likewise, through water, without Harm, at a speed of 40 miles per hour for a distance not exceeding five miles, or to a further shore of the water area, whichever is the lesser distance. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

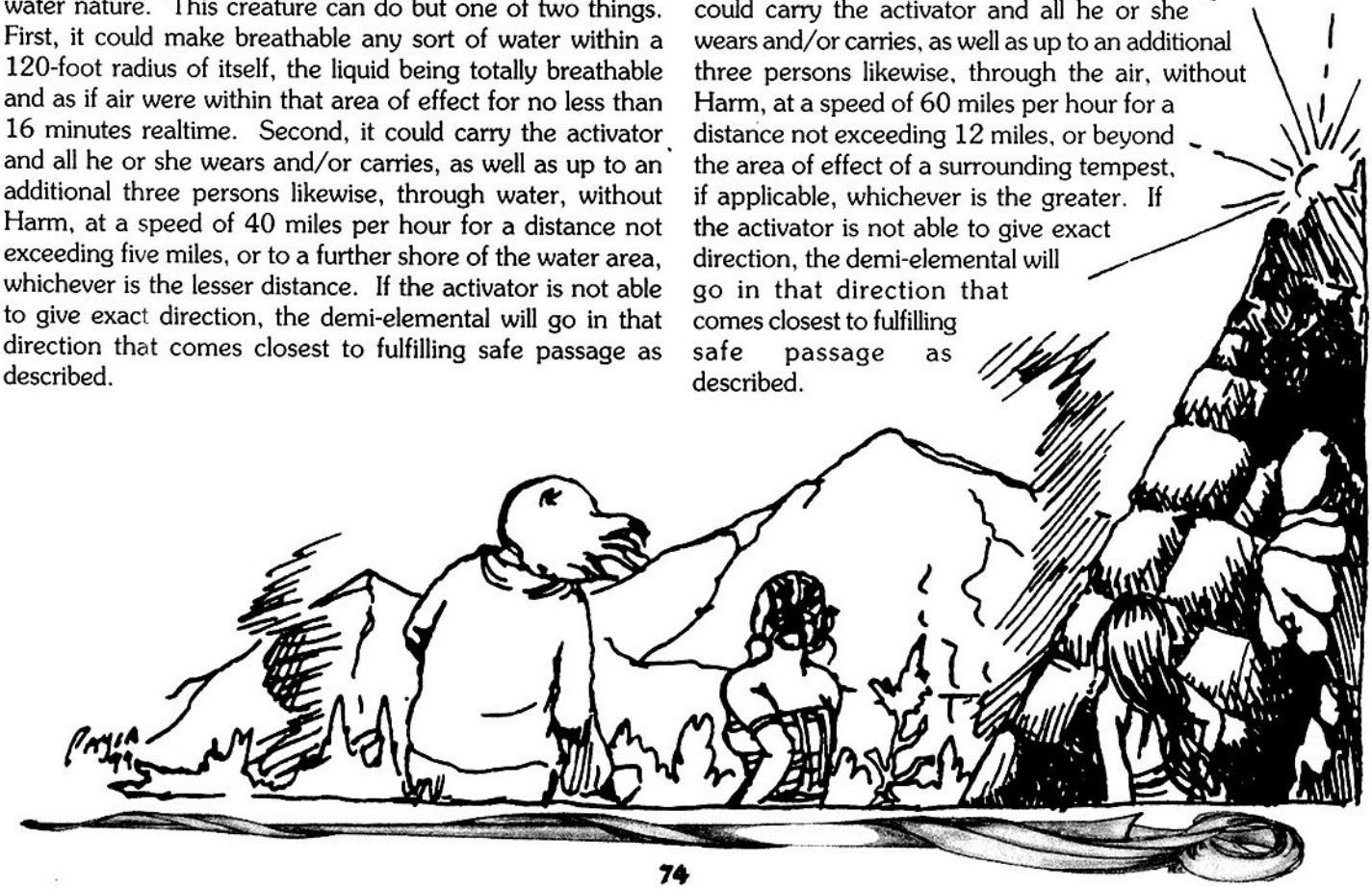
Elemental Fireman: Major

By means of this Supernatural Power the Enchanter conjures up, within 40 feet distance, a demi-elemental of fire nature. This creature can do but one of two things. First, it could extinguish any sort of normal (non-Extraordinary) fire burning within a 40-foot radius of itself, the flames and heat being totally extinguished within the area of effect for no less than four minutes realtime. Second, it could carry the activator and all he or she wears and/or carries, as well as up to an additional three persons likewise, through fire and heat of any sort, without Harm, at a speed of eight miles per hour for a distance not exceeding one mile, or beyond the flame and heat Harm area, whichever is the lesser. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

Elemental Flier: Major

By means of this Supernatural Power the Enchanter conjures up, within 160 feet distance, a demi-elemental of air nature. This creature can do but one of two things. First, it could calm any sort of wind blowing within a 160-foot radius of itself, all air movement being totally calm within the area of effect for no less than 20 minutes realtime. Second, it could carry the activator and all he or she wears and/or carries, as well as up to an additional three persons likewise, through the air, without Harm, at a speed of 60 miles per hour for a distance not exceeding 12 miles, or beyond the area of effect of a surrounding tempest, if applicable, whichever is the greater. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.





Elemental Miner: Major

By means of this Supernatural Power the Enchanter conjures up, within 20 feet distance, a demi-elemental of earth nature. This creature can do but one of two things. First, it could excavate any sort of earth within a 20-foot radius of itself, the soil, gravel, and/or rock being totally removed from the area and obliterated permanently, thus forming a spherical or partially-spherical cavity. Second, the demi-elemental could carry the activator, and all he or she wears and/or carries, as well as up to an additional three persons, likewise, through earth of any sort, without Harm, at a speed of two miles per hour for a distance not exceeding 1,200 feet, or beyond an area of surrounding earth, whichever is the lesser. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

Element of Surmise: Good

By means of this Preternatural Power, the activator is able to state one scant bit of information and learn if it is true or false. For example, some slight clue or single fact stated by the individual will be so posited as to enable a single-word response of "True" or "False"—"The marks on the floor indicate a secret door in the wall there," or "The marks on the floor indicate that the majority of traffic is in the left-hand adit, not the passage to the right." The question must be posed within one minute after the energy of the Power is activated.

Elephant of Surprise: Major

By activating this Power, the Enchanter causes to appear on a spot within 300 feet, which he or she sees and points to, a simulacrum of a bull elephant. It will be enraged and charge in a random (unobstructed by solid obstacles) direction, possibly towards the activator, but affecting all in its eight-foot wide path. This construct has very limited capacities and additional AEPs must be expended at time of activation in order to bring the simulacrum to greater strength. The base construct and the effect of added AEP are as follows:

Elephant, Bull

	Health	Precision	Speed	Harm	Armor
no added AEPs	40	10	10	1-20 +6-8/9-12	2(10%)
+10 AEPs	60	15	11	1-20 +9-12/13-16	3(15%)
+20 AEPs	80	20	12	1-20 +13-16/17-20	4(20%)
+30 AEPs	100	25	13	1-20 +17-20/21-25	5(25%)

The elephant simulacrum will fight with total abandon and without regard to Harm until all of its Health has been destroyed and it vanishes.

Energy Explosion: Moderate

This Preternatural Power causes a thin streak of growing force to sprout from the air in front of the Enchanter's hand and shoot out to up to 80 feet distance to strike an area of 10 feet height and depth, and 20 feet width. All targets that are within the strike area suffer 17-20 points of Harm, which may be reduced by any armor protection. Any fragile or generally breakable objects (such as bottles, brittle things, glass, jars, pottery, etc). are broken and objects weighing under 10 pounds are blown from the center of the blast to the perimeter.

Epicurean Banquet: Good

This Preternatural Power brings forth a nutritious feast that includes both food and drink and service pieces of fine sort—a marvelous meal for two persons. For each additional AEP invested at the time of activation, an additional individual service is enchanted. One hour after the Power is activated, the whole of the remaining material so engendered disappears, and, naturally, no persistency is possible for such an Enchantment.

The side effect of this otherwise wondrous magic is that all who dined—even so much as a sip or a nibble—are reduced in both Precision and Speed Base Rating by 50% for four full hours. A commensurate lowering of all Abilities based on these Base Ratings is in effect during the period.

The Health Base Rating of those eating, however, will be increased by 10% to 50% depending on the amount consumed by the individual, with such points fading after four hours time have elapsed.

Faire Fare: Minimal

This Preternatural Power enables the Enchanter to create a backdrop (or set scene without motion) in a surface-like area of up to 2,000 square feet, extending upwards to a height of up to 20 feet. The Enchanter can instantly activate the power or key activation to some event—a sound, a step in close proximity, or anything imaginable. The scene is a thing of light and shadow, of course, a holographic sort of picture without real substance, lacking sound and odor. It lasts for two hours realtime, then winks out. The activator of the Power can extend the life of the dramatic scene envisioned and activated through the Power by investing one additional AEP for each two additional hours it is to last, with 13 AEPs making the thing permanent.

Touching will not affect such a scene, nor will any form of attack, but any energy countering the persistence of this kind of thing will likely cause it to vanish (Lejend Master's discretion).

Flame Fan: Minimal

This Preternatural Power causes a tongue of flame to sprout from the air in front of the Enchanter's hand and shoot out to a maximum of 20 feet distance. The flame will strike an area of one foot in height and depth, and five feet width. All targets that are within the strike area suffer 9-12 points of Harm while any easily inflammable material therein (including bristles, light cloth, fur, hair, paper, thin bits of wood, etc). will catch fire. If the subject is set afire, an additional 6-8 points of Harm accrue. A fire with sufficient fuel started by this power will burn for not less than four minutes realtime, and will create thick smoke in a moderate-sized underground area.

Flame Finger: Very Minimal

This Preternatural Power causes a tongue of flame to sprout from the air in front of the Enchanter's hand and shoot out to 10 feet distance. The flame will strike an area of one foot height, width, and depth, and all targets that are within the strike area suffer 6-8 points of Harm. All easily-lit material therein (including bristles, light cloth, fur, hair, paper, thin bits of wood, etc). will catch fire. If the subject is set afire thus, an additional 3-5 points of Harm accrue. A fire started thus will burn for not less than two minutes realtime, fuel allowing, and create fairly thick smoke in a small- to moderate-sized underground area.

Flame Gout: Low Moderate

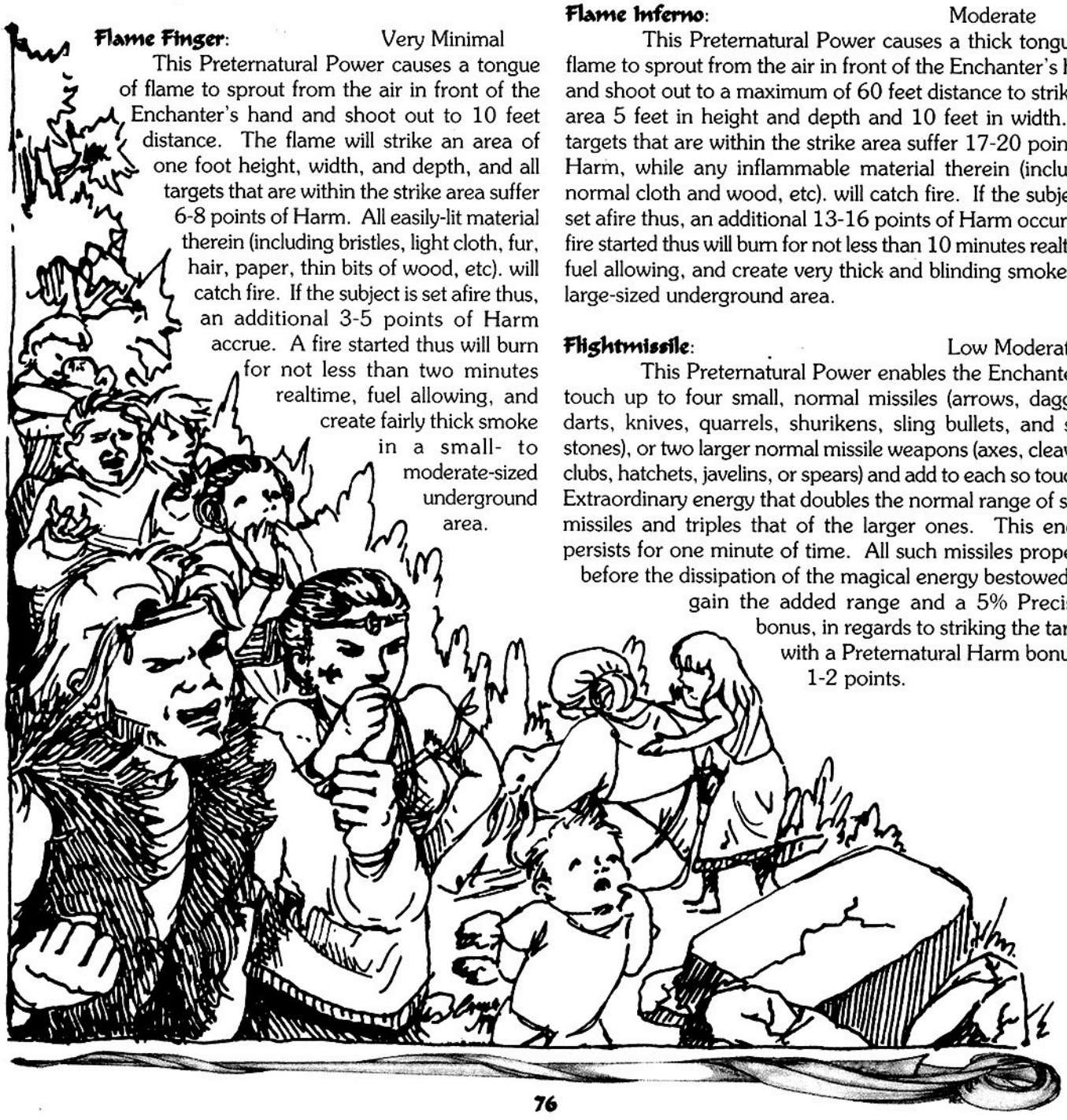
This Preternatural Power causes a thick tongue of flame to sprout from the air in front of the Enchanter's hand and shoot up to 40 feet distance to strike an area three feet in height, depth and width. All targets that are within the strike area suffer 13-16 points of Harm, and any inflammable material therein (including normal cloth and wood, etc). will catch fire. If the subject is set afire thus, an additional 9-12 points of Harm occurs. A fire started with this power will burn for not less than six minutes' time, fuel allowing, and create a thick and blinding smoke in a good-sized underground area.

Flame Inferno: Moderate

This Preternatural Power causes a thick tongue of flame to sprout from the air in front of the Enchanter's hand and shoot out to a maximum of 60 feet distance to strike an area 5 feet in height and depth and 10 feet in width. All targets that are within the strike area suffer 17-20 points of Harm, while any inflammable material therein (including normal cloth and wood, etc). will catch fire. If the subject is set afire thus, an additional 13-16 points of Harm occurs. A fire started thus will burn for not less than 10 minutes realtime, fuel allowing, and create very thick and blinding smoke in a large-sized underground area.

Flightmissile: Low Moderate

This Preternatural Power enables the Enchanter to touch up to four small, normal missiles (arrows, daggers, darts, knives, quarrels, shurikens, sling bullets, and sling stones), or two larger normal missile weapons (axes, cleavers, clubs, hatchets, javelins, or spears) and add to each so touched Extraordinary energy that doubles the normal range of small missiles and triples that of the larger ones. This energy persists for one minute of time. All such missiles propelled before the dissipation of the magical energy bestowed will gain the added range and a 5% Precision bonus, in regards to striking the target, with a Preternatural Harm bonus of 1-2 points.



Fuse Kingdom Energies: Extreme

This is a Supernatural Power necessary for the use of the Metallurgy and/or Alchemia Ability. Whenever any substance that contains two or three different sorts of energies—animal, mineral and/or vegetable—is to be made Extraordinary, this Enchantment must be successfully activated. It will affect matter sufficient for approximately one pint of liquid or one pound of solid matter. A second check for success is made upon completion of the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the penalty to be added to the die roll for the Enchantment Ability check.

Galicar's Illusion Hacker: Very Minimal

This Preternatural Power enables the Enchanter to discover if anything in his sight and within 90 feet distance is a scene created through some form of Extraordinary energy. Upon activation, an illusory scene in the indicated area will be revealed immediately as such to the Enchanter, and the permanence of its energy will be known, too.

The Enchantment causing the illusion can then be ended with an additional expenditure of 5 AEPs, or altered at a cost of 10 AEPs. In the latter case, the detecting Enchanter simply envisions what he or she desires to replace what is seen, and it occurs, without the persistence of the original Enchantment being altered. For example, a light and shadow "wall" might be changed into a fireplace in which a blaze burns.

Gareegy's Conjuration: Very Strong

By means of this Supernatural Power, the Enchanter causes the materialization of one animal or creature (of any sort) with no more than a 40 Health. The creature will appear at any location that is pointed to and within a 10-foot radius of the Enchanter that is not otherwise occupied by solid matter. The animal or creature is summoned by naming its kind, and it can not be intelligent or semi-intelligent. If it is an aggressive sort, it will immediately attack the nearest target. If not of aggressive sort, it will immediately flee at its fastest speed. For each additional 10 AEPs expended at time of activation, another animal or creature can be conjured, or the Health of the conjured animal or creature can be increased by 20 points.

Gareggy's Uplifting Tongs: Strong

This Supernatural Power causes a vivid energy field to manifest itself. It will appear within sight and at a distance of no more than 120 feet from where the activator is pointing a digit (or Extraordinary wand or the like). It appears in the form of giant iron tongs, and will seize and lift upwards to a height of 60 feet anything immediately below it, with the chance to do so successfully being equal to the activator's Enchantment Ability Score. Up to 400 pounds weight can be raised, and for each AEP added at the time of activation, an additional 50 pounds of weight can be hoisted skyward. The Power persists for two ABC realtime and then dissipates. What was held fast then precipitates to the surface below and Harm accrues accordingly.

Grasshopper Legs: Minimal

This Preternatural Power enables the Enchanter, or one he has touched, to be able to jump forward in an arc rising 1 foot for every 4 feet traveled forward, to a maximum distance of 80 feet forward with a 20-foot apex of trajectory. The individual can also jump straight up to a height of 20 feet. Landing is not harmful to the individual. The energy lasts for only 11 to 20 ABCs of time before fading away. A subject under this Enchantment adds 4 (20%) to armor protection due to the rapid motion the power engenders.

Grim Backguard: Good

This Preternatural Power causes a misty force to appear directly behind the Enchanter. It is of his or her height and width and absorbs all Harm originating from behind the Enchanter, up to an amount equal to twice the enchanter's own Health BR before being destroyed. Furthermore, if anything approaches within a three-foot range of the activator's back, the force will scythe forth a blade-like spurt of energy that inflicts 21-25 Harm and ignores all armor, even of Supernatural sort.

Grimsmoke: Extreme

By means of this Supernatural Power, the Enchanter causes a cloud of poisonous smoke to surround his or her person. The activator is immune to the toxins therein, but all others suffer Harm from exposure to the smoke, regardless of armor or protection, unless it is of Extraordinary sort that provides protection from VT. The cloud appears instantly in a 10-foot radius around the Enchanter. It then moves outwards in a ring during the following ABC, traveling 20 feet so as to be at a distance of 30 feet from the activator. The cloud continues to grow with increasing speed (10-foot further movement), so that it is at 60-foot distance from the activator at the end of the second ABC of time after activation, and at the end of the third ABC it is at its limit, 100-foot distance from the Enchanter. It then dissipates instantly.

Any target subject to poison that is engulfed by the poisonous smoke suffers 9-12 points of Harm from skin contact, and 21-25 points of Harm from inhalation. Intelligent subjects are entitled to a check against their Speed Rating to avoid inhalation at 4x Speed in the first ABC of exposure, 3x Speed in the second ABC of the activation, and 2x Speed in the third ABC of exposure. Success indicates the individual manages to keep from inhaling any of the gases. Any one warned to hold their breath will not suffer inhalation Harm, but if the warning is voiced from one within the cloud, that individual automatically suffers maximum Harm of 25 points.

Handy Henchmen: Moderate

This Preternatural Power causes a pair of simulacra to appear on either side of the Enchanter. The Enchanter must have a hand weapon of striking type (axe, club, dagger, mace, spear, sword, etc). in hand at time of activation. Each simulacrum has moderate (8/40%) preternatural armor and half of the Health BR of the activator. Each also has a weapon of preternatural enchanted sort (10% precision bonus, 6-8 point Harm bonus) of the same type as that held by the activator at the moment of activation. They remain beside the activator, as if bookends, attacking at 50% of the activator's Precision BR, if that individual is in combat, until destroyed, disenchanted, or 21 to 30 ABCs have elapsed.

Heart's Desire: Extreme

Through this Power the Enchanter is able to imagine any thing or outcome, and while so doing invest additional AEPs before actually triggering the force. This is a most uncertain Power, especially when something grand is imagined and the complete form of the desire is not clear. Based on the number of AEPs added and the extent and scope of the desire, the GM will establish the parameters of the roll that is then made based on the Enchantment Ability.

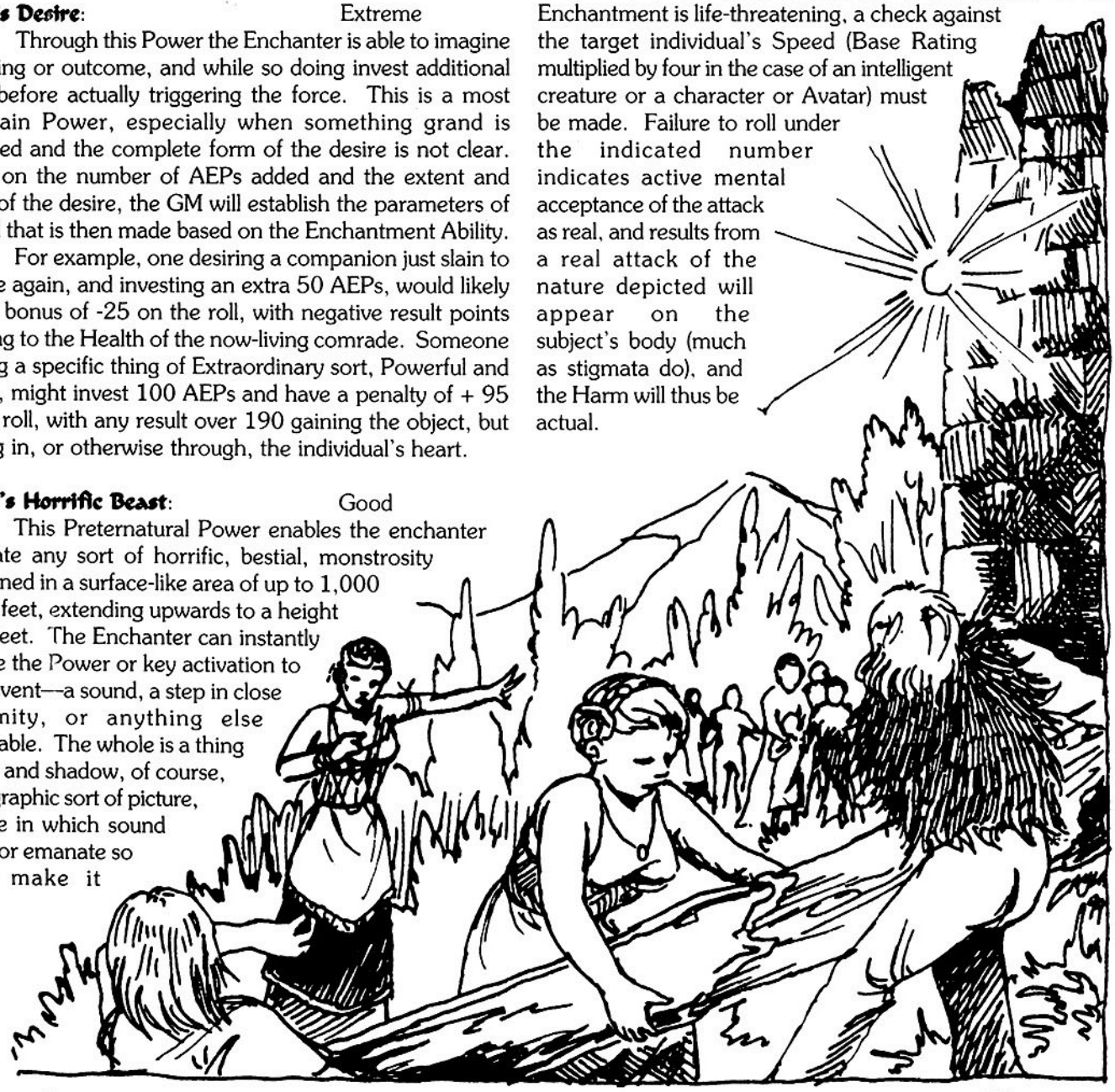
For example, one desiring a companion just slain to be alive again, and investing an extra 50 AEPs, would likely have a bonus of -25 on the roll, with negative result points accruing to the Health of the now-living comrade. Someone desiring a specific thing of Extraordinary sort, Powerful and unique, might invest 100 AEPs and have a penalty of + 95 on the roll, with any result over 190 gaining the object, but it being in, or otherwise through, the individual's heart.

Hrunji's Horrific Beast: Good

This Preternatural Power enables the enchanter to create any sort of horrific, bestial, monstrosity envisioned in a surface-like area of up to 1,000 square feet, extending upwards to a height of 20 feet. The Enchanter can instantly activate the Power or key activation to some event—a sound, a step in close proximity, or anything else imaginable. The whole is a thing of light and shadow, of course, a holographic sort of picture, but one in which sound and odor emanate so as to make it seem absolutely real, if constrained to limits. It lasts for one-quarter hour realtime, then winks out.

The activator of the Power can extend the life of the illusory creature envisioned and activated through the Power by investing one additional AEP for each extra one-half hour it is to last, with 100 AEPs making the thing permanent. Touch will not affect such a scene, nor will any form of attack, but any energy countering the persistence of this kind of thing will likely cause it to vanish.

Note that the "play" is pre-programmed and will repeat itself at every interval set by the activator. This interval is generally no more brief than one minute in length, and may be as long as desired; the beast's actions are mentally scripted and energized thereafter. If the activity of the Enchantment is life-threatening, a check against the target individual's Speed (Base Rating multiplied by four in the case of an intelligent creature or a character or Avatar) must be made. Failure to roll under the indicated number indicates active mental acceptance of the attack as real, and results from a real attack of the nature depicted will appear on the subject's body (much as stigmata do), and the Harm will thus be actual.



Icewind: Extreme

This Supernatural Power creates a howling, blizzard-like wind filled with needle-sharp ice crystals driven at 100 mph wind speed. This blizzard appears and instantly fills a self-contained field with a cube-like area of up to 60 feet per side. Upon activation, the nearest edge of its field appears at any distance up to 240 feet removed from the Enchanter. Whatever is in the area suffers, regardless of armor/protection of any sort other than that specifically proof against cold, 3-5 points of Harm from the chill and 6-8 points of Harm from the cutting ice each ABC of time it is within the field. Also, for each ABC of exposure to the chill, subjects lose one point of Speed BR; this loss is recovered at the rate of 1 point per ABC of normal warmth. Fire-/heat-based subjects suffer double Harm. The blizzard-like condition continues unabated for 20 ABCs (60 seconds) realtime, then ceases, and the field area is clear of all but an icy residue. The Power's energy is cancelled by a Cindersmoke Enchantment.

Igxat's Doorman: Minimal

This Preternatural Power that enables the activator to open or close any normal door or similar portal (or means of ingress or egress) that has an openable barrier of normal, material sort. The energy is instantly active, and by merely pointing a finger the Enchanter is able to cause the force to affect the indicated portal to open the portal, while a wave of the finger will close such. The energy released by this Power is equal in strength to a very strong man utilizing with utmost vigor about 300 pounds of weight to accomplish the desired task. The Power will work at opening the door for a full ABC's time, so three attempts can be made in regards to jammed or hard-to-open portals such as stuck window shutters, doors swollen from dampness, etc. Note that flimsy closures might indeed be broken by the use of this Power. In closure, the force remains active for thrice as long, so that once shut, it remains active in keeping the portal closed for 3 ABCs' (nine seconds) realtime.

Imbue With Extraordinary Power Capacity: Strong

This is a Supernatural Power necessary for the use of Metallurgy and/or Alchemia Ability when creating an Extraordinary item. When successfully accomplished, the object can then accept and hold additional Powers. However, the Enchantment lasts for only one day, and unless some other Power has been placed in the object, this energy then dissipates, and another like Enchantment must be successfully placed upon it at a later date if it is to become Extraordinary.

Imbue With Spirit Entity: Major

This is a Supernatural Power necessary for the use of Metallurgy and/or Alchemia Ability when creating an Extraordinary item that is to contain a sentient spirit. For each point of Free Will of the spirit to be housed therein, one additional AEP must be invested by the Enchanter at the time of activation of the Power. A second check for success is made upon completion of the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the penalty for success to be added to the die roll based on the individual activator's Enchantment Ability score.

Imitate Surroundings: Minimal

This Preternatural Power enables the one activating it, or one the activator touches, to seem as if one of the inanimate things in the immediate vicinity. This must be something physical, such as a bush, shrub, tree, large chair, statue, rock, mound of sand or dirt, and so forth. Whatever it is, the size is that of the Enchanter-erect, sitting, squatting, curled, or prone. The illusory effect lasts for from 31 to 60 minutes time, or until the energy is broken by substantial movement (attacking, movement other than creeping, etc)., whichever first occurs. Note that slow, stealthy movement does not affect the Enchantment.

Implant Power Node: Strong

This is a Supernatural Power necessary for the use of Metallurgy and/or Alchemia Ability when creating an Extraordinary item. The cost to create such a permanent housing for a Power is 10 additional AEPs per Grade of the Enchantment or other Power to be received in the item. A second check for success is made upon completion of the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the penalty to be added to the die roll based on the individual activator's Enchantment Ability score.

Intensify Fire: Major

This Supernatural Power creates preternatural fire from normal flames of up to three-foot radius (doubling heat, welding effect, and/or Harm thereby). If activated upon a preternatural fire, the flame becomes pure, elemental fire with up to a six-foot radius (and redoubling heat, welding effect, and/or Harm thereby). This is a necessary spell in use of Metallurgy Ability in regards the forging of iron/steel metal objects and some others as well. If so used, a second check for success is made upon completion of the item being made Extraordinary thus. The Grade of the item is multiplied by 5 to determine the penalty to be added to the die roll based on the individual activator's Enchantment Ability score.

Invisible Form: Very Good

By means of this Supernatural Power the Enchanter or an individual touched by that person will become invisible to normal sight and remain so for as long as one hour of realtime, or until the invisible individual actively assails another by means of some Power or weapon, including discharge/hurling of a missile, attack with a hand or foot, etc.

Invisible Scuttfer: Moderate

This Preternatural Power causes the materialization of a large, normal shield in front of the activator. It operates by itself, moving to protect the Enchanter without attention from that individual. It persists for up to one hour of realtime and then dissipates, unless destroyed prior to that by Harm absorbed.

Iron Agony: Low Moderate

This Preternatural Power causes a small loop of force that looks vaguely like a pair of spiked shackles to strike a single target in sight and up to 20 feet distance so as to encircle and hobble the subject. The energy binds two lower limbs and holds them fast for up to 10 ABCs' time, inflicting 1 point of Harm upon whatever is within its loops each ABC. The subject is in pain and can move at only 50% normal speed (halving the number of attacks) and attack at only 50% of Precision/Weapons Ability while thus shackled.

Jasmire's Enchanted Jar: Strong

This is a Supernatural Power that enables the Enchanter to preserve, against all age and rot, a volume of non-living material of up to 6 cubic feet. For each two additional AEPs invested by the Enchanter at the time of activation, one additional cubic foot of material can be affected. The volume of preserved material is one-quarter that of the original material. Preservation is accomplished as follows:

One or more jars of the desired size are set beside a fire, with stoppers at hand. The material to be preserved therein is then coated with fresh herbs and placed in the flames of the fire. The smoke from burning flows into the jar or jars, according to the volume of material being consumed by the flames. As each is filled the stopper is put in place. When the jar is unstoppered, the smoke pours out and forms into whatever was previously consumed by the fire, the substance being exactly as it was before burning. Until rematerialized, however, it has no more weight than air, and only the containers have appreciable weight.

This Power can be renewed, but each renewal brings a cumulative one percent chance of failure. In the case of such failure, all preservation effects, the years of time held off by it, are reversed, and the subject ages as many years in the blink of an eye as the number of years it was prevented from so aging.

Jasmire's Potent Preservation: Extreme

This Supernatural Power enables the Enchanter to preserve, against all age and rot, a volume of material of up to three cubic yards. For each five additional AEPs invested by the Enchanter at the time of activation, one additional cubic yard of material can be affected. Whatever is Enchanted thus is in the same form as it was, only preserved. Preservation lasts for eight years, at which time the energy fades and the subject then undergoes aging of such eight-year time period in as many seconds.

This Power can be renewed, but each renewal brings a cumulative one percent chance of failure. In the case of such failure, all preservation effects, the years of time held off by it, are reversed, and the subject ages as many years in the blink of an eye as the number of years it was prevented from so aging.

Jewel of Splendor: Very Minimal

This Preternatural Power causes any mineral gem crystal, natural or cut and polished, to become as fine in clarity and color as is possible for its sort. That is, a clear, untinted gem can not assume color, but it can sparkle, a pink gem will appear pure and intense pink, etc. Inclusions and flaws disappear, and luster or brilliance becomes perfect for the stone in question. A cats-eye or star stone will be centered perfectly. A pearl will have a smooth skin.

The enhancement of the mineral lasts for but one minute of time. For each additional AEP invested at time of activation, the time can be extended by a like period. However, as those dealing in gems and jewels have ways to detect such magical shams, the purpose of this Enchantment is basically to create a gem crystal or stone that is suitable for the forging of an Extraordinary item. Once the further Enchantment is accomplished, the subject mineral will remain "perfect" until the item is somehow disenchanted or destroyed.

Jinker's Rope Golem: Major

By means of this Supernatural Power, the Enchanter causes light to heavy rope equal to at least 100 feet in length to form into a humanoid shape and become volitant. Although it has no brain or intelligence per se, the automaton has a directing energy which will enable it to obey a series of up to three successive commands. Thus, for example, one might be required to move in some direction, then stop, and finally to attack anything that came within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed. The golem of rope thus created has the following statistics:

Rope golem Armor: 30

Health	Precision	Speed	Harm
30	15	special	6(30%)sp

This golem attacks as a lasso inflicting 1 point of Harm, plus a whip inflicting 0-2 points of Harm against one or two targets, either or both attacks disregarding all armor/protection. A target struck by the lasso attack is on the next ABC caught and subject to 6-9 points of garrote-type Harm per ABC thereafter, regardless of armor/protection, until the golem is destroyed. For each additional 10 AEPs invested at time of activation, the golem gains another set of such attacks, up to a total of eight, four lasso and four whip.

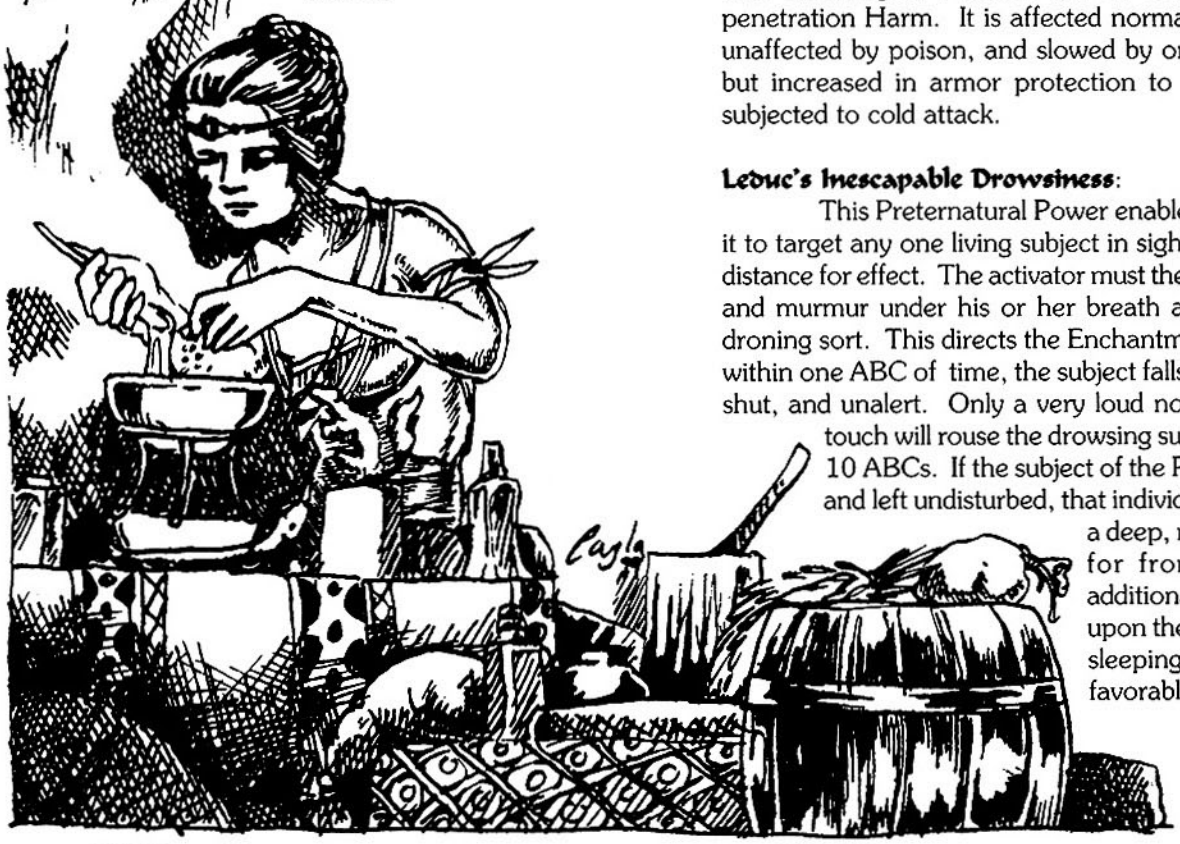
Shock and stabbing penetration attacks do not Harm the golem. The golem has elasticity and give, thus allowing it 6 points (30%) of armor protection against penetration Harm from cutting edges. It is affected normally by acid and fire, unaffected by cold and poison.

Jumpback, Jack: Minimal

This Preternatural Power enables the one activating it, and all others designated within five feet of the activator, to return to a previously marked location up to 100 feet distance, regardless of intervening substances. The return area is marked by the Enchanter with sigil of choice, and when the name of the mark is pronounced, the Power is activated. The Power remains active for from 10 to 15 minutes time after the sigil is drawn.

Jumpwayback, Jack: Very Good

This Supernatural Power enables the one activating it, and all designated that are within a five feet radius the activator, to return to a previously designated location up to 1,000 feet distance, regardless of intervening substances. The return area is marked by the Enchanter with sigil of choice, and when the name of the mark is pronounced, the Power is activated. The Power remains active for three to four hours realtime after the sigil is drawn.



Krootzer's Leather Golem: Major

By activation of this Supernatural Power, the Enchanter causes a number of hides equal to at least 20 square feet in size to form into a humanoid shape and become volitant. Although it has no brain or intelligence per se, the automaton has a directing energy which will enable it to obey a series of up to three successive commands. Thus, for example, one might be required to move in some direction, then stop, and finally to attack anything that came within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed. The golem of leather thus created has the following statistics:

Leather golem: Armor: 40

Health	Precision	Speed	Harm
40	12	special	8 (40%) sp

This golem attacks as with a hand for 1-4 points of Harm and as a foot for 0-2 points of Harm against one or two targets, either or both attacks ignoring all armor/protection. A target struck by the hand attack is on the ABC thereafter caught and subject to a foot attack for 1-6 points of continuing Harm per ABC, regardless of armor/protection, until the golem is destroyed. For each additional 10 AEPs invested at time of activation, the golem gains an extra die of Harm inflicted by striking attacks (hand, d4; foot, d6), up to a total of four extra dice, 5d4 for hand, 5d6 for foot.

Shock-based attacks do not Harm the golem. The golem has leather armor properties plus elasticity and give, thus allowing it 8 points (40%) of protection against penetration Harm. It is affected normally by acid and fire, unaffected by poison, and slowed by one half (to 5 Speed) but increased in armor protection to 16 points (80%) if subjected to cold attack.

Leduc's Inescapable Drowsiness: Moderate

This Preternatural Power enables the one activating it to target any one living subject in sight and within 40 feet distance for effect. The activator must then stare at the subject and murmur under his or her breath a continual chant of droning sort. This directs the Enchantment's energy so that within one ABC of time, the subject falls into a drowse, eyes shut, and unalert. Only a very loud noise, strong odor, or touch will rouse the drowsing subject during the next 10 ABCs. If the subject of the Power is truly sleepy, and left undisturbed, that individual will then fall into a deep, near-comatose sleep for from 1-100 minutes additional time. Any attack upon the subject drowsing or sleeping is made at the most favorable adjustments.

Lighter Than Air: Very Minimal

This Preternatural Power causes the Enchanter or one whom he has touched to become—along with all worn and relatively small hand-held things—lighter than air. The individual affected will rise slowly, ascending at a rate of about one foot per second, to a maximum altitude of 60 feet if unchecked by overhead obstacle. Any air movement will move the individual in its direction, at its speed. The individual will then begin a slow descent at the same rate as was the ascent. At zero feet altitude the Power fades to nothing. Note that while so enchanted, the lighter-than-air subject can not engage in any form of weapons use, but hands and feet may otherwise be used to possibly move or steer. With so little mass, the individual can not generally affect more substantial things.

Loviatskya's Infallable Energy Analysis: Strong

This is a Supernatural Power enabling the Enchanter to "see" and analyze all energy contained within an Extraordinary item so as to know what it is and what it does. While the Power detects the need for triggering events, such as spoken commands, it does not necessarily discover the exact particulars of the event in itself. Thus, it does not always reveal all information regarding an object.

Loviatskya's Infallable Mineral Analysis: Good

This is a Preternatural Power enabling the Enchanter to "see" and analyze mineral contained within an area of examination of about nine or so cubic feet of volume. The Power detects not only the various kinds of minerals but also their quality, viz. 20% iron in ore, electrum composed of 30% gold and 70% silver, beryllium with crystal inclusions of deep green and also of golden color, lead with 10% arsenic, etc.

Magical Smith: Major

This Supernatural Enchantment Power enables the activator to repair armor, shields, and other equipment of Extraordinary sort. The basic restoration of lost Health to an item is 2-12 points, and for each 2 AEPs added to the Power at the time of activation, 1-2 additional points of Health are restored to the weapon, piece of armor, shield, or item of equipment.

Magical Tinker: Good

This Preternatural Power enables the activator to repair armor, shields, and other equipment of non-Extraordinary sort. The basic restoration of lost Health to an item is 1-6 points, and for each AEP added to the Power at the time of activation, 0-1 additional point of health is restored to the weapon, piece of armor, shield, or item of equipment.

Marvelous Magical Mantle: Good

This Preternatural Power enables the activator to create around his or her person, or such other as he or she touches while activating this Power, a field of magical force. The energy mantle has a Health of 240 points. All attacks of any sort that contact this force are basically harmless, their potential for Harm being absorbed by the shielding energy, save that Supernaturally engendered Harm also passes through to the otherwise protected subject. However, once the magical force has been brought to zero Health, it is defunct, and the protection removed. The energy of the Marvelous Magical Mantle persists for up to five hours if not destroyed.

Note that an attack bringing the Mantle to zero health can not then go on to Harm the protected individual, even if that attack has potential Harm above that which destroyed the Marvelous Magical Mantle Power. Note also that the individual protected by this enchantment can not send forth any Extraordinary energy of any sort from within the protection of the field of force.

Miasmal Zephyr: Good

This Preternatural Power causes a soft wind to issue from the area immediately before the activator's hand and travel at 10 feet per second realtime directly away from that individual. The area this moving air covers is 10 feet in diameter, its nearest edge being at origination point, and it then travels for a distance of 60 feet from the invoker, so that overall it is a 10-foot wide and high, 60-foot long poisonous area taking 2 ABCs to reach its maximum dimensions. Its energy is then exhausted and gone on the end of the sixth second of time after activation.

Anything within the area that is subject to the toxic nature of this waft of air will suffer VT Harm of 13-16 points for each ABC, or fraction thereof, of exposure to the poisonous gas.

Mirdoleb's Shadow Monster: Very Good

By activation of this Supernatural Power an Enchanter can, if the light conditions are such that strong shadows are present, create a quasi-real monster that appears out of nearby shadows. The Shadow Monster is related to the quasi-real creatures evoked by Mirdoleb's Shadow Swarm Power, and it too is brought forth by a gate created between the material dimensions and those of anti-energy. The shadow monster can not be attacked by any means. The Power affects only one subject within 60 feet of the activator, lasts for 3 ABCs realtime. The target creature can attempt to avoid the assault of the Shadow Monster by checking against Speed Base Rating times four.

If the target succeeds in avoiding the umbrate monster thus, it suffers only 9-12 points of Harm, disregarding all armor, and will have an attack penalty of 20 for 3 ABCs thereafter because of the effect of the shadowy creature.

If the target fails to avoid the shadow monster, it suffers 9-12 points of Harm, disregarding all armor, each ABC of the Power's persistence (a total of 3 ABCs), can do nothing during that period, and will have a penalty of 20 on all Ability use for an additional 3 ABCs thereafter.

Mirdoleb's Shadow Shield: Low Moderate

By activation of this Preternatural Power an Enchanter can, if the light conditions are such that strong shadows are present, cause to animate his or her or any other creature's shadow that is within a five-foot range in such a way that the shadow acts as a shield between the activator and all forms of attack, magical or physical (including Harm caused by creature exhalation). The Shadow Shield does not improve the recipient's armor protection, but instead absorbs 6 points (30%) of the Harm from all successful attacks against the activator. The maximum amount of Harm the Shadow Shield can absorb is 12 points per ABC and 36 total points. A Shadow Shield always absorbs Harm before any other protection does. It protects the activator from attacks originating from in front or from the sides only. It fades automatically after 1 minute of time has elapsed, regardless of Harm absorbed.

Mirdoleb's Shadow Swarm: Moderate

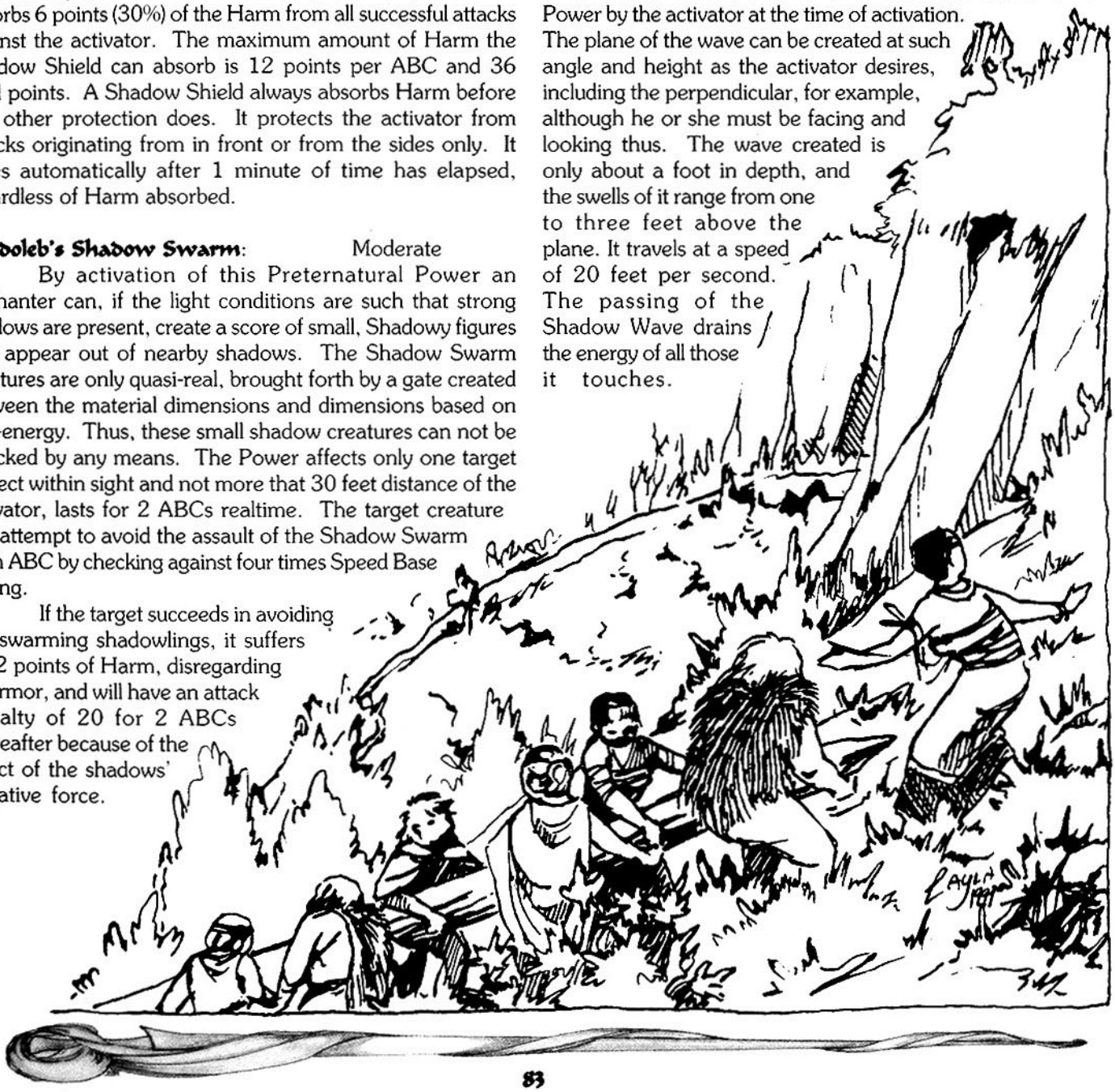
By activation of this Preternatural Power an Enchanter can, if the light conditions are such that strong shadows are present, create a score of small, Shadowy figures that appear out of nearby shadows. The Shadow Swarm creatures are only quasi-real, brought forth by a gate created between the material dimensions and dimensions based on anti-energy. Thus, these small shadow creatures can not be attacked by any means. The Power affects only one target subject within sight and not more that 30 feet distance of the activator, lasts for 2 ABCs realtime. The target creature can attempt to avoid the assault of the Shadow Swarm each ABC by checking against four times Speed Base Rating.

If the target succeeds in avoiding the swarming shadowlings, it suffers 9-12 points of Harm, disregarding all armor, and will have an attack penalty of 20 for 2 ABCs thereafter because of the effect of the shadows' negative force.

If the target fails to avoid the swarming shadowlings, it suffers 9-12 points of Harm, disregarding all armor, each of the 2 ABCs of the Power's persistence, can do nothing during that time, and will have a penalty of 20 on all Ability use for two additional ABCs thereafter.

Mirdoleb's Shadow Wave: Extreme

By activation of this Supernatural Power an Enchanter can, if light conditions are such that there are strong shadows present, create a rolling wave of shadow drawn forth from the dimensions from which such stuff springs. The Shadow Wave commences from immediately before the activator. It extends to up to 25 feet on either hand, sweeps forth for 120 feet, plus an additional five feet width and 10 feet distance for each extra AEP added to the Power by the activator at the time of activation. The plane of the wave can be created at such angle and height as the activator desires, including the perpendicular, for example, although he or she must be facing and looking thus. The wave created is only about a foot in depth, and the swells of it range from one to three feet above the plane. It travels at a speed of 20 feet per second. The passing of the Shadow Wave drains the energy of all those it touches.



The wave makes a faint rustling moaning, and susurration as it passes; black misty tendrils often leap off and then just as quickly dissipate into the air.

The effect of contact with the wave is as follows: All creatures caught in the wave's path are temporarily drained of 50% to 100% (d6 +4) Speed Base Rating and suffer a loss of Health in the range of 13-16 points, regardless of armor protection. However, each subject is allowed an avoidance chance based on current Speed Base Rating. Avoidance reduces Speed BR loss to 10% to 40% and Harm to 6-8 points. Any subject drained to a Speed BR of zero (0) or less becomes totally helpless and is comatose for the duration.

Speed BR points lost to this Power's effect do not return for 12 minutes. The subject thereafter recovers one point per minute until all lost points are thus regained. Any creature immune to the effect of a shadowling's touch will be immune to this Power, of course.

Mist Veil: Very Strong

This Supernatural Power causes a thick curtain of mist to descend over any open area around the Enchanter, the area being as large as 300 feet in radius, or as small as the confines of the enclosed space within which is the invoker. It remains stationary regardless of the movement of the invoker. The volume of moisture within the mist is so great that all fires not kept alight by Extraordinary energy are extinguished within 1 to 2 seconds realtime, and even Extraordinary-Powered flame or fire is at half normal size, illumination, and Harm. Anything subject to being affected by extreme dampness will be subject to whatever effects normally occur. Bowstrings, for instance, will become loose and the bows are thus made only half as Powerful. All sensory capacity is reduced to half normal in the mist veil. The mist veil persists for 21 to 30 minutes of time, or until disenchanted, then disappears.

Misty Bank: Good

This Preternatural Power causes a thick curtain of mist to descend over any open area around the Enchanter, the area being as large as 30 feet in depth and height centered on the invoker and extending to either hand for a distance of 30 feet, or overall a 60-foot length, or it can be as small as the confines of the enclosed space within which is the invoker. It remains stationary regardless of the movement of the invoker, although strong wind or great heat will move it or dispel it (at the GM's decision). The volume of moisture within the mist is to great that all fires not kept alight by Extraordinary energy are extinguished within 6 to 8 seconds realtime, and even Extraordinary energy-Powered flame or fire is at half normal size, illumination, and Harm. Anything subject to being affected by extreme dampness will be subject to whatever effects normally occur. Bowstrings, for instance, will become loose and bows are thus made only half as powerful. All sensory capacity is reduced to half normal in the misty bank. The mist bank persists for 6 to 15 minutes, or until disenchanted or otherwise dispelled, then disappears.

Mordey's Adversarial Reflector: Strong

This Supernatural Power creates a shimmering, perfectly reflective sheet of energy directly in front of the Enchanter. This mirroring plane of force is four feet wide and eight feet high. The first opponent to see its own reflection will further the working of the Power and allow the force to create a duplicate of the opponent from the reflection. The duplicate will appear in the space occupied by the force and replace the force. The duplicate has the same statistics and capacities as the person or creature it duplicates, save that its Health is that of the activator in full, normal condition. The duplicate adversary created thus always faces its double and does exactly what the adversary does in attacking, with all of its attacks aimed at the original adversary, regardless of whom the original is attacking. It remains inactive if the original is not attacking. The Power enables the duplicate to exist thus for seven ABCs (21 seconds) time or until its Health is reduced to zero or below.

Mordey's Vanishing Act: Very Strong

By means of this Supernatural Power, the Enchanter causes a cloud of smoke to encompass his or her person, the cloud extending instantly to a 10-foot radius, just as if a Smoke & Mirrors activation were in progress. (See the Extreme Grade spell of this name for details). Instead of being transported, however, the activator and all normally worn and carried are simply imbued with a chameleon-like magical capacity to first appear as part of the smoke, then to appear as any of the other surroundings as the smoke vanishes. The image of the activator appears as in the Smoke & Mirrors Enchantment. The Power fades in 8 ABCs, and the subject is no longer hidden by the disguising energy. Up to three individuals can be concealed thus, the Enchanter and one or two additional subjects. The activator need expend only four AEPs additional for each additional individual (beyond the initial three) to be affected, and/or for time extension of the energy for 1 ABC.

Mystic Mace: Low Moderate

This Preternatural Power causes an energy blow to strike a target that is within sight and up to 120 feet distant so as to inflict 21-25 Harm upon it. If the target is protected by any Enchantment that reduces Harm, double the indicated Harm will be absorbed by such protection, thus reducing its long-term effectiveness.

Mystic Maul: Very Good

This Supernatural Power causes an energy blow to strike a target within sight and up to 240 feet distant so as to inflict 26-35 Harm upon it. If the target is protected by any

Enchantment that reduces Harm, indicated Harm will be absorbed by such protection, thus reducing its long-term effectiveness.

Night: Very Minimal

This Preternatural Power causes all illumination within a 15-foot radius of the activator to cease and darkness to prevail therein. While others are made virtually blind, the Enchanter is able to see normally. For each one AEP expended at time of activation, the radius of effect is expanded by one foot. The energy persists for one minute before dissipating.

Oakheart: Good

This Preternatural Power bestows upon the activator, plus one or two others touched at the time of activation, oak-hard skin that increases armor protection by an additional 5 points (25%), gives virtual invulnerability to Harm from any generally wooden striking weapon or missile (excluding metal-tipped or non-wood-tipped) striking the subject, but slows all action and reaction by 25%. The energy remains active for 15 ABCs or until the Enchanter commands it to dissipate. Note that the subject of this Power will suffer the least possible Harm from attacks by acid or fire, and cold will not cause any Harm to the subject.

Obfuscate Observer: Moderate

This Preternatural Power covers the Enchanter, or a contacted living subject, with illusory cloaking so as to make the Enchanted subject seem to be of the same sort of thing as the observer seeing the subject. Thus, for example, the subject will look like an oaf to an oaf, a manimal to a manimal, and a human to a human. The energy lasts for 2.1 to 2.4 hours of time, and then it dissipates. For each 5 additional AEPs expended, the activator can add one other individual within a five foot radius to the Enchantment's effect.

Oppose Element: Strong

This Supernatural Power enables the Enchanter to attempt to counter any Conjuration or Power of Geourgy. This counter involves a check using Enchantment Ability, and if successful, the subject creature or effect is dispelled instantly.

Pass Barring Force: Low Moderate

By means of this Preternatural energization the Enchanter is able to so attune a body, and all things normally worn and carried, so as to pass through some barring Extraordinary force field. Slipping through does not affect the energy otherwise protecting an area. For each additional 2 AEPs invested at time of activation, one other living subject of around man-sized (a horse, for instance is about the size of four men) can also be attuned to pass through some barring preternatural Extraordinary force field.

Personal Armor 1: Very Minimal

A Preternatural Enchantment that has a life of 1 to 2 hours. During this period, the Enchanter has very minimal armor protection provided by Extraordinary energy. 2 points (10%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 75 points of Harm thus before it is exhausted.

The Enchantment works alone, without other like Enchantment or other Extraordinary activation, and any similar personal protection Enchantment placed upon the subject after this Personal Armor is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. However, non-metallic body armor, ordinary or Extraordinary in nature, that is worn is also effective.

Personal Armor 2: Minimal

This Preternatural Enchantment has a duration of 1 to 2.5 hours. During this period, the Enchanter has minimal armor protection provided by Extraordinary energy. 4 points (20%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 80 points of Harm before it is exhausted.

The Enchantment works alone, without other like Enchantment or other Extraordinary activation, and any similar personal protection Enchantment placed upon the subject after this Personal Armor is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. However, non-metallic body armor, ordinary or Extraordinary in nature, that is worn is also effective. A Speed penalty of 1 point is incurred for the actions of the protected individual.

Personal Armor 3: Low Moderate

This Preternatural Enchantment has a duration of 1.5 to 2.5 hours. During this period, the Enchanter has low moderate armor protection provided by Extraordinary energy. 6 points (30%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 90 points of Harm before it is exhausted.

The Enchantment works alone, without other like Enchantment or other Extraordinary activation, and any similar personal protection Enchantment placed upon the subject after this Personal Armor is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. However, non-metallic body armor, ordinary or Extraordinary in nature, that is worn is also effective. A Speed penalty of 1.5 points is incurred for the actions of the protected individual.

Personal Armor 4: Moderate

This Preternatural Enchantment has a duration of 2 to 2.5 hours. During this period, the Enchanter has moderate armor protection provided by Extraordinary energy. 8 points (40%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 100 points of Harm before it is exhausted.

The Enchantment works alone, without other like Enchantment or other Extraordinary activation, and any similar personal protection Enchantment placed upon the subject after this Personal Armor is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. However, cloth body armor, ordinary or Extraordinary in nature, that is worn is also effective. A Speed penalty of 2 points is incurred for the actions of the protected individual.

Personal Armor 5: Good

This Preternatural Enchantment has a duration of 2 to 3 hours. During this period, the Enchanter has good armor protection provided by Extraordinary energy. 10 points (50%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 110 points of Harm before it is exhausted.

The Enchantment works alone, without other like Enchantment or other Extraordinary activation, and any similar personal protection Enchantment placed upon the subject after this Personal Armor is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. However, cloth body armor, ordinary or Extraordinary in nature, that is worn is also effective. A Speed penalty of 2.5 points is incurred for the actions of the protected individual.

Personal Shielding 1: Very Good

This Supernatural Power has a duration of 2.5 to 5 hours. During this period, the Enchanter has very good armor protection provided by Extraordinary energy. 12 points (60%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 200 points of Harm before it is exhausted.

The Enchantment works only alone, and any similar personal protection Enchantment placed upon the subject after this Personal Shielding is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection and be used by a subject in conjunction with this Power. No body armor can be worn. A Speed penalty of 3 points is incurred for the actions of the protected individual.

Personal Shielding 2: Strong

This Supernatural Power has a duration of 3 to 5 hours. During this period, the Enchanter has strong armor protection provided by Extraordinary energy. 14 points (70%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 250 points of Harm before it is exhausted.

The Enchantment works alone, and any similar personal protection Enchantment placed upon the subject after this Personal Shielding is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. No body armor can be worn. A Speed penalty of 3.5 points is incurred for the actions of the protected individual.

Personal Shielding 3: Very Strong

This Supernatural Enchantment has a duration of 3.5 to 6 hours. During this period, the Enchanter has very strong armor protection provided by Extraordinary energy. 16 points (80%) of all Harm delivered to the subject so protected is negated, and the enchantment will absorb up to 300 points of Harm before it is exhausted.

The Enchantment works alone, and any similar personal protection Enchantment placed upon the subject after this Personal Shielding is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection and be used by a subject in conjunction with this Power. No body armor can be worn. A Speed penalty of 4 points is incurred for the actions of the protected individual.

Personal Shielding 4: Major

This Supernatural Enchantment has a duration of 4 to 6 hours. During this period, the Enchanter has major armor protection provided by Extraordinary energy. 18 points (90%) of all Harm delivered to the subject so protected is negated, and the Enchantment will absorb up to 400 points of Harm before it is exhausted.

The Enchantment works alone, and any similar personal protection Enchantment placed upon the subject after this Personal Shielding is in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. No body armor can be worn. A Speed penalty of 5 points is incurred for the actions of the protected individual.

Personal Shielding 5: Extreme

This Supernatural Enchantment has a duration of 5 to 6 hours. During this period, the Enchanter has extreme armor protection provided by Extraordinary energy. 20 points (100%) of all Harm delivered to the subject so protected is negated, and the enchantment will absorb up to 500 points of Harm before it is exhausted.

The Enchantment works alone, and any similar personal protection Enchantment placed upon the subject after this is Personal Shielding in place cancels its protection. No buckler, shield, or any Extraordinary item of protection can be used by a subject in conjunction with this Power. No

body armor can be worn. A Speed penalty of 6 points is incurred for the actions of the protected individual.

Phantom Self: Very Minimal

This Preternatural Power creates a seemingly substantial duplicate of the Enchanter. This phantom image can sustain Harm equal to 20% of the Enchanter's Health before the energy fades and it is gone; furthermore, it has what amounts to 16 points (80%) of armor as regards Harm inflicted upon it. The phantom self can, as the Enchanter wills, do one of three things, variation possible during the time the energy lasts:

1) walk (rather stiffly) away at up to normal speed;
2) stand relatively motionless and gesture or point;
3) collapse and lay prone without moving.

The energy of the enchantment lasts for 10 to 20 ABCs of time. Until it fades, however, the Phantom Self seems real, and will appear as a corpse if appropriate.

Power Persistency: Extreme

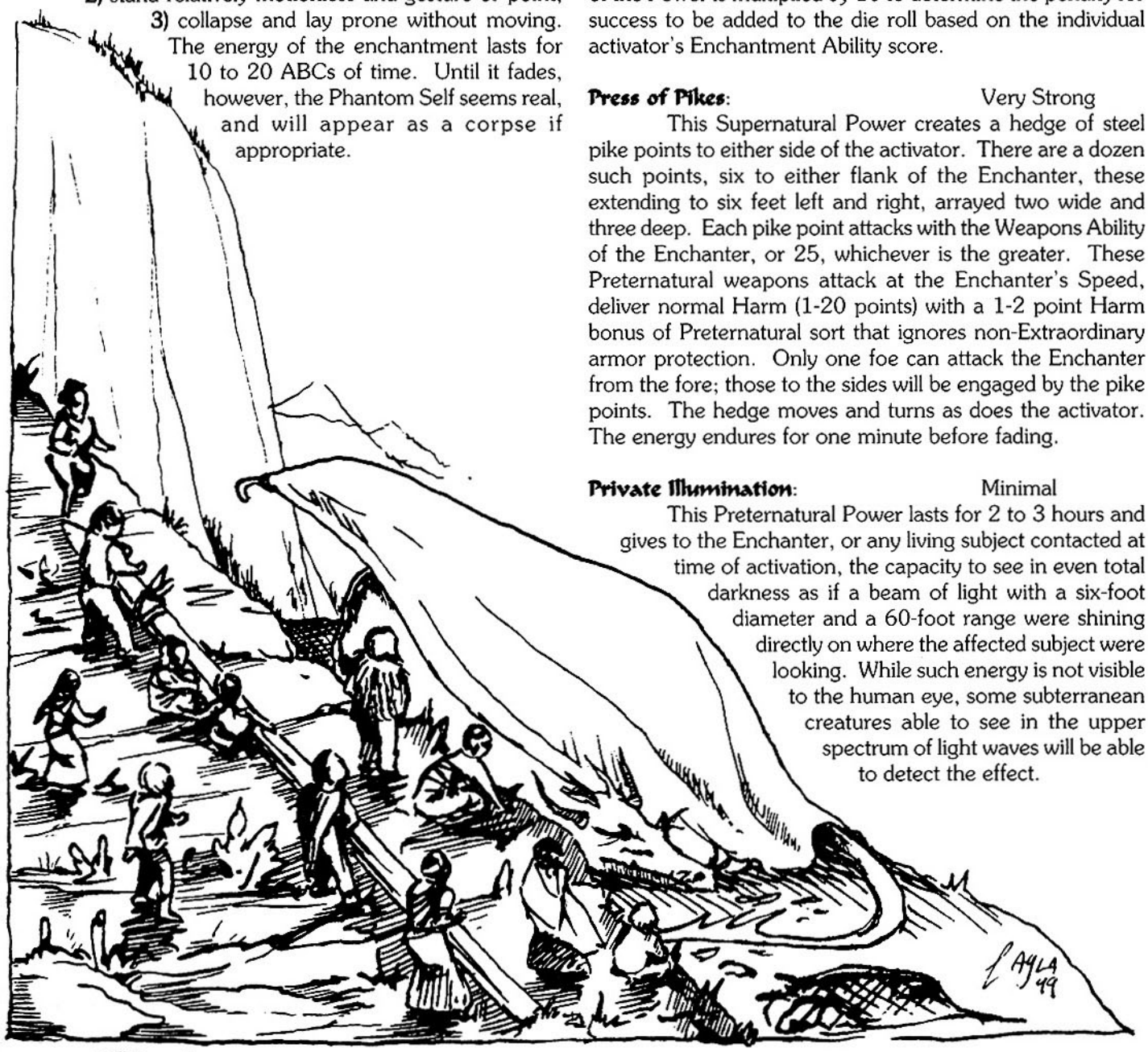
This Supernatural Enchantment enables the activator to extend the period of activity of another Enchantment that is not ephemeral or essentially has no time duration. The activator must be within 12 feet of the effect area of the other Power in order to place this added energy into it. Activation Energy Points equal to those of the Power to be made persistent must be expended in addition to the base cost of this Enchantment. The affected Power effect will then remain active indefinitely, and must be negated by Supernatural means in order to cause it to cease activity. After placement of Power Persistency upon the Power, a second check for activation success is necessary. The Grade of the Power is multiplied by 10 to determine the penalty for success to be added to the die roll based on the individual activator's Enchantment Ability score.

Press of Pikes: Very Strong

This Supernatural Power creates a hedge of steel pike points to either side of the activator. There are a dozen such points, six to either flank of the Enchanter, these extending to six feet left and right, arrayed two wide and three deep. Each pike point attacks with the Weapons Ability of the Enchanter, or 25, whichever is the greater. These Preternatural weapons attack at the Enchanter's Speed, deliver normal Harm (1-20 points) with a 1-2 point Harm bonus of Preternatural sort that ignores non-Extraordinary armor protection. Only one foe can attack the Enchanter from the fore; those to the sides will be engaged by the pike points. The hedge moves and turns as does the activator. The energy endures for one minute before fading.

Private Illumination: Minimal

This Preternatural Power lasts for 2 to 3 hours and gives to the Enchanter, or any living subject contacted at time of activation, the capacity to see in even total darkness as if a beam of light with a six-foot diameter and a 60-foot range were shining directly on where the affected subject were looking. While such energy is not visible to the human eye, some subterranean creatures able to see in the upper spectrum of light waves will be able to detect the effect.



Probability Panel: Extreme

This Supernatural Power enables the activator, along with all normally worn and/or carried gear, to access an inter-dimensional matrix nexus so as to be able to "step through" from one set of dimensions into another dimensional set. To add additional material in regards this transference, whether living or not, the activator must add one Activation Energy Point for each 100 pounds of living or non-living matter to be enabled to utilize the dimensional matrix.

Pseudostone: Moderate

This Preternatural Power enables the Enchanter, with all normally worn and carried gear, and likewise, all willing (or unconscious) subjects within a six-foot radius of him or her, to assume the appearance of stone. When actually touching—or within one foot of—a relatively vertical rock or stone surface, each such individual will be virtually indistinguishable from the rock formation or stone construction. Similarly, if prone, the individual will be indistinguishable from horizontal rock surfaces or paves. Only Extraordinary means can detect such an individual when stationary, and when moving with care so as to avoid being detected, the individual is 95% unlikely to be noticed by ordinary senses. When in proximity to rock or stone as noted, the individual affected by this Power causes an attacker a penalty of 20 on die rolls to determine attack success. The energy of this Power persists for five minutes of time, and for each five AEPs added at time of activation, the time of persistence is extended another five minutes.

Pulsion: Very Good

By activation of this Supernatural Power, with additional AEPs added prior to activation so as equal or exceed the Speed Base Rating of the subject, an Enchanter can cause a single, living, intelligent subject, that is able to understand what is said, is within hearing and sight of the activator, and at a distance in feet equal to one-half or less of the activator's Enchantment Ability, to fall under the activator's control. Investment of AEPs by the activator insufficient to equal or exceed the Speed BR of the subject automatically negates the Power's energy. The affected subject can avoid this control only if a check against its Speed Base Rating succeeds. The subject under control is compelled to stand fast, be silent, and listen. If the activator is interrupted in the process of speaking this command, then the Power is negated.

The following apply to a controlled subject:

First, the Power is geas-like and compels the subject to obey a command of appropriate sort for a geas or quest that is of no more than three sentences or 50 words length.

Next, the command properly given must be obeyed, except that if it is such that obedience obviously (immediately, proximately) threatens the life of the subject, or the life of a companion (beloved, close relation, friend, mentor-someone cared for and near and dear, respected and/or loved), the subject will have another chance to avoid the command by succeeding in a check against twice the subject's Speed BR. A command whose obedience is obviously suicidal or murderous to a companion, as detailed above, gives the subject a bonus of 20 on the avoidance dice roll. If unavoided, the subject must do his or her utmost to zealously and exactly follow the Pulsion command until it is fulfilled, or for three times as many days as the activator invested additional AEPs in the Power.

If additional AEPs equal to, or exceeding, twice the subject's Speed BR are invested at time of activation, then a second avoidance check is at Speed BR only, and the suicidal act avoidance bonus is only 10. Furthermore, the time that the subject is under compulsion to obey is counted in weeks of time per additional AEPs expended for this purpose.

Of course, as with any magical quest or geas, other Powers can intervene to break the compulsive, impulsive, propulsive, and/or repulsive nature of this enchantment.

Quickness: Very Strong

By means of this Supernatural energy, the activator is able to give to him- or herself, or to any other person touched at time of activation or on the following ABC, a temporary increase in neural activity and all related to it. This translates to two points of Speed Base Rating, as well as a corresponding increase in Activation Energy Points of 2. For each additional nine AEPs expended at time of activation, the quickness of the subject is increased by two Speed BR points and 2 AEPs. Enhanced Speed BR can be above normal total but never greater than 24 points thus. The energy of this Power is transitory, however, and after four hours it dissipates and all points of Speed and Activation Energy gained from it fade and are gone.

Quicktime: Low Moderate

This Preternatural Power enables the activator, and all associated individuals designated within a four-foot radius of him or her, to either move at three times the normal movement rate or else act twice as fast in attacking, with even normal activation time of Powers being reduced to one-half (rounded up) when this energy is active. The Power persists for 2-5 ABCs and can not be extended.

Quorg's Wood Golem: Major

By activation of this Supernatural Power, the Enchanter causes wood (logs and/or sawn timber) equal to at least 24 board feet in length, and of a minimum of one-third foot breadth and thickness, to form into a humanoid shape and become volitant. (Note that a sapling might be substituted for the above-detailed wood if the former is of half-foot diameter and has two or more substantial limbs. It will uproot itself and move just as any golem of wooden sort). Although the wood golem has no brain or intelligence per se, the automaton has a directing energy which will enable

it to obey a series of up to three successive commands. Thus, for example, one might be required to move in some direction, then stop, and finally to attack anything that came within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed.

The golem of wood thus created has the following statistics:

Wood Golem Armor: 50

Health	Precision	Speed	Harm
25	5	special	15 (75%) sp

This golem attacks twice each ABC as with a huge club (5-20 points of shock Harm). Any hit scoring 16 or more points of Harm knocks a target subject under 400 pounds weight back and stuns the victim into inactivity the following ABC. For each additional 10 AEPs invested at time of activation, the golem gains one extra attack, up to a total of four extra attacks (six total).

Shock-based and piercing penetration attacks upon the golem are reduced by the indicated armor protection. Penetration Harm from weapons with cutting edges (axes, cleavers, cutting swords, etc). reduce armor protection by two-thirds to a mere 5 points (25%). It is protected normally against attacks by acid and/or fire, and is unaffected by cold or poison.

Rainbow Ram: Major

This is a Supernatural Power used to batter, break down, destroy, and/or dissipate protective obstructions of normal or Extraordinary sort. The color of Ram selected must match the material and/or energy to be neutralized:

Red Ruin: An energy ram appears, in the shape of a monstrous toad the hue of glowing embers, that destroys wood and timbers, leaving them smoking, charred wreckage in one minute of time. Living, as well as dead, wood is affected thus. The area of ruin is 20 feet wide and 10 feet deep. For each extra 10 AEPs invested at time of activation a like area of ruin can be added.

Orange Onager: A fiery amber force that appears as a glowing equine form that strikes down a normal door or gate, even with such being protected by Extraordinary means. Note that successive activations are needed if an entry is barred by several different barriers, i.e. a raised drawbridge, an iron portcullis, interior gates, etc. Each barrier destroyed requires one minute of time.

Yellow Yatagan: A gleaming, citrine, crescent-shaped energy ram appears that destroys the Extraordinary protection around an individual (or object of up to about three times the size of a large man) whether evoked by Power activation or through the field generated by some Extraordinary item. Note this Power does not harm armor or a device able to create a field of protective energy; it simply negates such a field surrounding an individual in one minute of time.

Green Gauntlet: A radiant emerald force appears in the form of a great armored gauntlet whose fist smashes stone. Each activation destroys up to 125 cubic feet of such material, annihilating a five-foot cube of it. For each extra 10 AEPs invested at time of activation a like VOLUME of destruction can be added. Each cube so destroyed requires one minute of time.

Blue Blaze: An all-purpose azure stroke of force appears that will destroy protective circles of under 20 feet diameter, individual protective barriers, or manage mundane barriers. In the latter regard, the bolt will extinguish a sheet of flame of up to 20-foot height and width and 10-foot breadth, melt ice of the same dimensions, or remove earth (soil) of 1,000 cubic feet volume (a 10-foot cube). It will obliterate a normal door or small gate, or a very large and strong metal lock. Adding increments of 10 AEPs at time of activation enlarges the area of effect proportionately, or else goes to assure the energy will do the job. The minimum time for destruction is only 1 ABC, with 1 ABC added for each 10 AEPs added.

Indigo Immolation: A phosphoring blue-black force that is like a gigantic field of flame appears that covers a large construction and weakens all of its Extraordinary Power protections by 20%. Thus, to entirely destroy all protective barriers of Extraordinary kind, the Enchanter must invest 40 additional AEPs at time of activation to accomplish such. Time for destruction is one minute per 10 AEPs expended in this form of the Power.

Violet Violence: A pale purple arch of energy appears that arcs over any large hemispherical force field (20 or more feet in diameter) and nullifies the field. What was formerly shielded by it is then exposed to attack from the area surrounding its former location. Time for actual destruction is one minute.

Rapid Reflux: Low Moderate

This Preternatural Enchantment instantly sends a solid ball of energy directly away from the activator's palm up to a maximum distance of 120 feet. Any creature struck directly by this force (Precision/Weapons Ability [if applicable] check required) will suffer 21-25 Harm and the energy is then lost. If the energy ball strikes a hard surface, such as stone, however, before it contacts a creature, it ricochets and begins to carom at angles of around 45 degrees. If it is in a confined space, a chamber or room, for instance, it will flash back and forth, up and down crisscrossing through such a place at all angles, for one second realtime and all within the area will suffer damage as follows:

400 square feet of floor area = 17-20 Harm
600 square feet of floor area = 13-16 Harm
900 square feet of floor area = 9-12 Harm
1,200 square feet of floor area = 6-8 Harm
1,600 square feet of floor area = 3-5 Harm
2,500 square feet of floor area = 1-2 Harm

Read Power: Very Strong

This Supernatural Power enables the Enchanter to see if any sort of Extraordinary energy is active in (or on) a person, place, or thing. One subject must be selected as the Enchantment is activated, and only it will be subject to seeing by the activator. On a person or creature each Extraordinary energy will be seen plainly as hanging in air, and the Ability Score and AEPs of the individual in regards to Extraordinary energy use will show as dim, moderate, or bright. In regards to a place, no more than a cubic area of twenty feet per side can be sensed, with results as noted above. If a single thing is selected, the object will show each and every sort of active Extraordinary energy within it, and if a single sort only, the exact nature of the force will be identifiable i.e. the activator will know what it does and how to make it work! In this latter regard, each added 10 AEP at activation will add the same capacity in regards to exact nature to another energy of the thing selected.

Renewing Extraordinary Energization: Strong

This is a Supernatural Power necessary for the use of Metallurgy Ability in creating an Extraordinary item. To enable the Extraordinary item to perform more than once, the Enchanter must successfully activate this Power upon the Power Node of the object to be made Extraordinary, and at the time of activation invest 10 additional points of Activation Energy for each Grade of the item being fashioned. A second check for success is made upon completion of the item. The Grade of the item is multiplied by five to determine the penalty for success to be added to the die roll based on the individual activator's Enchantment Ability Score.

Reserve Energy: Extreme

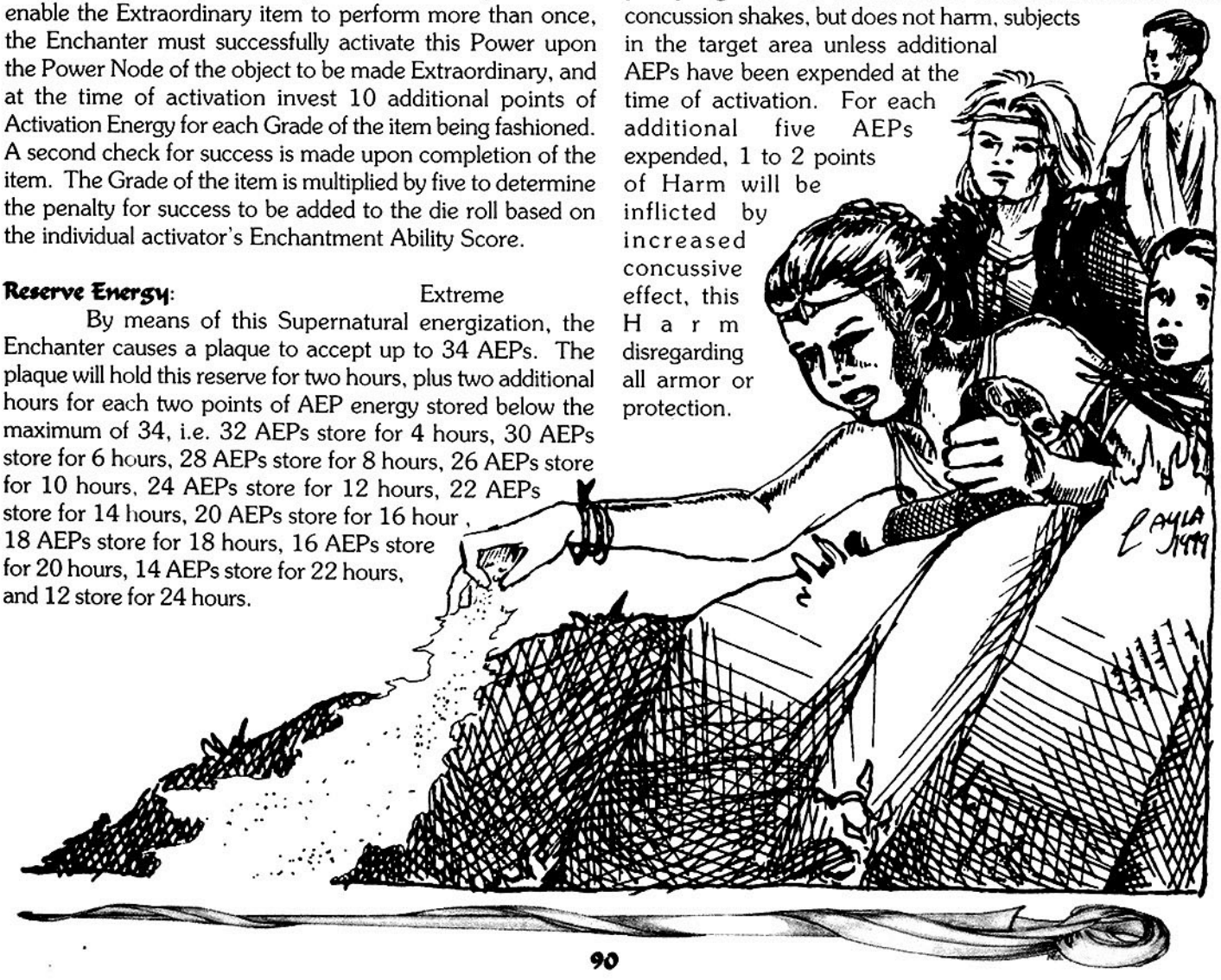
By means of this Supernatural energization, the Enchanter causes a plaque to accept up to 34 AEPs. The plaque will hold this reserve for two hours, plus two additional hours for each two points of AEP energy stored below the maximum of 34, i.e. 32 AEPs store for 4 hours, 30 AEPs store for 6 hours, 28 AEPs store for 8 hours, 26 AEPs store for 10 hours, 24 AEPs store for 12 hours, 22 AEPs store for 14 hours, 20 AEPs store for 16 hour , 18 AEPs store for 18 hours, 16 AEPs store for 20 hours, 14 AEPs store for 22 hours, and 12 store for 24 hours. At the end of 24 hours, however, the plaque disintegrates from the Extraordinary energy contained thus, so storage beyond one full day is not possible. If used before time expires, though, the plaque is unharmed.

The plaque needs only be touched and willingly used by the Enchanter who created it to withdraw the AEPs to replenish his or her own store, providing he or she has the capacity to contain the entire store of AEPs therein. (If not, all reserve energy not able to be stored inflicts Harm to the Enchanter at the rate of 3-5 points per point of Activation Energy!)

Salute Foe: Extreme

This Supernatural Power enables the Enchanter to unleash a rolling barrage of light, sound, and concussion as follows:

the activator points in the desired direction to an area in sight and a brilliant flash-boom occurs from 400 to 900 feet in distance from the Enchanter, as is desired by him or her. The light and sound affect a 100-foot radius, the light blinding all therein for 1 ABC of time and the sound paralyzing them for another ABC of time thereafter. The concussion shakes, but does not harm, subjects in the target area unless additional AEPs have been expended at the time of activation. For each additional five AEPs expended, 1 to 2 points of Harm will be inflicted by increased concussive effect, this Harm disregarding all armor or protection.



The activator can also invest five Activation Energy Points to have a continuing, barrage-like, effect, with the following options:

1) dazzling flashes, thunderous crashes, and concussion in the same place doubling blinding and paralysis time to 2 ABCs each, successively;

2) moving laterally right;

3) moving laterally left, or;

4) moving away from the activator to the maximum distance of 600 feet. All three of the latter effects inflict 1 ABC of blindness followed by 1 ABC of paralysis on creatures newly exposed or again exposed.

Secret Passage: Good

This Preternatural Power causes a temporary opening—a passage through solid material—that can be in any direction pointed by the activator, as long as the opening begins within a 20 foot distance of the enchanter. This passage is three feet in width, seven feet in height, and with one of the following dimensions for length:

If Material Is:	Passage Length Is:
earth (soil, sand, etc).	44 feet
clay, gravel, wood	33 feet
soft stone	22 feet
hard stone	11 feet
soft metal	11 inches
hard metal	5.5 inches

The opening lasts for one minute (20 ABCs) time, or until the Enchanter dissipates the Power's energy. The material affected then returns to normal, with no passage through it. Successive activations of this Power are possible from the terminal end of the opening created by the energy.

Seeing Channeling Orb: Major

This Supernatural Power creates a floating sphere that resembles an eyeball of six inches in diameter. It appears immediately in front of the activator suspended at a six foot height and obeys that individual's will, moving in any direction, including up or down, as thought-directed, at a rate of up to three and one-third feet per second, 10 feet per ABC. The activator always sees what the orb sees. The field of vision is cone-shaped, about three feet in diameter immediately in front of the sphere, and spreading to encompass a 33-foot diameter area at 30 feet. Vision is as if it were dim daylight regardless of actual light conditions. The seeing orb energy lasts for from 31 to 40 ABCs of time before it dissipates.

The activator can direct mind-generated (not device-created) Enchantments through this orb, just as if it were him-or herself, even if the orb is far removed and not in sight of the activating individual. However, each Power so sent reduces the life of the seeing channeling orb by a number of seconds of time equal to the number of Energy Points expended in activating and energizing the channeled Power.

Seeing Orb: Very Good

This Supernatural Power creates a floating sphere that resembles an eyeball of six-inches in diameter. It appears immediately in front of the activator, suspended at a six foot height, and obeys that individual's will, moving in any direction, including up or down, as thought-directed, at a rate of up to three and one-third feet per second, 10 feet per ABC. The activator always sees what the seeing orb sees. The field of vision is cone-shaped, about three feet in diameter immediately in front of the sphere, and spreading to encompass a 33-foot diameter area at 30 feet distance. Vision is as if it were dim daylight regardless of actual light conditions. The seeing orb energy lasts for from 31 to 40 ABCs before it dissipates.

Seeing Orb Surprise: Very Strong

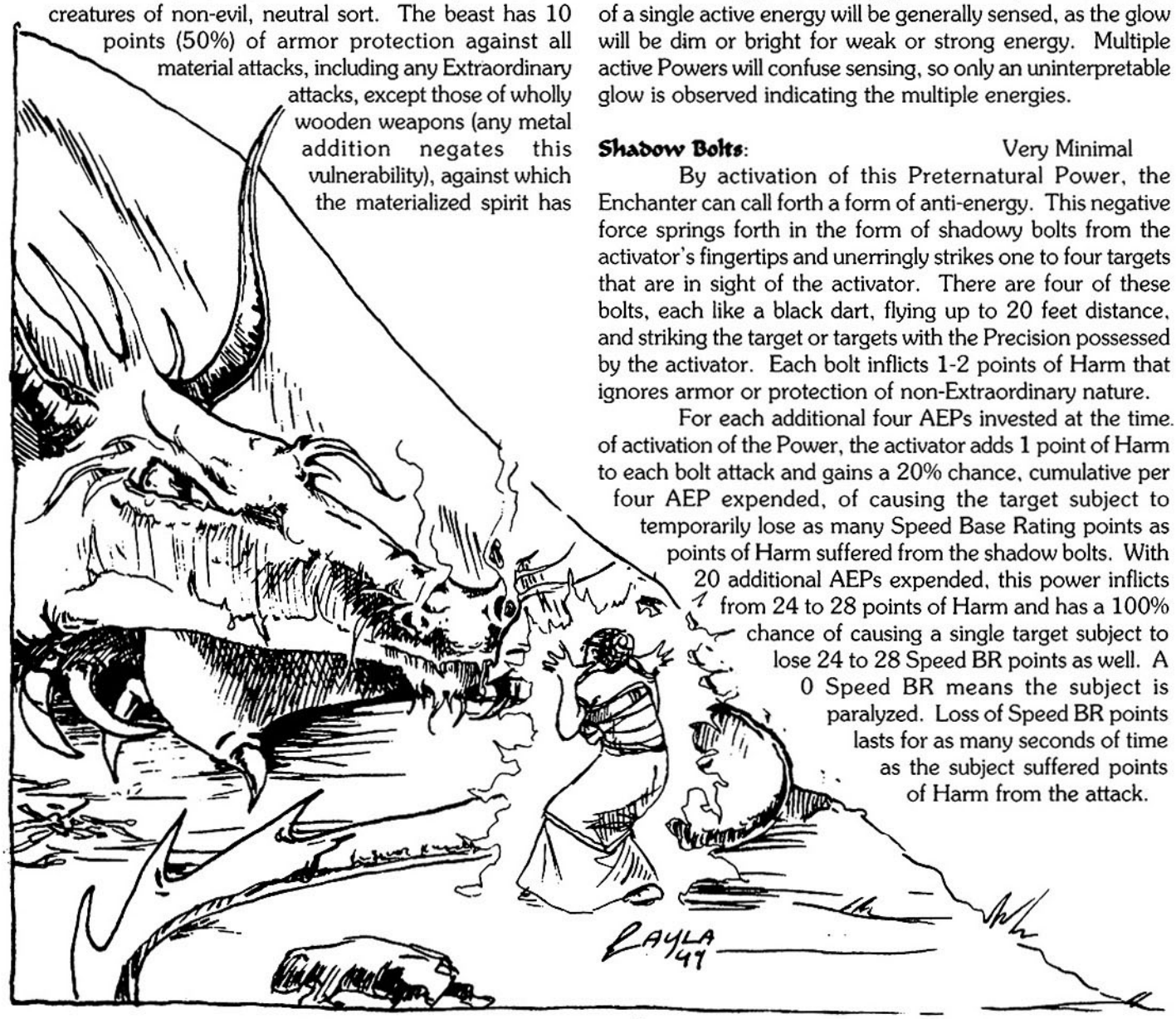
This Supernatural Power creates a floating sphere that resembles an eyeball of six inches in diameter. It appears immediately in front of the activator, suspended at a six foot height, and obeys that individual's will, moving in any direction, including up or down, as thought-directed, at a rate of up to three and one-third feet per second, 10 feet per ABC. The activator always sees what the seeing orb does. The field of vision is cone-shaped, three feet in diameter immediately in front of the sphere, and spreading to encompass a 33-foot diameter area at 30 feet distance. Vision is as if it were dim daylight regardless of actual light conditions. The seeing orb energy lasts for from 31 to 40 ABCs of time before it dissipates.

At any time the activator wills, the Seeing Orb Surprise will release energy, destroying itself in the process, but causing a fiery explosion of 15-foot radius. All within five feet of the energy release suffer 21-25 points of Harm from concussion and heat. All within six to ten feet of the energy release suffer 17-20 points of Harm. All within 11 to 15 feet of the energy release suffer 13-16 points of Harm.

Sending: Extreme

This Supernatural Enchantment enables the activator to direct, to a single destination, a potent and invisible creature of the ether. Unless warded by magical protections, this sending will enter the immediate proximity of the target subject(s) named and proceed to attack. If barred from entry, the sending will remain outside awaiting a chance to enter for four to seven hours, attacking anything else that comes within 24 feet of it. If unable to enter thereafter, the ether beast then returns to attack the enchanter who directed it to the location. If barred from entering the activator's immediate proximity, it then is freed and will return to its own dimensions. This other-dimensional spirit creature has the following statistics:

Ether Beast:
H/FW: 20-25. P: 41-50. S: 14-17.
Arms: Supernatural lethargy slows by one-half (50%) the Speed (actions, reactions and even Activation Energy Points resources) of all subjects within a 12-foot radius. After slowing the subjects, the ether beast materializes but is still invisible and uses its invisible tentacle-like appendages to assail up to five targets, each successful attack inflicting 3-5 Harm, disregarding all armor protection. The Health lost by the victims accrues to the ether beast, the additional Health lasting until lost due to attacks or 24 hours have passed. Each subject drained of Health thus adds one point of H/FW to the ether beast, and when such addition exceeds 25 points, the creature metamorphoses into an aetheric master.
Armor: When immaterial, the ether beast is invulnerable to all attack forms save those that affect spirit/immaterial creatures of non-evil, neutral sort. The beast has 10 points (50%) of armor protection against all material attacks, including any Extraordinary attacks, except those of wholly wooden weapons (any metal addition negates this vulnerability), against which the materialized spirit has no protection whatsoever and suffers full Harm according to the weapon and the success of the strike. For example, a preternaturally energized club would deliver 1-20 points of Harm plus its Extraordinary bonus when striking the ether beast.



Sense Power: Very Minimal
This Preternatural Power enables the Enchanter to sense if any sort of Extraordinary Power is active in (or on) a person, place, or thing. One subject must be selected as the Enchantment is activated, and only it will be subject to sensing by the activator. On a person or creature, each type of energy will seem to the activator to glow. In regards to a place, no more than a cubic area of twenty feet per side can be sensed, with results as noted above. If a single thing is selected, the object will simply glow as noted, but the strength of a single active energy will be generally sensed, as the glow will be dim or bright for weak or strong energy. Multiple active Powers will confuse sensing, so only an uninterpretable glow is observed indicating the multiple energies.

Shadow Bolts: Very Minimal
By activation of this Preternatural Power, the Enchanter can call forth a form of anti-energy. This negative force springs forth in the form of shadowy bolts from the activator's fingertips and unerringly strikes one to four targets that are in sight of the activator. There are four of these bolts, each like a black dart, flying up to 20 feet distance, and striking the target or targets with the Precision possessed by the activator. Each bolt inflicts 1-2 points of Harm that ignores armor or protection of non-Extraordinary nature.
For each additional four AEPs invested at the time of activation of the Power, the activator adds 1 point of Harm to each bolt attack and gains a 20% chance, cumulative per four AEP expended, of causing the target subject to temporarily lose as many Speed Base Rating points as points of Harm suffered from the shadow bolts. With 20 additional AEPs expended, this power inflicts from 24 to 28 points of Harm and has a 100% chance of causing a single target subject to lose 24 to 28 Speed BR points as well. A 0 Speed BR means the subject is paralyzed. Loss of Speed BR points lasts for as many seconds of time as the subject suffered points of Harm from the attack.

Shadow Bridge: Good

By activation of this Preternatural Power, an Enchanter can, if light conditions are such that strong shadows are present, create a bridge of palpable shadow. The nearest end of this bridge appears at no more than five feet distance from the activator. It is two feet wide and up to 25 feet long. It can be used to span openings, chasms, pits, etc. The bridge is flat, with no railings or any form of decoration. The bridge can be created at any angle, so spanning openings with varying heights is not a problem. The bridge can hold a maximum of 500 pounds weight any given time. It persists for from 81 to 100 ABCs of time before its energy fades and it vanishes, but the activator can cancel it at will through a mere gesture. For each 1 AEP added at the time of activation, the Shadow Bridge gains one additional foot to its maximum length and 10 additional pounds to its weight limit.

Shadow Cloud: Extreme

By activation of this Supernatural Power, an Enchanter can, if light conditions are such that strong shadows are present, create a shadowy, wispy cloud of penumbra and umbra. The cloud appears around and above the activator to a height of 10 feet and extends to a distance of 20 feet. The Shadow Cloud is stationary, but it can (and will) be moved by a strong wind. It reduces vision into or through it to one-half normal for all creatures except for the activator, who is able to see normally.

The effects are caused by a rift the Power creates between the material dimensions and the anti-energy dimensions of Shadow. The denizens of the latter dimensions are within the cloud of shadow, and they lash out at any living thing within the area of effect. On any given ABC of time, any creature other than the activator caught in, or entering, the Shadow Cloud is subject to its effect. Such subjects will feel and see, faintly, the shadowy hands of the monstrous creatures of the Shadow dimensions reaching out and grasping at them. A subject in, or entering, the area must, during each ABC of such exposure, avoid being seized or else suffer the consequences.

Subjects immune to the effects of Shadow are not Harmed, of course. Avoidance is determined by a check against Speed Base Rating. Failure to avoid the shadow-denizens' attacks results in a subject suffering 1-2 points of Harm and a temporary loss of 1-2 points of Speed Base Rating. Lost Speed BR points return after 10 ABCs, but any creature reduced to zero Speed BR cannot move, and if that creature is reduced still further in Speed (to a negative Speed point total), the negative energy of the Shadow dimensional creatures causes the subject to become immaterial—changied into a creature of the Shadow dimensions, a shadowling.

The Shadow Cloud persists for 10 ABCs and then fades in an instant into nothingness.

Shadow Hands: Low Moderate

By activation of this Preternatural Power, an enchanter can draw upon the anti-energies of the dimensions of shadow so as to transform his or her hands into shadowy wisps. While still able to hold and manipulate normal objects, the activator, by the negative energy imbued to him or her, inflicts 1-2 points of Harm on a subject and at the same time temporarily drains that target of the same amount of Speed Base Rating. The activator must succeed in a check against his or her Precision Base Rating or Weapons Ability Score, where applicable, to touch an active target. Speed BR points lost to a subject return in 10 ABCs of time. Note that Living Dead and spirit creatures of malign sort are unaffected by this Power.

Shadow Javelins: Major

By activation of this Supernatural Power, an Enchanter can, if light conditions are such that strong shadows are present, create three "javelins" of shadow. These form around the activator in the time required to activate the Power. The javelins are actually non-corporeal, being made of shadowstuff, but have an anti-energy force. At the completion of activation of the Power, the javelins launch forth of their own volition to strike, unerringly, the targets selected by the activator if they are within sight and within a 50-foot range. A target is determined for each javelin by the activator, although multiple javelins may and can strike the same target and all effects are cumulative.

Each javelin has a separate effect, as follows:

Javelin 1: Strikes and wraps around the target subject as does the shadow in the Animate Shadow Power (q.v. In summation: This can take on many effects, a common one being to wrap a shadow around a being (whether it be its own shadow or one within range). This can be done in a way to exclude arm or leg use (one or the other), which could affect combat, the activation of Powers of non-Psychogenic sort, and/or movement. Alternately, the activator can wrap the shadow around a being and a nearby object (say, a tree), thus preventing any movement at all (when done in this way, assume full arm and leg movement for purposes of other than covering distance). Basically, any creative idea can be utilized by the activator, subject to LM approval. For purposes of determining effects applicable for Animate Shadow Power, treat this Shadow Javelin as being as large as the target subject.

Javelin 2: Strikes the target for normal javelin Harm plus 13-16 points of Supernatural Harm ignoring all, except Supernatural, armor protection.

Javelin 3: Strikes the target and drains 6-8 points of Speed Base Rating from the subject. A successful avoidance check against Speed BR reduces this effect to a loss of 3-5 points. The loss lasts for five ABCs realtime. The subject so drained loses movement speed only, not Activation Energy Points.

One javelin of each above type is created per activation. The activator decides which javelin strikes which target. Multiple strikes on the same target are handled individually.

Shadow Self: Major

By activation of this Supernatural Power, an Enchanter can create a clone-like duplicate of him- or herself out of his or her shadow. This shadowstuff duplicate appears just as does the activator with the exception that everything about it is colorless. The duplicate's skin, eyes, possessions—everything—are of a dull, shadow gray. Note, however, that from a distance or in shadowy environment, the Shadow Self can easily be mistaken for the activator. The Shadow Self, though corporeal, is made completely from the negative stuff of shadow and is under the control of the activator. The form has all of the abilities and attributes of the activator, with the following notable discrepancies:

It has none of the activator's Activation Energy Points (although it can telepathically draw them from the activator if the latter desires this). It has one-half of the activator's Health Base Rating, that being lost by the activator for the duration of the Power.

As noted, the activator can utilize the Shadow Self in any way desired. The Shadow Self performs as would the activator and has, save as noted, all the vital statistics of that one. Simply treat the Shadow Self as a double for the duration. However, Extraordinary Items of non-protective sort are not duplicated. A duplicated sword with Extraordinary properties, for instance, is not magical for the Shadow Self, but is a normal sword of the same sort other than Extraordinary qualities. Note, however, that Extraordinary Items can be utilized by the Shadow Self after the fact. If the Shadow Self gains one by any means after being created, then, of course, it can utilize the item.

The activator and his or her Shadow Self can also both activate Powers in the same ABC, but both draw their AEPs from the activator's store, as the Shadow Self has no Activation Energy of its own. The only limitation is that neither the activator nor the Shadow Self can maintain Powers that require full concentration. The Shadow Self can begin to perform immediately upon being formed by activation of the Power. As it is virtually a double of the activator, all that the Shadow Self sees, hears, learns, etc. is likewise experienced by the activator. Even so, the activator need not maintain visual contact or any proximity to the Shadow Self to keep the Power active.

One major drawback, however, is that the activator is reduced to one-half his or her current Health when this Power is activated. At the expiration of the energy of the Power, when the Shadow Self dissipates, all Health transferred to it, less any Harm that reduced its Health, returns to the activator. If the Shadow Self is killed, the activator loses all Health transferred, but otherwise suffers no Harm.

The Power is terminated upon the destruction of the Shadow Self or the death of the activator. It otherwise persists for two hours' time.

Shadowed Self: Very Minimal

This Preternatural Power covers the Enchanter or a contacted living subject with shadows so as to make it 50% less likely that any sort of vision will see the subject. Precision, Archery, and/or Weapons Ability used in an attack upon the Enchanter is reduced by 50% if the Enchanter is not striking with a hand-held-weapon at the attacker. The energy lasts for 21-30 ABCs of time, and then it dissipates, and the enchanted subject is again seen normally. For each additional AEP invested at time of activation, the subject remains shadowed for an 20 ABCs (one minute) of time.

Shape-shift: Good

By operation of this energy, the Enchanter, or such person he or she touches at time of activation or on the following ABC of time, is, with all normally worn and carried items at the time, physically altered so as to become exactly like some other living animal or creature in all respects save mind, intellect, and spirit. The shape that is to be taken is determined by the activator. An unwilling subject requires an attack success by the Enchanter based on Weapons Ability, and the target can avoid that success by scoring Speed BR or less on d%. Change within the same family requires no additional AEPs as long as size does not vary by a factor of less than .5 or greater than two (2).

Change in size, and/or class, and/or phylum, and/or to/from creature (not earth animal) type requires additional AEPs to be invested by the Enchanter at time of activation. Examples:

Ape: 400#	gorilla: No added cost
Monkey: 20#	spider monkey: Double AEPs (+12; size)
Giant: 3,000#	cephalicorn: Triple AEPs (+18; size, creature)
Canine: 100#	wolf: Double AEPs (+12; order)
Avian: 20#	eagle: Triple AEPs (+18; size, order)
Avian: 30#	aetherowl: Quadruple AEPs (+24; size, order, creature)
Reptile: 1,000#	salt water crocodile: Quadruple AEPs (+24; size, order, phylum)
Equine: 800#	unicorn: Quadruple AEPs (+24; size, order, creature)
Creature: 4,000#	firedrake: Quintuple AEPs (+30; size, order, phylum, creature)

The energy of the shape-shift Power persists for a maximum of one hour of time, but it can be dismissed by the Enchanter at will, if he or she is the subject of the effect, or by touch and will if another is the subject. The time can be extended by the activator through investment of a base 2 AEPs per hour of extended energy persistence at time of activation of the Power. Thus, for instance, to remain a

firedrake for two hours would require 40 AEPs, 50 AEPs for three hours. Remaining a spider monkey for like periods of time would cost only 16 or 20 AEPs, respectively.

Shockade: Extreme

This Supernatural Enchantment causes a palisade of electrical "bars" of 20-foot height to spring up before the activator. They will appear up to 120 feet from where he or she points, in a straight or curved line, even meeting, according to the movement of the pointing digit (or Extraordinary wand or the like). The palisade of energy bars thus created is of 120-foot length. For each one AEP added at time of activation, an additional 10 feet of electrical palisade is created. Unless the activator wills otherwise, the Power persists for up to 20 minutes, and then dissipates.

Anything contacting the bars that is subject to Harm from electricity will suffer 17-20 Harm, doubled if the subject is touching/wearing conductive metal or standing on wet ground, and trebled if both conditions apply. Note: this Power can not be activated on or in water. To force a way through the Shockade requires three ABCs of time, thus incurring three separate incidents of contact and accrual of appropriate Harm.

Shockfield: Major

This Supernatural Power creates a field with an area of up to 40 feet per side. The nearest edge of this field appears within the sight of, and up to 40 feet removed from, the Enchanter. Whatever is in or enters the area suffers, regardless of armor, 6-8 points Harm from electrical current discharge and an additional 9-12 points of Harm if their body is in contact with anything metal or in contact with considerable water (including wet ground such as prevails after a long rain), and 17-20 additional points of Harm if both conditions apply. The electrical current discharge continues unabated for 8 ABCs of time, then ceases, and the field area is no longer dangerous.

Note that this Power can be activated in water.

Shooting Stars: Very Minimal

This Preternatural Power enables the Enchanter to direct a cloud of shimmering bits of energy that is of five-foot radius in the direction indicated by a pointed finger, up to 240 feet distance within sight. There are 10 such energy bits in the cloud, and each target within the radius indicated will be struck by one or more of them, with the central target being struck by five of these glowing energy missiles. Each bit of energy delivers 1-2 points of Harm, ignoring any and all forms of armor protection, supernatural forms included. For each additional three AEPs expended by the Enchanter at time of activation, two more "shooting stars" are created in the cloud, and regardless of the total number engendered one-half will always strike the central target subject pointed to by the activator.

Simulacrum: Very Strong

This Supernatural energy creates an exact material duplicate of the Enchanter that seems similar to a doppelganger (see the Power of that name). However, there is a considerable difference, for the simulacrum of the Enchanter is an exact physical duplicate, but with an unformed mind and no immediate vitality, a body in stasis as it were. Whatever the age and base statistics (including Abilities) of the activator at the moment of activation are those potentially possessed by the simulacrum.

The activator must invest AEPs equal to one-half of his or her Health Base Rating, plus 18 additional points, at the time this Power creates the simulacrum. Thereafter, the simulacrum remains dormant and in stasis until the death of the Enchanter. Immediately upon such event occurring, and if the simulacrum is still existing, the mind and spirit of the activator are transferred to the simulacrum, giving it vitality. It then becomes the Enchanter, an exact duplicate in all respects, as of the time that it was created by this Power. The Health Base Rating is at only 20% of normal, however, and "healing" is necessary to bring it to full normal total.

Because of the potential eternity this allows the Enchanter, a simulacrum is always kept in a relatively warm and comfortable place of safety with as many precautions as possible to ensure it is not disturbed.

A simulacrum for an individual other than the Enchanter can be created, but the cost in AEPs is double.

When the original individual is dead, and the simulacrum is vital and active, a second check against successful activation must be made, the score for success being equal to the Enchanter's Enchantment Ability score, and in any event not greater than 95.

Smoke & Mirrors: Extreme

By means of this Supernatural Power, the Enchanter causes a cloud of smoke to encompass his or her person, the cloud extending instantly to a 10-foot radius. In the first second of the following Activity Block Count, the Enchanter, and/or one to two willing (or unconscious), adjacent, and touched individuals, and all items normally worn or carried, is transported instantaneously to any destination that is known and mentally pictured by the Enchanter. This transference from place to place occurs without error if the Enchanter (or other subject without the Enchanter) has a special graphic depicted on the floor of the place he or she is to arrive at. This can be a special circle or other geometric figure, for example. If there is no such mnemonic "key", then the individual(s) must succeed in a check against the Enchanter's Enchantment Ability, or else be transported randomly as far distant, but in a different direction. If the graphic is altered without the individual's knowledge, random transport is automatic.

Random transport risks potentially harmful consequences. A check must be made to determine if something of this nature occurs, consulting the following table after rolling d%:

01 Rematerialization fails, transportee is a spirit
02 - 10 Rematerialize from 10 to 100 feet above surface
11 - 90 Normal, safe rematerialization
91 - 99 Rematerialize from 10 to 100 feet below surface
00 Transportee slips into another dimensional matrix.

A spirit character must be discovered and made material by some Extraordinary means to be recovered.

Rematerialization above the surface results in precipitation to the surface if in air and subject to gravitational pull, with the resulting Harm from the fall commensurate with the distance fallen.

Rematerialization below a surface results in continued downward precipitation to some "empty" space below, if such open space exists within an additional 1,000 feet. "Empty" means a space containing matter less dense than that of the average density of the transportee such as a partial vacuum, air, or water. If no such space exists, the individual is transported from the destination dimensional matrix to the nearest adjacent matrix, with the check above being repeated as to success in rematerialization. (In theory, this process could be repeated one or more times . . .)

Going into another dimensional matrix means whatever the Game Master decides. It could be death for the character. It might mean time or probability displacement, with a subsequent series of adventures aimed at enabling return. Similarly, it might be to some plane that the transportee knows and can manage to return from by likewise known means.

Up to three individuals can be transported thus, the Enchanter and one or two additional subjects, if the Enchanter expends equal amounts of AEPs for each such subject, viz. 12 or 24 additional AEPs.

In any event, after the subject or subjects are transported, the smoke cloud vanishes. All viewing the scene see the image(s) of the transported subject(s) for another ABC of realtime—a mirror image of those transported, as it were. Thereafter, the image or images disappear.

Smoke Serpent: Very Good

This Supernatural Power enables the activator to create a great serpentine area of thick smoke. This fume-clouded area appears up to 10 feet distant from the enchanter and stretches for up to 90 feet distance, its shape being a cylinder of three-foot diameter. The activator can then by mere pointing of the finger cause the area of thick smoke to turn, twist, coil, etc, within the 100-foot range indicated. The smoke-shape can rise to a height of as much as 20 feet, wrap around persons or things, and generally move as if it were a huge snake (Speed 12). Although it has no appreciable weight, its vapors are suffocating, and any air-breathing subject whose nasal openings or similar breathing areas are covered by it suffers 9-12 points of Harm each ABC of time so contacted by the Power.

The area of smoke also blocks all vision. Only a wind force of greater than 30 miles per hour will blow the Smoke Serpent away. Otherwise it remains active for four ABCs (12 seconds), moving as the activator wills.

Spindleshank's Preserving Power: Good

This is a Preternatural Power that, when the Enchanter activates it and makes passes with the hands over the subject, causes a fine, silvery powder to be precipitated from thin air and fall onto the subject. The powder, in turn, prevents decomposition and even reverses up to one hour's rotting effect on a recently living thing. The effect will last for one to three days of time. No living thing will be affected by the precipitated powder. The volume of material affected is up to 27 cubic feet (one cubic yard). For each additional AEP invested by the Enchanter at the time of activation, three additional cubic feet of material can be affected.

Note: Any Living Dead subject contacted by the powder will suffer the loss of 1d20 Health from such contact, plus one additional point of Health for each extra AEP expended at time of activation.

Spindleshank's Rot Reversal: Strong

This is a Supernatural Power that, when the Enchanter activates it and touches the subject, will cause any non-living subject to cease decomposition—even become unrotted for a time if it is cloth, leather, rope, or wood. The effect will last for many years if the material is otherwise not particularly subject to rotting in the conditions prevailing, or for only hours if the material decomposes easily and the conditions favor such rot. The volume of material affected is up to 27 cubic feet (one cubic yard). For each additional AEP invested by the Enchanter at the time of activation, three additional cubic feet of material can be affected.

Note: If this Power is used on a Living Dead subject, the energy conveyed will add 16 points of Health to the subject, with one more point of Health added for each extra AEP expended at time of activation.

Spirit Form: Very Strong

By means of this Supernatural Power, the Enchanter, or a willing (or unconscious) individual touched, along with all items normally worn and carried, is changed from material to spirit form. While thus changed no interaction with material substances is possible, although these pose no barrier, either. Activity in this form might include confrontation with other spirits, of course. The spirit-form can enter the ether or remain immaterial in normal, material dimensions. The energy lasts for one hour's time, and thereafter the individual materializes. For each five extra AEPs expended at time of activation, the Power remains active for one additional hour.

Spirit Low: Good

This Preternatural Power causes a loss of any spirit creature's physical Health, if in material form, or Free Will (the non-material form of Health in a immaterial spirit). The energy operates up to 50 feet distant from the Enchanter and must be concentrated on so as to cause the subject spirit to lose Health or Free Will. Each ABC of time after the energy is active, the subject loses 1-4 points from its Health or Free Will. When all Health is lost, the spirit dematerializes and must return to its own dimensions. When all Free Will is lost, an immaterial spirit is destroyed.

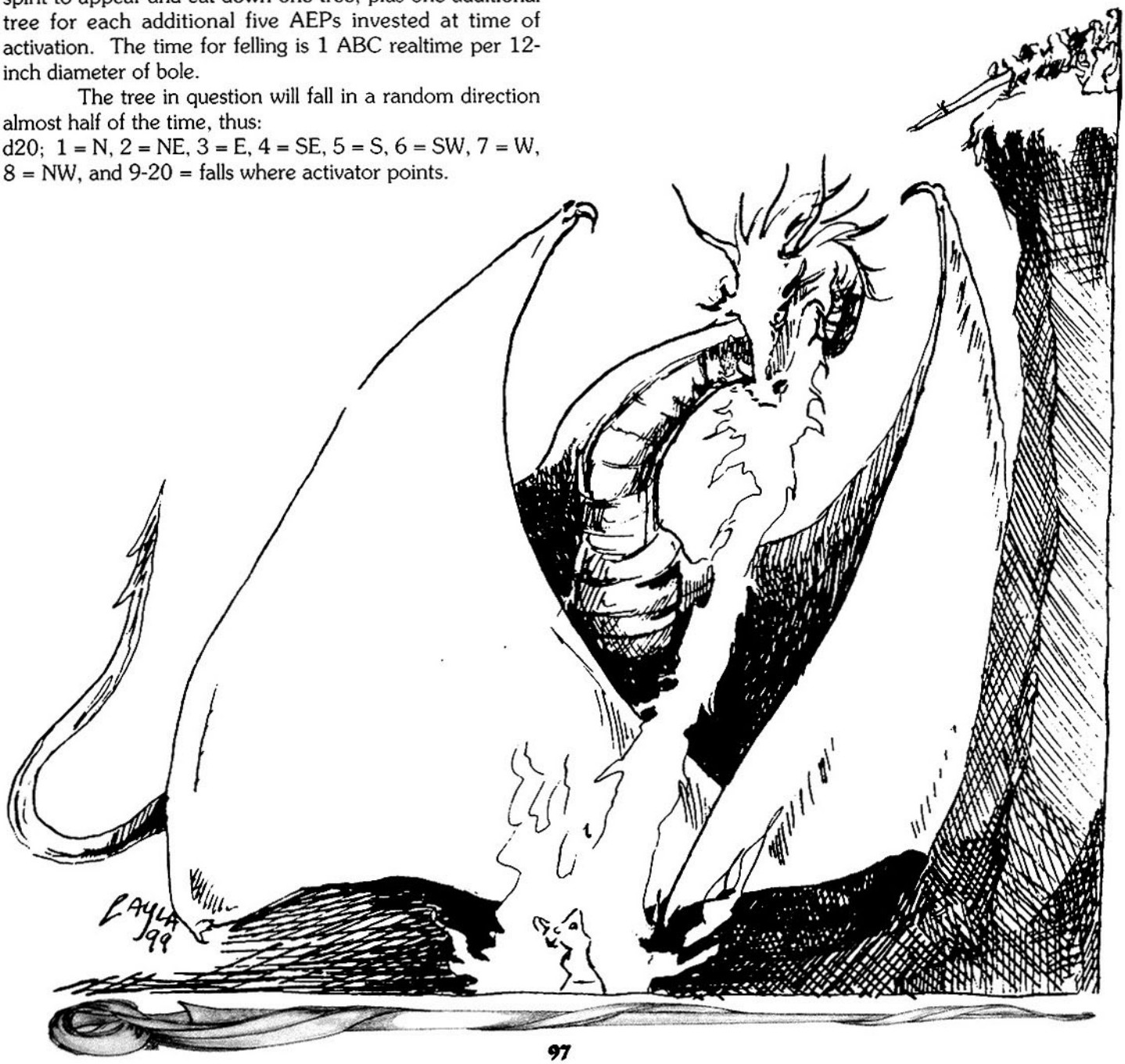
Spirit Sawyer: Moderate

This is a Preternatural Power that causes an energy spirit to appear and cut down one tree, plus one additional tree for each additional five AEPs invested at time of activation. The time for felling is 1 ABC realtime per 12-inch diameter of bole.

The tree in question will fall in a random direction almost half of the time, thus:
d20; 1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, 8 = NW, and 9-20 = falls where activator points.

Spring Trap: Minimal

This Preternatural Power creates a 10-foot-square trap on any relatively level and solid surface, whether sand, dirt, grassy ground, or even rock and stone. The nearest edge of the trap must be within sight and up to 20 feet removed from the Enchanter. Upon activation, the area designated by the Enchanter's pointing finger is trapped, and the first creature to set foot on it thereafter is catapulted upwards, just as if it had jumped in the center of a trampoline. All so affected are sent upwards to a height of 10 feet from the bottom of their feet/body (6-8 Harm inflicted from any ceiling contact), then return to a hard surface to suffer 9-12 Harm, all such Harm disregarding armor, whereupon the Enchantment ends and the surface returns to normal.



Sticky: Moderate

This Preternatural energy creates a very sticky substance adhering to a section of material that is 10-foot square. It appears as a slightly fuzzy-looking substance upon an area that is pointed to by the Enchanter, up to a distance of no more than 90 feet from that individual. The affected area can be horizontal or vertical, underfoot or overhead. Whatever contacts the affected area is caught in the glue-like substance. Crawling subjects are held immobile by the sticky coating, and other movement is slowed to one-tenth normal rate. Each ABC spent so moving by bipedal subjects risks a 1 in 6 chance of falling, 1 in 10 by quadrupedal subjects, and 1 in 20 by subjects with six or more legs. Any subject falling will be stuck fast and unable to move at all.

The Enchanter can add another 10-foot square section of gluey matter for each extra 5 AEPs invested at time of activation. The viscous stuff persists for one minute.

Note: The Power of Eel Skin negates this effect for an individual so energized, and alcohol or petroleum substances such as lamp oil wash away one square yard of the sticky material per pint of liquid poured upon it.

Stone Hail: Major

This Supernatural Power creates a rain of egg-sized rocks that appear overhead and fall at high speed over a field with an area of up to 30 feet per side. Upon activation, the nearest edge of its field appears at any distance in sight up to 120 feet removed from the Enchanter. Whatever is in the area suffers 21-25 Harm for each ABC of time it is within the field. The hail of stones continues unabated for 10 ABCs, then ceases, and only the stones remain, a foot or so deep over the Enchantment field area.

Strength: Low Moderate

By means of this Preternatural energy, the activator is able to give to him- or herself, or to any other person of human or humanoid sort touched, a temporary Physique Ability, whether new or adding to existing Ability, of 10 points. For each additional 4 AEPs expended at time of activation, the Physique Ability of the subject is increased by 10 points. No Physique Ability above 120 is possible, however. The energy of this Power is transitory, however, and after one hour it dissipates, and all points of Physique Ability gained from it fade and are gone.

Sub-Minimus 1: Very Good

This Supernatural Power enables the user to reduce the size of all willing (or unconscious) subjects within a circle of 10-foot diameter to 1/10th normal size. This effect lasts for 17-20 days, or until disenchantment occurs, whichever comes first.

Sub-Minimus 2: Strong

This Supernatural Power enables the user to reduce the size of all willing (or unconscious) subjects within a circle of 15-foot diameter to 1/20th normal size. This effect lasts for 21-25 days, or until disenchantment.

Sub-Minimus 3: Very Strong

This Supernatural Power enables the user to reduce the size of all willing (or unconscious) subjects within a circle of 20-foot diameter to 1/30th normal size. This effect lasts for 26-35 days, or until disenchantment.

Sub-Minimus 4: Major

This Supernatural Power enables the user to reduce the size of all willing (or unconscious) subjects within a circle of 30-foot diameter to 1/40th normal size. This effect lasts for 36-50 days, or until disenchantment.

Sub-Minimus 5: Extreme

This Supernatural Power enables the user to reduce the size of all willing (or unconscious) subjects within a circle of 50-foot diameter to 1/50th normal size. This effect lasts until disenchantment.

Talk with Shadows: Very Good

By activation of this Supernatural Power, an Enchanter can, if light conditions are such that strong shadows are present, actually contact and converse with the shadows (not creatures per se of the anti-energy dimensional matrix) that are normally present and within a 10-foot radius of him or her. The activator can ask but a single "yes" or "no" question. All knowledge possessed by such shadows is based on events that have happened in this 10-foot radius area, and they must have been viewable by a normal person had such been present, as well as having occurred within the last 24 hours, to have been "seen" by the shadows.

The questions can be specific, i.e. "Did a man in blue robes with an symbol of a star on his hat activate a Power from this spot 26 minutes ago?" but not specific to proper names of any type. The questions must also be very general, i.e. "Was there a fight of some type here within the last 2 hours?" These questions must be in a form answerable by the shadows or they will result in an answer of "Unknown," and that question will be lost. For example, while the activator should have asked, "Have two urls carrying a human female passed by here within the last 20 minutes?" the activator queried instead "Have two urls carrying Gigi passed by here within the last 20 minutes?" This results in an answer of "Unknown." Similarly, if the shadows are asked "Has anyone invisible walked past here in the last hour?" another blank will be drawn, as the events must have been viewable to a normal person.

Though the shadows never lie, the LM always has final say on the adjudication of answers to Avatar questions.

For each three additional AEPs invested at the time of activation of this Power, one additional question can be posed to the shadows. In any event, the energy of this Power lasts only for one minute realtime, then fades regardless of whether or not all questions have been asked.

Tentacle of Krobchac: Extreme

This Supernatural Power enables the Enchanter to direct the appearance of a hideous purple energy from another dimensional matrix. The Enchanter can bring it into being by opening a dimensional rift anywhere within his or her sight and no more than 60 feet distance. The Power then conjures instantly, on the spot pointed to, a writhing column of purple force that otherwise exactly resembles the whip tentacle of a giant squid. This force is 10 feet long and one foot in diameter. This thing of energy will always be sufficiently long, however, to completely encompass a single subject. If there are several potential targets within the 10-foot radius of the point from which the force emanates, then the nearest has a 60% probability of being so enwrapped, the other(s) a 40% chance. The force tentacle delivers 6-8 points of Harm to the subject it enwraps, and that one is held immobile, with its attack probability at 50% of normal, and Harm delivered by the held subject at a penalty of a variable 1-8 points.

These effects continue until the force is negated through absorption of various sorts of traumatic energy—ranging from acid through flame and including weapon blows—in the form of Harm. When 120 points of Harm have been absorbed, the energy dissipates with a sharp discharge that delivers 13-16 Harm to the formerly enwrapped subject and 9-12 points of Harm to all others within the 10-foot radius of the force, and at that the Enchantment is finished. Note: Any and all Harm delivered by the tentacle disregards all forms of armor/protection, including Supernatural armor of any sort.

Theatrical Wizardry: Major

This Preternatural Power enables the Enchanter to create in a surface-like area of up to 8,000 square feet, extending upwards to a height of up to 80 feet, a background scene with up to as many figures, still and/or moving, as would normally fit into such a space. The Enchanter can instantly activate it or key activation to some event—sound, proximity, or anything imaginable. The whole is a thing of light and shadow, of course, a holographic sort of picture, but one in which sound and odor emanate so as to make it seem absolutely real, if constrained to limits. It lasts for one-half hour realtime, then winks out. The activator of the Power can extend the life of the dramatic scene envisioned and activated through the Power by investing one additional AEP for each extra one-half hour it is to last, with 50 AEPs making the thing permanent.

Contact will not affect such a scene, nor will any form of attack, but any energy countering the persistence of this kind of thing will likely cause it to vanish. Note that the "play" is pre-programmed and will repeat itself every interval set by the activator, intervals generally being as brief as one minute, but could be as long as desired, and the dramatic scene is mentally scripted and energized thereafter.

If the activity of the Enchantment is life-threatening, a check is made against the individual's (attack) Speed (Base Rating multiplied by four in the case of an intelligent creature, two in the case of semi-intelligent one). Failure to score the indicated number or less means the active acceptance of the attack by the subject, and results comparable to those from a real attack of the nature depicted will appear on the subject's body (much as stigmata do), and the Harm is then actual.

Thorn Thrash: Minimal

This Preternatural Power causes a small coil of force that looks vaguely like a bundle of thorny branches to strike a subject within sight of, and up to 20 feet distant from, the activator. It covers a swath of three feet depth by six feet width so as to inflict 3-5 points of Harm disregarding the armor/protection on whatever is within the 3' x 6' swath. Each subject also suffers a +5 penalty to all action dice rolls the following ABC, but such penalty is not cumulative, so two Thorn Thrash Power activations simultaneously upon the same targets would not result in a penalty of +10.

Timeless (Timeworn when reversed): Very Good

The activation of this Supernatural Power causes the flow of the time stream to pass around the enchanter so that physical aging not only ceases, but reverses, so that for each day spent under the influence of the Power, the activator becomes a day "younger" physically. This day is "lost", and the subject can not do anything other than what amounts to resting. Even Health and AEPs are not restored thus as might be expected. As this Power normally persists but one day, and can not be made persistent, the Enchanter is forced to invest additional Activation Energy when commencing the magic in order to make it efficacious in longer term. For each one AEP added before activation, the Power lasts one extra day. Thus, age-conscious Enchanters expend large numbers of AEPs regularly so as to remain unaging.

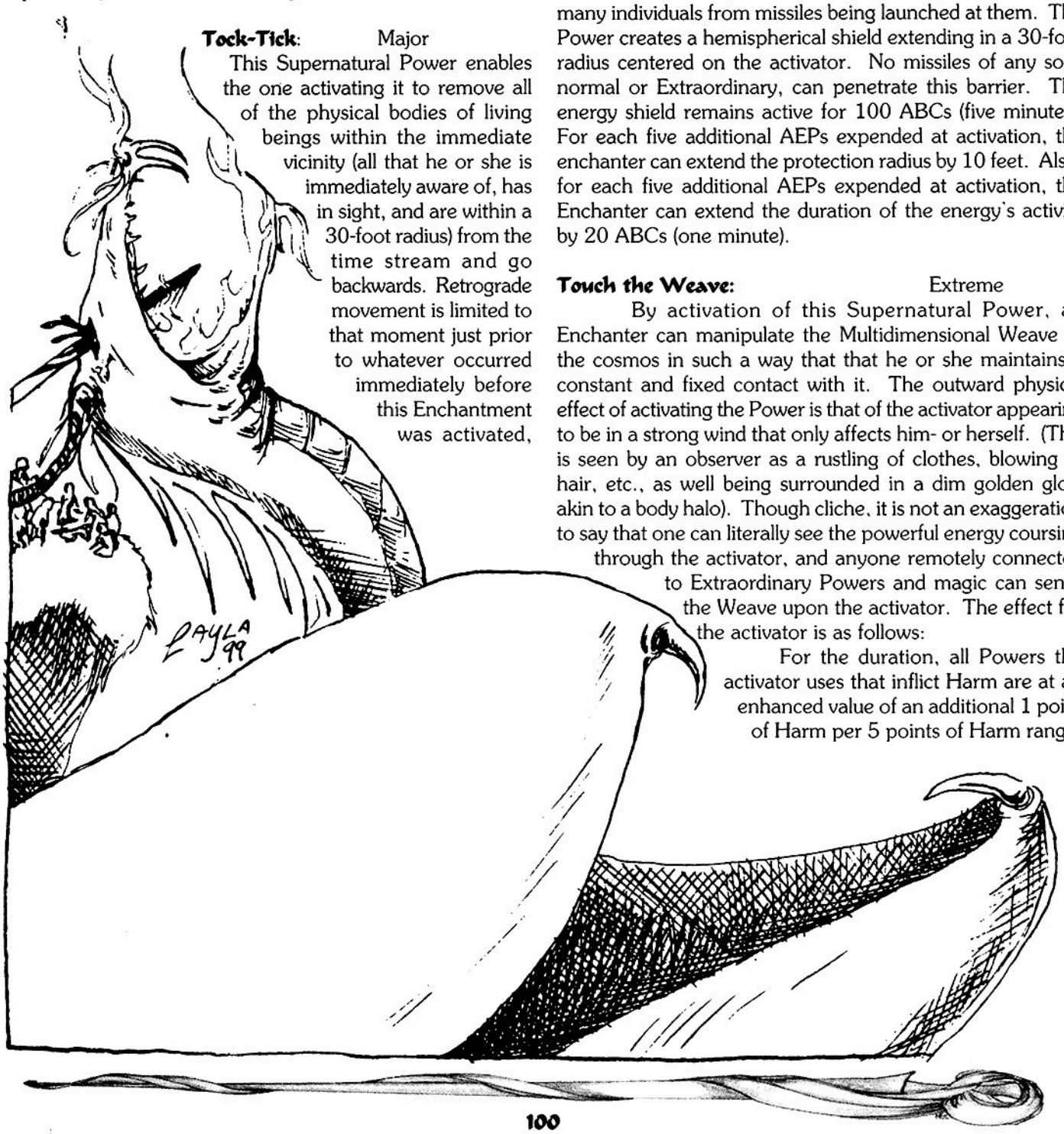
Timeworn: It is not surprising, then, that this Power is also reversible, and because it is far easier to move with, and then exceed, the speed of time than it is to stop and move against it, the effect of the energy of this Power in opposite form is far greater. When the Enchanter touches a target subject at activation, or within one ABC of time thereafter, the subject ages one full year, plus one additional year for each AEP the Enchanter added to the Power at time of activation. Touch requires a success in checking against Precision, or Weapons Ability, as applicable.

Time Out: Strong

This Supernatural Power enables the one activating it to remove his or her consciousness from the time stream. All then appears to be a frozen tableau. The invoker has up to two minutes of subjective time—game time, as opposed in this case to realtime—to consider whatever is desired. No physical actions can be undertaken in this time, for the invoker's body is frozen in the timestream while the mind only remains active. Thereafter, however, it is likely that the enchanter will be able to act first, for his or her effective Speed BR, for that moment only, is then 24.

Tock-Tick: Major

This Supernatural Power enables the one activating it to remove all of the physical bodies of living beings within the immediate vicinity (all that he or she is immediately aware of, has in sight, and are within a 30-foot radius) from the time stream and go backwards. Retrograde movement is limited to that moment just prior to whatever occurred immediately before this Enchantment was activated, or to a time not greater than 9 ABCs (27 seconds realtime) in the past. All that then occurred after that moment of time to which retrograde movement has been made is subject to a different course—save that the AEPs expended in the Enchantment remain expended (or else an endless time loop would result). Thereafter, for example, instead of attacking something, the activating individual may choose to retreat, negotiate, etc.



Tortoise Force: Strong

This is a Supernatural field of energy that will protect many individuals from missiles being launched at them. The Power creates a hemispherical shield extending in a 30-foot radius centered on the activator. No missiles of any sort, normal or Extraordinary, can penetrate this barrier. The energy shield remains active for 100 ABCs (five minutes). For each five additional AEPs expended at activation, the enchanter can extend the protection radius by 10 feet. Also, for each five additional AEPs expended at activation, the Enchanter can extend the duration of the energy's activity by 20 ABCs (one minute).

Touch the Weave: Extreme

By activation of this Supernatural Power, an Enchanter can manipulate the Multidimensional Weave of the cosmos in such a way that that he or she maintains a constant and fixed contact with it. The outward physical effect of activating the Power is that of the activator appearing to be in a strong wind that only affects him- or herself. (This is seen by an observer as a rustling of clothes, blowing of hair, etc., as well being surrounded in a dim golden glow akin to a body halo). Though cliche, it is not an exaggeration to say that one can literally see the powerful energy coursing through the activator, and anyone remotely connected to Extraordinary Powers and magic can sense the Weave upon the activator. The effect for the activator is as follows:

For the duration, all Powers the activator uses that inflict Harm are at an enhanced value of an additional 1 point of Harm per 5 points of Harm range.

Any Power of other, non-physical Harm sort is at double normal range, or duration if range is not a factor.

Additionally, the size of the energy field of the Powers later activated can be manipulated and molded by the individual, so that they can be up to 50% greater or less as desired. These new parameters must be set (stated) prior to activating the later Power, of course.

Harm inflicted, or other result gained, from a subsequently-activated Power is treated as Supernatural, rather than normal or Preternatural.

Any Power meant to affect the activator is avoided by that individual if he or she succeeds in a check against twice his or her Speed Base Rating. Any effects that do apply are at the minimum possible Harm, duration, etc. when this Power is active on the individual. The energy of the Touch the Weave Power persists for 10 ABCs.

Transfer Ability: Major

By means of this Supernatural energy, the activator is able to give to any other person touched during the ABC of activation of this Power, a temporary Ability, or increase in an existing one, that the activator possesses, or that is possessed by another person who is also in physical contact with the activator at that time. The Ability (or increase in existing Ability) gained by the recipient individual is at a base Score of 10 points if the Ability is not possessed, and 20 if normally possessed, prior to the Power's activation. For each extra 10 AEPs added at time of activation, the Ability base Score increases by a variable amount of 2-20 points. The energy of this Power is transitory, however, and after one hour it dissipates, and all points of Ability gained from it fade and are gone.

Trapdoor: Very Good

The Enchanter can place this Preternatural Power on any opening from as small as two square feet size to as large as 40 square feet in size. The opening must have a solid closure such as a door(s), hatch, lid, shutter(s), etc. When activated, any person, animal, or other sort of material creature entering the opening with any portion of his, her, or its body, whether or not having first opened the closure, will trigger the energy of the Power. When such subject is in the opening the closure will slam shut. The subject will suffer 1-12 points of shock Harm to Health, plus 3-5 points of Extraordinary Harm that ignores all armor protection. The closure will remain held fast, trapping the subject for six ABs (24 ABCs) time, or until it is destroyed or forced open, whichever is the lesser period of time. Each person, other than the trapped subject, attempting to pry open the closure has a cumulative 5% chance of breaking the energy and releasing the victim. If Physique Ability is possessed, the individual with this Ability adds that score to the chance for opening the closure. Each AB of time spent trapped inflicts an additional 6-8 Harm upon the trapped subject. Breaking the energy field sends out a wave of force that inflicts 6-8 points of Harm on all living subjects that are within a 20-foot radius of the closure.

Trip Trap: Very Good

This Supernatural Power enables the Enchanter to deactivate traps relying on Extraordinary energy, and/or spring those of mechanical nature. The activator must be within a 70 foot distance of the trap, and point to the area upon which the energy of this Power is to act. This area is measured in cubes six feet per side equal to the number of AEPs expended in activation, beginning at one only, as the remainder of base activation cost is devoted to the springing of traps. The Power will "trip" no more than two traps, affecting first those based on Extraordinary energy, and thereafter those of mechanical nature. If there are more that two such traps within the area encompassed at activation, any such extra traps are not affected.

Turncoat: Very Good

This Supernatural Power will make one opponent become an ally of the activator and fight against the opponent's fellows. A check for affecting the target subject successfully is required, this being against the four times the Speed Base Rating of the subject. Otherwise, the subject is altered in mental outlook to be permanently allied to Enchanter's point of view, and remains so for one full day. After 24 hours time has elapsed, the subject again checks, this time against three times the Speed Base Rating, success indicating return of former mindset. If the second check fails, a third is made next day, this time at two times the Speed Base Rating, with results as above. Finally, on the fourth day a final check against unmodified Speed Base Rating is made. Failure indicates the subject is permanently affected.

Turtle Shell: Minimal

This is a Preternatural Power to protect an individual, the activator or another touched, against missiles of any sort, normal or Extraordinary, as well as physical blows. Missiles simply bounce off, and blows struck are absorbed until such accumulate 100 points of Harm, at which point the energy of the activation is exhausted and protection disappears. The Power remains active for 20 ABCs (two minutes) of time. For each three AEPs invested by the Enchanter at time of activation, the amount of Harm absorbable by the energy field is increased by 50 points, to a maximum of 250. Similarly, for each additional three AEPs invested by the Enchanter at time of activation, the period of energy activity of the Power is increased by 20 ABCs, to a maximum duration of 200 ABCs (10 minutes). No activations can be made while the Enchanter is under this Power's energy, and the subject's Speed Base Rating suffers a penalty of 1 per 50 points of protection engendered by Turtle Shell Power, this affecting only movement and actions, not AEPs.

Vltra-height: Extreme

This Supernatural Power causes the Enchanter and as many other willing (or unconscious) subjects of human or humanoid sort that are within a five-foot radius of him or her, and for each of whom an additional two AEPs have been expended, to grow to three times their normal height and with corresponding weight increase. This means that height will increase threefold and weight by a factor of nine, so a six-foot tall, 200-pound individual will then become 18 feet tall and weigh 1,800 pounds. Note that all items normally worn and carried in hand are affected by this Power, so that armor, equipment, weapons, etc. also enlarge. Weapon Harm for enlarged arms is then at an increased base of 1-30. Each affected individual has only their normal Health, however, although each gains a +9 Harm bonus for successful attacks with hand, foot, or hand-held weapons. Movement speed is doubled while so enlarged, but action speed in one-third normal base. For example, an Avatar with a 12 Speed is then rated at 4 Speed for action/reaction, and reduced to one attack every other ABC.

Ultra-height remains active for 200 ABCs (10 minutes), and then the energy vanishes, and all subjects and their gear return to normal size.

Vmbrate Wall: Very Good

By activation of this Supernatural Power, an Enchanter can, if the light conditions are such that strong shadows are present, create an anti-energy field, a shadowy wall at up to 60-foot distance from its starting point. It is up to 30 feet in height and can be as long as 300 feet. It can be shaped—hemispherical, spherical, cubic, etc. The Umbrate Wall reduces all vision to one-half normal for those attempting to see through it. The Umbrate Wall cannot be moved (and is totally unaffected by Powers dealing with the elements). It can be destroyed by regular energy. It has a Health of 600 points, however, so as to be quite durable. Although nothing of solid sort can pass through this barrier, gasses, heat, flame, and Extraordinary energies can.

The Umbrate Wall is somewhat flexible, so anything trying to force its way through will stretch the wall 1 foot per 250 pounds of body weight and/or 5 points of Physique Ability. When this happens, the Umbrate Wall simply conforms to the form of the creature or person. Each foot the wall that is moved thus delivers 10 points of Harm to it. For each foot moved, the creature has a 5% chance of actually managing to pass through the Umbrate wall. If any does break through, the Umbrate Wall instantly rebounds to its former shape, and no others can pass likewise, save through this same method.

When the Health of the wall is reduced to zero, it vanishes, the energy of the Power being totally dissipated.

Vnexplained Noise: Very Minimal

This Preternatural Power creates a strange and loud sound at up to 100 feet distance from the activator. The Enchantment can cause any one of the following noises, each 1 ABC time duration, one after the other, alike or different, while the Enchantment is active:

1) a crash as if a heavy object has fallen
2) footsteps that are approaching, walking or running
3) footsteps that are receding, walking or running
4) stealthy sounds of crawling or slithering movement approaching
5) stealthy sounds of crawling or slithering movement receding
6) laughter that is hideous and threatening
7) a pounding as if something is striking at wood such as a door
8) a scream or screaming
9) a yell or shouts that are loud but indistinct
10) muffled whisperings or rustlings of uncertain origination.

The energy of the Enchantment lasts for 4 to 6 ABCs, then vanishes.

Vncoordinated: Moderate

This Preternatural Power causes living targets to lose all of their Precision (and thus all Weapons Ability) and one-half their movement capacity for 3-5 ABCs thereafter. During this uncoordinated period, the affected subject is unable to attack effectively. The enchantment has an effective distance of 30 feet and can be laid upon only one individual.

Vnseen Swordsman: Very Good

This Preternatural Power causes the materialization of a normal weapon akin to a cutting and thrusting sword, it appearing one foot in front of the activator. The weapon operates by itself, moving to attack any single opponent within a six-foot radius and within a 180 degree arc in front of the activator. The blade strikes with a Weapons Ability equal to the Precision Base Rating of the Enchanter. The activator can point to a target or ignore the Power and allow random attacks. The weapon attacks by itself, once each ABC of time, and it inflicts 7-20 points of Harm when succeeding, bypassing armor when a score of 10% or less of the Precision BR of the Enchanter is rolled. It persists for 6-8 ABCs, then dissipates.

Vampiric Vein: Very Good

This Supernatural Power creates an invisible attachment to one subject at up to a distance of 60 feet. The invisible energy link causes the subject to lose 1-2 points of Health every ABC, from the time of attachment onwards, and this loss results in a like Health gain for the activating Enchanter. The loss is noted by the subject, because a weakening is immediately felt. The Enchanted thread draining the victim's Health can be broken by various means, most

commonly when the subject moves out of range of the 60-foot range of the Power. If the Health of the attaching individual goes above normal capacity, this creates a false total that remains for a maximum of one hour of time, or until Harm reduces Health below normal maximum, whichever first occurs.

Vanish in Vapor: Good

This Preternatural Power enables the activator, and all willing (or unconscious) subjects designated that are within a radius of four feet of the activator, to, along with all that is worn or carried, become immaterial and travel at normal human movement speed thus through solid barriers, including stone of less than about three feet of thickness. Dematerialization is clearly seen, as the activator and surrounding individuals become insubstantial vapors over two seconds realtime.

In non-material form, the affected individuals can not handle normal material things around them. The affected are subject to whatever immaterial/spirit creatures might be in the vicinity. The energy remains active for 101 to 200 ABCs after being evoked, then dissipates in an instant. The affected subjects then become material at whatever location they are in at that moment. If other matter occupies that space, the one conflicting with such matter is sent to another dimensional matrix.

Vitality: Minimal

By means of this Preternatural energy, the activator is able to give to him- or herself, or to any other person touched, a temporary increase in vitality. This translates to one point of Health Base Rating. For each additional two AEPs expended at time of activation, the vitality of the subject is increased by one Health BR point. Enhanced Health BR can be above normal total. If the Health of the subject individual goes above normal capacity, this creates a false total that remains for a maximum of one hour of time, or until Harm reduces Health to below normal maximum, whichever first occurs. The energy of this Power otherwise lasts for eight hours.

Vornosh's Magnification: Minimal

This rather basic Preternatural Power enables the Enchanter to make himself or any subject in sight and within 30 feet distance seem larger than actual size. Apparent size can be increased up to a thousandfold, although this is quite impractical in most cases, but in regards a humble ant, for example, it might be useful. The magnification of apparent size is an illusion, of course, that will be destroyed by counter Enchantment, or will simply lose its energy and fade in 20 ABCs (one minute). Until then, however, nothing can affect it. Things normally causing Harm will not destroy the illusion, but the enlarged version of the subject will indeed show very well any actual Harm suffered, as such will be magnified.

If at the time of activation the Enchanter expends AEPs equal to those required to initiate the Power, a second subject of the same sort (human, insect species, etc.) can be likewise exactly enlarged. There is no limit to how many subjects can be affected, save the availability of AEPs.

Watertank: Very Strong

This Supernatural Power creates a solid, cubic volume of water that is up to 20 feet per side and self contained. Upon activation its nearest edge appears at any distance up to 80 feet removed from the enchanter. Whatever is in the area now covered by water is affected as would be normal for immersion in such liquid. The water remains there until disenchanted by some means or else its "container" verges suffer 200 points of Harm in an area of about one square foot. In case of the "container" being broken, the water therein floods forth and is normal water thereafter.

Weapon Stretch: Low Moderate

This Preternatural Power enables the Enchanter to touch one normal hand-held striking weapon (axe, fighting staff, spear, sword, etc.—even a whip!) and extend its effective striking range to twice the normal range. The subject weapon gains a Precision bonus of 10, with an added bonus of +2 points of Harm. The energy enabling this persists for four ABCs, then vanishes. No extension of time is possible.

Weapon Wizard: Very Minimal

This Preternatural Power conveys a bonus of 10 points of Weapons Ability to the activator for three ABCs of time, provided the Enchanter is holding a striking weapon at that time. For each additional two points of energy invested at the time of activation, the Power remains active for an extra three ABCs of time, thus obviating the need to reactivate the Power anew. Only one such Power can be active on the same subject at the same time, and this Enchantment will not operate in conjunction with others such as Weapon Stretch.

Whirlwind: Very Minimal

By means of this Preternatural energy, the activator is able to transform him- or herself, and all items normally worn or carried, into a spinning cyclone of air that resembles a dust devil over dry land, and a water spout when traveling over water. The subject is twice as tall as normal when in whirlwind form, moves at a speed of 60 miles per hour, and is subject only to attacks that inflict Extraordinary Harm (Preternatural or Supernatural points of Harm only), and has no armor protection against such attacks. The energy persists for a maximum of one minute, plus one extra minute for each one AEP added at the time of activation. If other willing subjects desire to be likewise transformed, the Enchanter can, by expending for each such subject the number of AEPs expended on him- or herself, transform them likewise.

While transformed by the Whirlwind Enchantment Power, a subject is not able to use any Abilities. That individual is not able to employ weapons nor inflict Harm, even from the force of its whirlwind form.

Willowkin: Good

This Preternatural Power enables the Enchanter, with all normally worn and carried, and likewise all willing (or unconscious) subjects within a seven-foot radius of him or her, to assume the appearance of large items of vegetation—such as bushes, saplings, shrubs, and small (up to about 20-foot height) trees—when in surroundings in which such plants do or could normally grow. Only Extraordinary means can detect such an individual when stationary, and when moving with care so as not to be detected, one is 95% unlikely to be noticed by ordinary senses. When in proximity to actual and similar vegetation, the individual affected by this Power causes an attacker to suffer a penalty of +20 on attack rolls. The subject is able to attack normally with usual means, but he or she appears to be a plant attacking with limbs, branches, etc., some of which are not actual. The energy of this Power persists for five minutes realtime, and for each five AEPs added at time of activation, the time of persistence is extended another five minutes.

Wizard Warding: Very Good

By means of this Supernatural energy, the Enchanter creates a magical circle that bars any sending or malign spirit from passing its perimeter. The radius of this circle is a base 12 feet, and for each additional one AEP invested at the time of activation, the radius expands one foot. The Wizard Warding persists for seven hours, then vanishes instantly. Note that it is not possible to activate any magical sort of operation that has a proximate effect beyond the Wizard Warding circle.

Wizard's Wall: Very Strong

By means of this Supernatural Power, the Enchanter creates a magical circle that bars any unwanted person, creature, thing, spirit, or energy from passing its perimeter. While so doing, however, the encircling energy also bars the passage of matter or energy from inside its confines in that any such will immediately dissipate. The radius of this circle is a base 12 feet, and for each additional one AEP invested at the time of activation, the radius expands one foot. The Wizard Wall persists for seven hours time.

Wood Glue: Very Strong

This Supernatural Power enables the activator to cause an instantaneous bond between a wooden arrow, quarrel, or javelin shaft to the wood of the bow, crossbow, or launcher with which it is in contact, thus preventing its discharge and making the latter propulsion device permanently useless. If either or both of the items to be affected have some Extraordinary Power imbued within them, then an Ability check must be made, with the percentage bonuses of the item(s) being added to the dice roll of the activator, and failure indicates the Wood Glue Power is ineffective in bonding the material.

Example: A Preternatural arrow and bow, each adding 10% bonus are to be bonded. The addition, or penalty, for the Power check is thus 20 to the activator's percentile dice roll. Assuming an Ability score of 52, this means that the Enchanter must roll 32 or less to make the Power affect the two items and bond the woods together. (Note: if the weapon is magical in an unmeasured way, then add a minimum of 10 to the penalty under which the activator must recheck for success).

Xargya's Demonic Arms: Major

This Supernatural Power causes the appearance from some other dimension of nine huge, muscular, flexible "arms." The arms spring out of whatever surface the Enchanter is upon, within sight and at a distance of up to 60 feet from the activator. Each is at a 12-foot distance from the next, and they are in a square pattern of 24 feet per side. Each can reach and grasp any object of rat-size or larger within its six-foot radius. If there is more than one such object within grasping radius, then a random determination of attack is employed.

Each "arm" has the following statistics:

Health: 66. Precision: 66. Speed: 6. Armor: 30% (-6). Harm Inflicted: 13 points ignoring any and all armor/protection.

The "arms" remain active and attacking for 1 ABC, plus an additional ABC for every six extra AEPs invested by the Enchanter at time of activation.

Xargya's Military Fork: Minimal

This Preternatural Enchantment causes a crackling bolt of electrical energy to manifest itself. It will appear immediately before the activator and travel a distance in sight up to 180 feet in the direction he or she is pointing (a digit or Extraordinary wand or the like). It will surround two subjects of up to twice the size of a human (12 feet length/height, 800 pounds weight) or strike a single larger subject. For each extra AEP, up to 10, the Enchanter invests at time of activation, this force will deliver 1-2 points of Harm, disregarding all armor/protection. Regardless of the Harm inflicted, however, the target subject is shocked and unable to do anything on the following ABC of time. If only one subject of around man size is thus attacked, the Energy Fork paralyzes that individual for 2 ABCs.

Xargya's Secret Pocket: Extreme

By means of this Supernatural energy, the activator is able to create a dimensional warp of 120 cubic feet in size. The Enchanter can increase the size of the space of

the dimensional warp by investing extra AEPs at the time of activation, each point thus expended adding 10 cubic feet to its size. This strange anomaly is invisible, mobile, and accessible from any point touched by the activator when the energy of the Power is enchanted. The opening to the dimensional space is visible, but it can be located in anything from a fold of cloth to a metal closure such as a pot or its lid. Wherever it is located, the size of the opening dictates the size of the access to the dimensional warp space.

The opening, when exposed, is actually four times the apparent size. Thus, for example, a pouch-type opening of apparent six-inch diameter is actually one of two-foot size. All things placed within the anomaly disappear completely, and all therein have no discernable weight. Air does not enter the dimensional warp space save when the access point is opened, so breathing things placed therein will suffocate in a rather short period of time unless the access point is periodically opened. The energy of this Power dissipates after one hour of time has passed. However, for each one AEP added to the Power at time of activation expressly to extend duration, one hour is added to the persistence of the dimensional warp.

Ykcul: Extreme

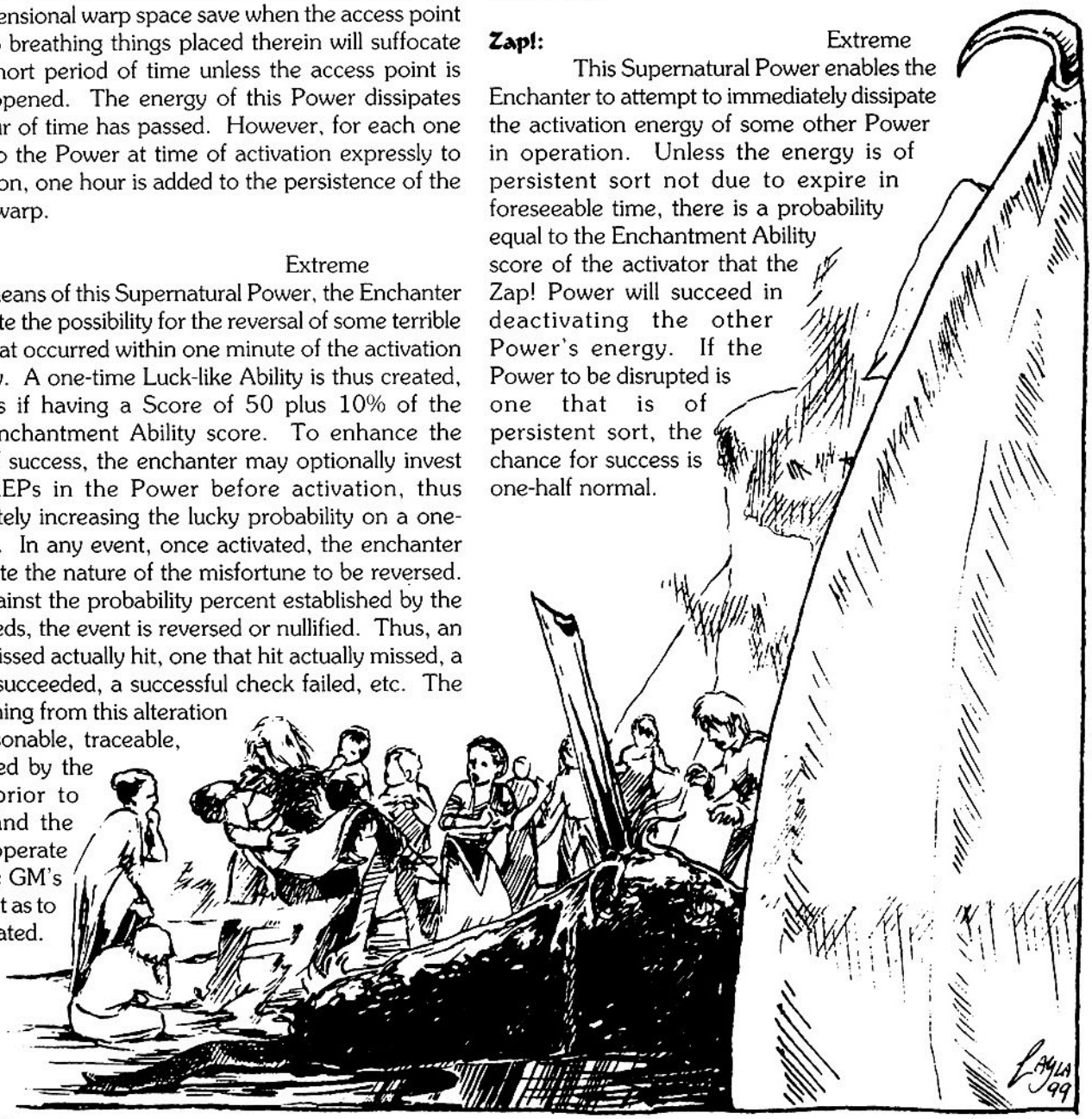
By means of this Supernatural Power, the Enchanter is able to create the possibility for the reversal of some terrible misfortune that occurred within one minute of the activation of this energy. A one-time Luck-like Ability is thus created, it working as if having a Score of 50 plus 10% of the activator's Enchantment Ability score. To enhance the probability of success, the enchanter may optionally invest additional AEPs in the Power before activation, thus commensurately increasing the lucky probability on a one-for-one basis. In any event, once activated, the enchanter need only state the nature of the misfortune to be reversed. If a check against the probability percent established by the Power succeeds, the event is reversed or nullified. Thus, an attack that missed actually hit, one that hit actually missed, a failed check succeeded, a successful check failed, etc. The results stemming from this alteration must be reasonable, traceable, and articulated by the Enchanter prior to activation, and the Power will operate only with the GM's full agreement as to the results stated.

Yukking: Minimal

This Preternatural Power causes all human, Alfar, and/or humanoid creatures within a 10-foot radius of the activator to find that individual hilariously funny. For each one AEP expended at time of activation, the radius of effect is expanded by one foot. All within the area will stop doing other activities, goggle at the enchanter, and laugh hysterically, even collapsing and rolling on the ground, unless able to succeed in a check against twice Speed Base Rating (or Intellect, if that optional rating is employed). While in such state, any other individual not affected by the Power can, of course, act freely, even attacking those subject to the Power. The energy persists for one minute realtime before dissipating.

Zap!: Extreme

This Supernatural Power enables the Enchanter to attempt to immediately dissipate the activation energy of some other Power in operation. Unless the energy is of persistent sort not due to expire in foreseeable time, there is a probability equal to the Enchantment Ability score of the activator that the Zap! Power will succeed in deactivating the other Power's energy. If the Power to be disrupted is one that is of persistent sort, the chance for success is one-half normal.



Geourgy Ability

Employing Geourgy Powers

Geourgy requires both a command circle and a protection circle when conjuring an elemental. If the activator is not within a correct protection circle, then the elemental or force cannot be released from the command circle without the death of the activator, or at least Harm being done by the elemental. If the elemental or force is conjured without a command circle, it will simply vanish once activation is complete.

It requires one minute realtime to prepare a circle, so to create both a circle of command and a circle of protection requires two minutes. It is then possible to activate a greater Conjuration.

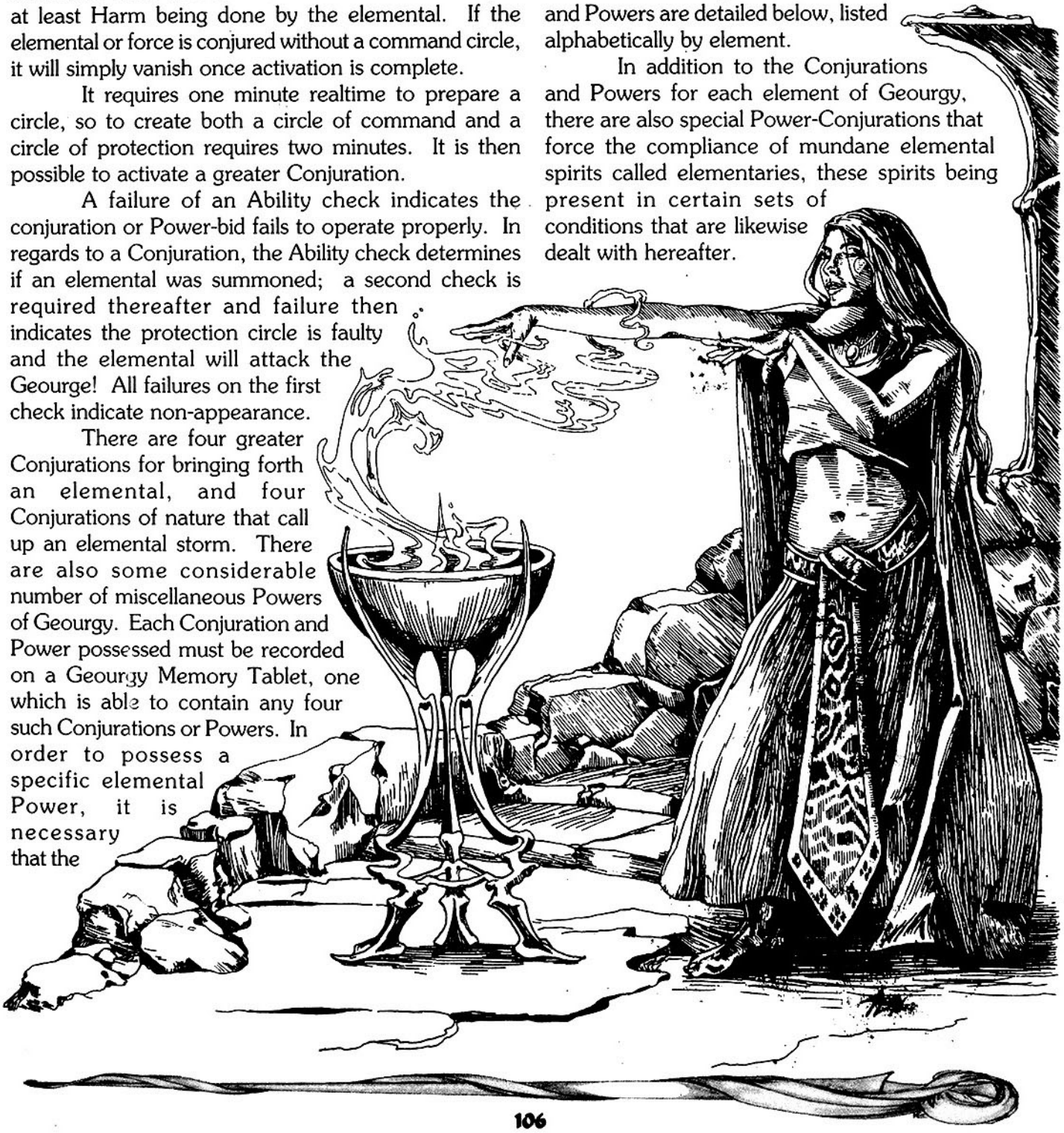
A failure of an Ability check indicates the conjuration or Power-bid fails to operate properly. In regards to a Conjuration, the Ability check determines if an elemental was summoned; a second check is required thereafter and failure then indicates the protection circle is faulty and the elemental will attack the Geourge! All failures on the first check indicate non-appearance.

There are four greater Conjurations for bringing forth an elemental, and four Conjurations of nature that call up an elemental storm. There are also some considerable number of miscellaneous Powers of Geourgy. Each Conjuration and Power possessed must be recorded on a Geourgy Memory Tablet, one which is able to contain any four such Conjurations or Powers. In order to possess a specific elemental Power, it is necessary that the Geourge possess the basic capacity to conjure an elemental of that nature.

Of course there are far more potent elementals than are dealt with here, the greater of which are indeed able to fulfill so-called wishes for material things or that have to do with material time. Such mighty beings are so far beyond the ability of a mere Geourge to control that no discussion is called for here.

The four separate elemental sets of Conjurations and Powers are detailed below, listed alphabetically by element.

In addition to the Conjurations and Powers for each element of Geourgy, there are also special Power-Conjurations that force the compliance of mundane elemental spirits called elementaries, these spirits being present in certain sets of conditions that are likewise dealt with hereafter.



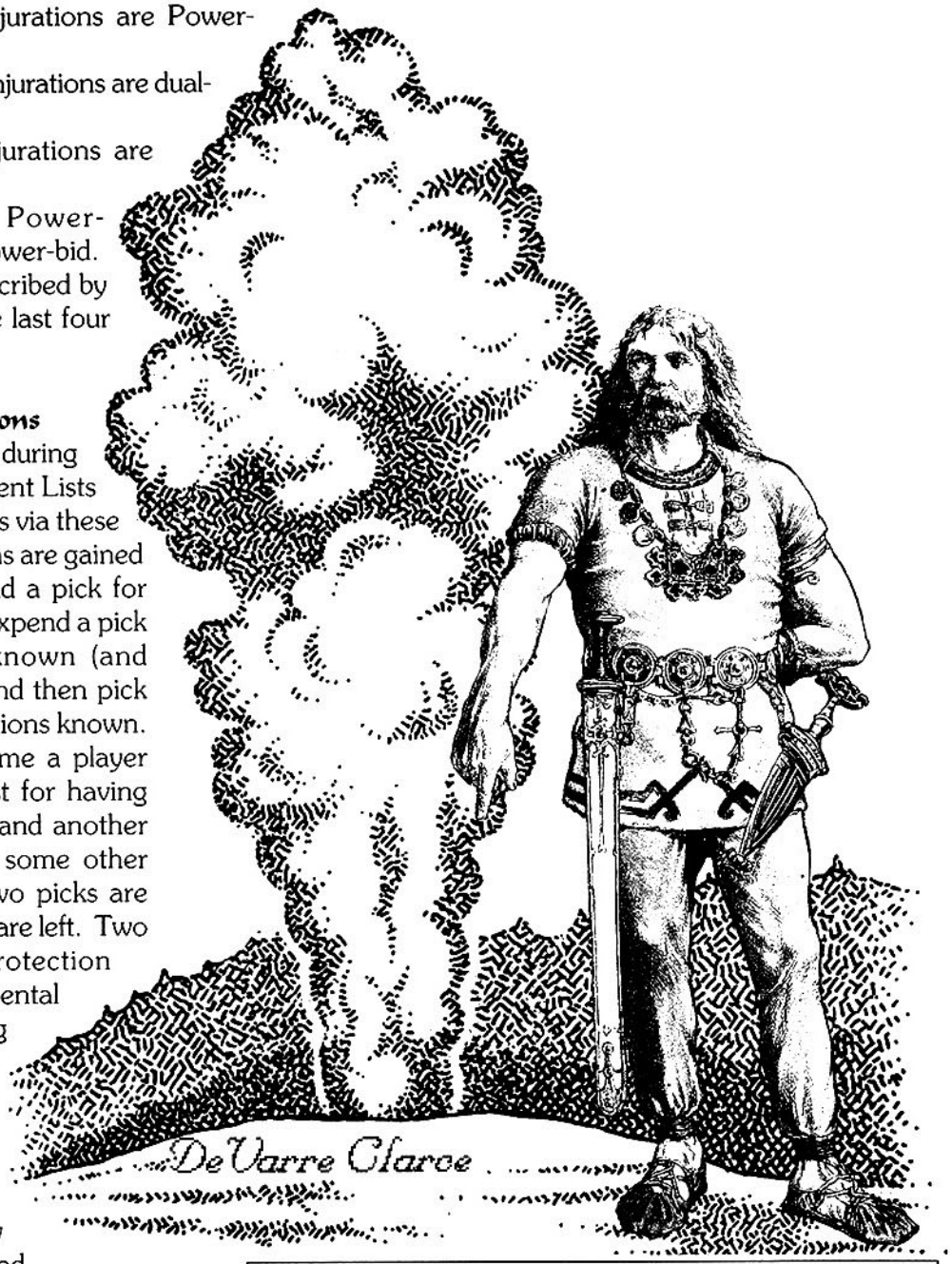
The primary Power-Conjurations are Power-bids by single element.

The secondary Power-Conjurations are dual-element Power-bids.

The tertiary Power-Conjurations are triple-element Power-bids.

The quaternary Power-Conjurations is an all-element Power-bid.

Each sort is, as usual, described by class, in alphabetical order in the last four portions of this section.



Gaining Powers and Conjurations

The picks the player gains during Avatar creation from the Equipment Lists are important to Geourges, for it is via these picks that Powers and Conjurations are gained initially. The player must expend a pick for each Memory Tablet to be used, expend a pick for each Conjuration to be known (and recorded on a memory tablet), and then pick Power bids based on the Conjurations known.

For example, let us assume a player has 9 picks from the magical list for having Geourgy as the primary Ability, and another pick on the magical table from some other source—a total of 10 picks. Two picks are used on Memory Tablets, so eight are left. Two are used on command and protection circles. Two are used for elemental Conjurations, and the remaining four can be used for Powers or Power-bids (the latter of one or two-element sort, as two elemental conjurations are all that are possessed). The acquisition of further Memory Tablets, Conjurations, Powers, and Power-bids is the stuff of adventure.

Time Required

The amount of time required for activating a Power varies according to the complexity and power cost (in AEPs) required:

Grade	Time Cost	Power Cost
Very Minimal	1 second realtime	Power cost 2
Minimal	2 seconds realtime	Power cost 3
Low moderate	3 seconds realtime	Power cost 4
Moderate	4 seconds realtime	Power cost 5
Good	5 seconds realtime	Power cost 6
Very good	7 seconds realtime	Power cost 7
Strong	9 seconds realtime	Power cost 8
Very strong	12 seconds realtime	Power cost 9
Major	16 seconds realtime	Power cost 10
Extreme	20 seconds realtime	Power cost 12

Geourgy Power Listing

Air

1. Conjure Devati	Minimal-Extreme	Conjuration of air
2. Create Windstorm	Minimal-Extreme	Conjuration of air
3. Derkay's Aerial Transport	Minimal	Power of air
4. Elemental Air Compatibility	Extreme	Power of air
5. Elemental Flier	Very Good	Power of air
6. Elementary Aid	Very Good	Power of air
7. Engender Air	Moderate	Power of air
8. Exhaust Air	Very Strong	Power of air
9. Fog Golem	Major	Power of air
10. Fortify Conjuration, Air	Minimal-Extreme	Power of air
11. Wind Lasso	Minimal-Extreme	Power of air
12. Wind Whip	Minimal-Extreme	Power of air

Earth

1. Conjure Jinni	Minimal-Extreme	Conjuration of earth
2. Create Hailstorm	Minimal-Extreme	Conjuration of earth
3. Combine Elements	Strong	Power of earth
4. Earth Hammer	Minimal-Extreme	Power of earth
5. Earth Sling	Minimal-Extreme	Power of earth
6. Elemental Earth Compatibility	Extreme	Power of earth
7. Elemental Miner	Very Good	Power of earth
8. Fortify Conjuration, Earth	Minimal-Extreme	Power of earth
9. Firm Understanding	Strong	Power of earth
10. Mud Golem	Major	Power of earth
11. Refine Element	Extreme	Power of earth
12. Zaganin's Quagmire or Quicksand	Moderate	Power of earth

Fire

1. Conjure Efriti	Minimal-Extreme	Conjuration of fire
2. Create Lightningstorm	Minimal-Extreme	Conjuration of fire
3. Coal Golem	Major	Power of fire
4. Elemental Fire Compatibility	Extreme	Power of fire
5. Elemental Fireman	Very Good	Power of fire
6. Extinguish Fire	Good	Power of fire
7. Fnawar's Invisible Inferno	Moderate	Power of fire
8. Fortify Conjuration, Fire	Minimal-Extreme	Power of fire
9. Fiery Bolt	Minimal-Extreme	Power of fire
10. Fiery Dart	Minimal-Extreme	Power of fire
11. Intensify Fire	Strong	Power of fire
12. Unquenchable Flambeau	Very Strong	Power of fire

Water

1. Conjure Maridi	Minimal-Extreme	Conjuration of water
2. Create Rainstorm	Minimal-Extreme	Conjuration of water
3. Elemental Aquanaut	Very Good	Power of water
4. Elemental Water Compatibility	Extreme	Power of water
5. Elementry Water	Minimal	Power of water
6. Fortify Conjuration, Water	Minimal-Extreme	Power of water
7. Ice Arrow	Minimal-Extreme	Power of water
8. Ice Golem	Major	Power of water
9. Ice Spear	Minimal-Extreme	Power of water
10. Krigollan's Hard Water	Very Minimal	Power of water
11. Poison Water	Major	Power of water
12. Water Tower	Moderate Power	Power of water

General Powers of Geourgy

1. Animated Wand	Major	General Power
2. Elemental Protection	Very Good	General Power
3. Fuse Kingdom Energies	Extreme	General Power
4. Imbue With Extraordinary Power Capacity	Major	General Power
5. Imbue With Spirit Entity	Extreme	General Power
6. Implant Power Node	Major	General Power
7. Jewel of Splendor	Very Minimal	General Power
8. Loviatskya's Infallible Energy Analysis	Very Strong	General Power
9. Loviatskya's Infallible Mineral Analysis	Low Moderate	General Power
10. Mirdoleb's Hellblast	Strong	General Power
11. Mirdoleb's Hellbolt	Moderate	General Power
12. Mirdoleb's Infernal Entrance	Extreme	General Power
13. Renewing Extraordinary Energization	Extreme	General Power
14. Shadow Bolt	Very Minimal	General Power
15. Shadow Bolts	Very Minimal	General Power
16. Swetlana's Petrifying Gaze of Animosity	Minimal-Extreme	General Power
17. Touch the Weave	Extreme	General Power
18. Undo Petrifaction	Minimal-Extreme	General Power

Primary Power-bids

Air-Services

1. Atmosphere Elementary	Moderate	Power-bid of Air.
2. Calm Elementary	Moderate	Power-bid of Air.
3. Cold Elementary	Moderate	Power-bid of Air
4. Wind Elementary	Moderate	Power-bid of Air

Earth-Services

1. Clay Elementary	Moderate	Power-bid of Earth
2. Dust Elementary	Moderate	Power-bid of Earth
3. Rock Elementary	Moderate	Power-bid of Earth
4. Sand Elementary	Moderate	Power-bid of Earth

Fire-Services

1. Ash Elementary	Moderate	Power-bid of Fire
2. Flame Elementary	Moderate	Power-bid of Fire
3. Heat Elementary	Moderate	Power-bid of Fire
4. Smoke Elementary	Moderate	Power-bid of Fire

Water-Services

1. Fog Elementary	Moderate	Power-bid of Water
2. Ice Elementary	Moderate	Power-bid of Water
3. Rain Elementary	Moderate	Power-bid of Water
4. Snow Elementary	Moderate	Power-bid of Water

Secondary Power-bids

Air-Earth/Earth-Air Services

1. Dust Storm Elementary	Major	Power-bid of Air-Earth/ Earth-Air
2. Haze Elementary	Major	Power-bid of Air-Earth/ Earth-Air
3. Sand Storm Elementary	Major	Power-bid of Air-Earth/ Earth-Air

Air-Fire/Fire-Air Services

1. Aurora Elementary	Major	Power-bid of Air-Fire/Fire-Air
2. Ball Lightning Elementary	Major	Power-bid of Air-Fire/Fire-Air
3. Chain Lightning Elementary	Major	Power-bid of Air-Fire/Fire-Air

Air-Water/Water-Air Services

1. Breaker-Wave Elementary	Major	Power-bid of Air-Water/ Water-Air
2. Hail Storm Elementary	Major	Power-bid of Air-Water/ Water-Air
3. Ice Storm Elementary	Major	Power-bid of Air-Water/ Water-Air

Earth-Fire/Fire-Earth Services

1. Cinder Elementary	Major	Power-bid of Earth-Fire/ Fire-Earth
2. Gas Elementary	Major	Power-bid of Earth-Fire/ Fire-Earth
3. Lava Elementary	Major	Power-bid of Earth-Fire/ Fire-Earth

Earth-Water/Water-Earth Service

1. Marsh/Swamp Elementary	Major	Power-bid of Earth-Water/ Water-Earth
2. Mud Elementary	Major	Power-bid of Earth-Water/ Water-Earth
3. Quicksand Elementary	Major	Power-bid of Earth-Water/ Water-Earth

Fire-Water/Water-Fire Services

1. Boiling Water Elementary	Major	Power-bid of Fire-Water/ Water-Fire
2. Geyser Elementary	Major	Power-bid of Fire-Water/ Water-Fire
3. Steam Elementary	Major	Power-bid of Fire-Water/ Water-Fire

Tertiary Power-bids

1. Phosphorous Elementary	Major	Power-bid of Air-Earth-Fire
2. Tornado Elementary	Major	Power-bid of Air-Earth-Water
3. Lightning Storm	Major	Power-bid of Air-Fire-Water
4. Fumarole Elementary	Major	Power-bid of Earth-Fire-Water

Quaternary Power-bid

Plant Elementary	Major	Power-bid of Air-Earth-Fire-Water

The Conjurations and Powers

Animated Wand: Major General Power

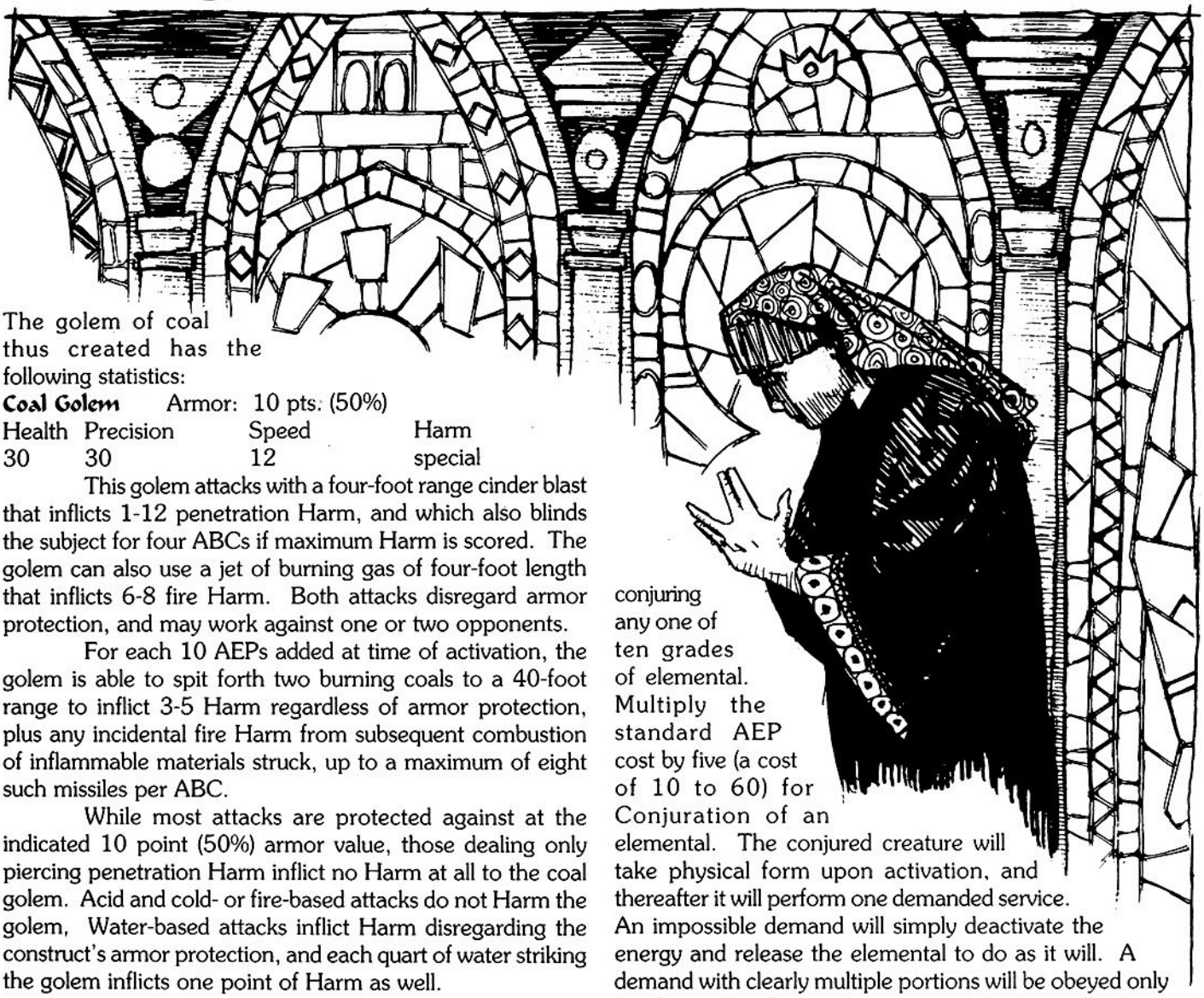
By activation of this Supernatural Power, a Geourge can animate one of his or her Extraordinary Item wands in such a way as to give it volition, and to enable it to obey his or her mental commands. At activation, the wand animates in the air around the activator (at about shoulder level), where it remains for the duration of the Power's persistency, waving back and forth in slight motion. Following the ABC of animation, the wand can be utilized by the activator in addition to any other action he or she may wish to take—such as a Power activation, use of another item, etc. The activator must remain within ten feet of the wand, as well as maintain a path of vision for the energy of the Power to continue to cause the functioning of the wand. (The activator does not actually have to look at the Wand, but he or she must maintain a possible line of vision). If the activator moves out of this range, the wand is moved out of range, or the line of vision is completely obscured by any means, then the energy ceases and the Power is no longer active.

The activator may grab the wand at any time to cease the Power's effect, and others may try to do so as well. A successful check against Precision while the Avatar or creature is within five feet of the wand must be made to grab it. The creature grabbing the wand then becomes the new possessor of the wand, breaking the Power and the dissipating the energy.

If no one is able to grab the wand at the end of five ABCs time, it falls to wherever gravity takes it. A fall of more than 20', or a fall onto potentially dangerous surfaces may damage the wand, at the LM's discretion. Note that at no time may more than one Wand be animated by the activator, as the link that exists can only sustain the control of a single wand. Activation of this same Power before the end of the original activation's cessation will work, but the initial Power is thus automatically cancelled, and the wand affected by it can not be the same wand as affected by the later-activated Power.

Coal Golem: Major Power of Fire

By activation of this Supernatural Power, the Geourge causes coals, charcoal, ashes, cinders, embers, etc. ("coal") of at least nine cubic feet in extent to form into a humanoid shape and become volitant. Although it has no brain or intelligence, per se, the automaton has a directing energy which will enable it to obey a series of up to three successive commands. Thus, for example, one might be required to move in some direction, then stop, and finally to attack anything that came within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed.



The golem of coal thus created has the following statistics:

Coal Golem Armor: 10 pts. (50%)

Health	Precision	Speed	Harm
30	30	12	special

This golem attacks with a four-foot range cinder blast that inflicts 1-12 penetration Harm, and which also blinds the subject for four ABCs if maximum Harm is scored. The golem can also use a jet of burning gas of four-foot length that inflicts 6-8 fire Harm. Both attacks disregard armor protection, and may work against one or two opponents.

For each 10 AEPs added at time of activation, the golem is able to spit forth two burning coals to a 40-foot range to inflict 3-5 Harm regardless of armor protection, plus any incidental fire Harm from subsequent combustion of inflammable materials struck, up to a maximum of eight such missiles per ABC.

While most attacks are protected against at the indicated 10 point (50%) armor value, those dealing only piercing penetration Harm inflict no Harm at all to the coal golem. Acid and cold- or fire-based attacks do not Harm the golem, Water-based attacks inflict Harm disregarding the construct's armor protection, and each quart of water striking the golem inflicts one point of Harm as well.

Combine Elements: Strong Power of Earth

This is a Supernatural Power necessary for the use of the Metallurgy Ability. Whenever any substance that contains mineral matter is to be made Extraordinary, this Enchantment must be successfully activated. It will affect approximately one pound of solid material of mineral nature. A second check for success is made upon completion of the item being made Extraordinary—the Grade of the item is multiplied by five to determine the penalty for success to be added to the die roll based on the activator's Enchantment Ability score.

Conjure Devati: Minimal-Extreme Conjuration of Air

This is an air Conjuration that enables the summoning of an elemental of air, the strength of which is based on the energy assigned to it by the activator, and thus conjuring any one of ten grades of elemental. Multiply the standard AEP cost by five (a cost of 10 to 60) for Conjuration of an elemental. The conjured creature will take physical form upon activation, and thereafter it will perform one demanded service. An impossible demand will simply deactivate the energy and release the elemental to do as it will. A demand with clearly multiple portions will be obeyed only insofar as the first part is concerned. Immediately upon fulfillment of the demand, the elemental vanishes.

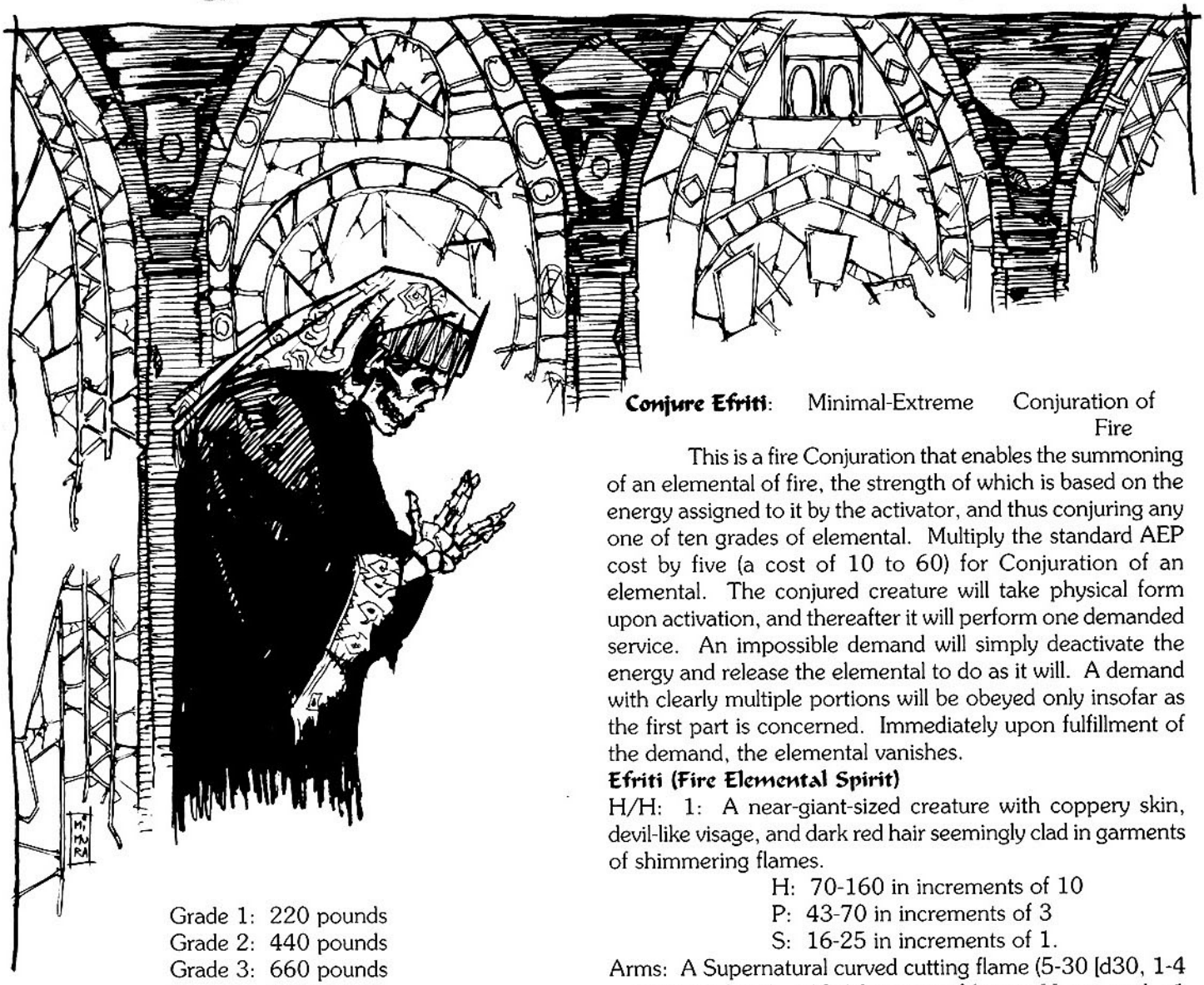
Devati (Air Elemental Spirit)

H/H: 1: A tall, slender and very beautiful creature with somewhat cold features and flowing hair seemingly clad in gossamer garments:

H: 60-150 in increments of 10
P: 50-80 in increments of 3
S: 21-33 in increments of 1.

Arms: Double strike with a supernatural curved cutting sword (5-30 [d30, 1-4 = 5] base), +9-12 points bonus Harm, and an additional +1 point of Harm per grade of elemental (+1 to +10).

Power: Once per day: A wind gust of 10-foot width and of length equal to Health points at 100 mph knocking down and blowing back 220 pounds of weight per grade of elemental a distance of one foot, and one added foot for each 20 pounds under that weight.



Grade 1: 220 pounds
Grade 2: 440 pounds
Grade 3: 660 pounds
Grade 4: 880 pounds
Grade 5: 1,100 pounds
Grade 6: 1,320 pounds
Grade 7: 1,540 pounds
Grade 8: 1,760 pounds
Grade 9: 1,980 pounds

Each foot blown backwards inflicts 1 point of Harm regardless of armor protection.

Armor: Armor worn and Extraordinary power provides 12 points of (60%) of protection from all attacks.

A materialized devati can fly through the air at up to 200 miles per hour speed, even while carrying up to 2,000 pounds of weight, for 10 hours without pausing to rest. The speed of travel will not affect anything (by way of friction or wind blast), including a person, carried by the elemental.

Conjure Efriti: Minimal-Extreme Conjuration of Fire

This is a fire Conjuration that enables the summoning of an elemental of fire, the strength of which is based on the energy assigned to it by the activator, and thus conjuring any one of ten grades of elemental. Multiply the standard AEP cost by five (a cost of 10 to 60) for Conjuration of an elemental. The conjured creature will take physical form upon activation, and thereafter it will perform one demanded service. An impossible demand will simply deactivate the energy and release the elemental to do as it will. A demand with clearly multiple portions will be obeyed only insofar as the first part is concerned. Immediately upon fulfillment of the demand, the elemental vanishes.

Efriti (Fire Elemental Spirit)

H/H: 1: A near-giant-sized creature with coppery skin, devil-like visage, and dark red hair seemingly clad in garments of shimmering flames.

H: 70-160 in increments of 10
P: 43-70 in increments of 3
S: 16-25 in increments of 1.

Arms: A Supernatural curved cutting flame (5-30 [d30, 1-4 = 5] Harm base), +13-16 points of bonus Harm, and +1 point Harm per grade of elemental (+1 to +9), with combustion of inflammable materials hit and an added 3-5 points of Harm per ABC of burning.

Power: Once per day: A flame blast of three-foot diameter and three-foot length per grade of elemental. Each subject exposed to this flame suffers 26-35 Harm regardless of armor protection not specifically empowered to resist heat and fire.

Armor: Armor worn and Extraordinary power provides 10 points (50%) of protection from all attacks.

A materialized efriti can pass through fire, flames, and even molten lava at up to 100 miles per hour, even while carrying up to 2,000 pounds of weight, for 10 hours without pausing to rest. The fire and heat that are traveled through will not affect anything, including a person, carried by the elemental.

Conjure Jinni: Minimal to Extreme Conjuration of Earth

This is an earth Conjuration that enables the summoning of an elemental of earth, the strength of which is based on the energy assigned to it by the activator, and thus conjuring any one of ten grades of elemental. Multiply the standard AEP cost by five (a cost of 10 to 60) for Conjuration of an elemental. The conjured creature will take physical form upon activation, and thereafter it will perform one demanded service. An impossible demand will simply deactivate the energy and release the elemental to do as it will. A demand with clearly multiple portions will be obeyed only insofar as the first part is concerned. Immediately upon fulfillment of the demand, the elemental vanishes.

Jinni (Earth Elemental Spirit)

H/H: 1: A very tall but squat creature with leather-brown skin, ogrish face, and hairless, seemingly clad in garments of rough, earth-toned hides.

H: 90-180 in increments of 10
P: 23-50 in increments of 3
S: 13-22 in increments of 1.

Arms: A supernatural spiked club (9-30 [d30, 1-8 = 9] base Harm), +13-16 bonus Harm, and +1 point bonus Harm per grade of elemental (+1 to +9), each hit causing a temporary stunning (-10% to checks) and Speed loss of 1-3 points for one full AB.

Power: Once per day: A ground-swell ripple of two-foot width and four-foot length per grade of elemental. Each subject exposed to this sudden ripple falls prone, suffers 6-8 Harm regardless of armor protection, and is unable to do anything for one AB Count thereafter.

Armor: Armor worn and Extraordinary power provides 8 points (40%) of protection from all attacks.

A materialized jinni can walk through earth—even stone—at up to 30 miles per hour, even while carrying up to 2,000 pounds of weight, for 10 hours time without pausing to rest. The otherwise solid matter that is traveled through will not affect anything, including a person, carried by the elemental.

Conjure Maridi: Minimal-Extreme Conjuration of Water

This is a water Conjuration that enables the summoning of an elemental of water, the strength of which is based on the energy assigned to it by the activator, and thus conjuring any one of ten grades of elemental. Multiply the standard AEP cost by five (a cost of 10 to 60) for Conjuration of an elemental. The conjured creature will take physical form upon activation, and thereafter will perform one demanded service. An impossible demand will simply deactivate the energy and release the elemental to do as it will. A demand with clearly multiple portions will be obeyed only insofar as the first part is concerned. Immediately upon fulfillment of the demand, the elemental vanishes.

Maridi CF Water Elemental Spirit

H/H: A tall, muscular and disturbingly smooth-shaped creature with silvery-green and slightly scaled skin, narrow face with staring, fish-like eyes, and crested with and sprouting fins, seemingly clad in garments of seaweed.

H: 80-170 in increments of 10
P: 33-60 in increments of 3
S: 11-20 in increments of 1.

Arms: A supernatural trident (12-30 [d30, 1-11 = 12] base Harm), +9-12 bonus Harm, and +1 point of bonus Harm per grade of elemental (+1 to +10); a hit scoring 20 or more points of Harm before Extraordinary (bonus) addition indicates the catching and immobilizing of the subject and an automatic hit on the subject the succeeding ABC.

Power, Land:

Once per day: A quagmire of 10-foot width and length per grade of elemental.

Grade 1: 10' x 10' x 1' quagmire area
Grade 2: 20' x 20' x 2' quagmire area
Grade 3: 30' x 30' x 3' quagmire area (etc).

Each subject caught in the area moves at -25% speed and has -20 Weapons Ability per foot of depth, being sunk in it to a depth of four or more feet means miring for creatures of manlike sort horses, etc. Subjects in a quagmire that is about their breathing-organs' height will drown or suffocate in 1-3 minutes.

The quagmire persists for 1 minute time per grade of Maridi, and when its energy fades, the ground becomes dry but subjects are still sunk into now-normal earth.

Power, Water:

Once per day: A tidal wave of a height equal to the Precision of the maridi in feet and a length equal to the Health of the maridi in yards. The tidal wave delivers 1 point of Harm per 3 feet of height of the wave to land creatures struck by it, and vessels struck by the wave take structural Harm equal to the maridi's Precision. Small vessels—boats and very light ships—have a percentage chance for being swamped or capsizing equal to the Precision of the elemental (33% to 60%).) Crew on deck have the percentage chance of being swept overboard equal to the height of the wave in feet (33%-60%).

Note that production of a tidal wave automatically discharges the maridi from service.

Armor: Armor worn and Extraordinary power provides 6 points (30%) of protection from all shock attacks but 14 points (70%) of protection from piercing attacks.

A materialized maridi can swim through any sort of water at up to 100 miles per hour speed, even while carrying up to 6,000 pounds of weight, for 10 hours without pausing to rest. The water that is traveled through will not affect anything, including a person, carried by the elemental.

Create Hailstorm: Minimal-Extreme Conjuration of Earth

This is a Conjuration of earth that causes a storm of as many miles radius around the activator as the activator has expended energy to cause it—and thus from one to ten miles in radius. The eye of the storm, a 100-foot radius around the activator, experiences no ill effect other than darkness. In the affected area the sky will instantly thicken with dark clouds, the temperature will drop 20 degrees F., and, one minute after activation, large hail will begin to fall throughout the area. In the area of effect, visibility will be limited to 100 feet, roads will be slippery and dangerous, crops will be ruined, and flimsy materials and constructions will be wrecked (light thatch, sails, tents, etc). The hailstorm will continue for 10 minutes, and the cloud cover will dissipate in another 10 minutes.

Create Lightningstorm: Minimal-Extreme Conjuration of Fire

This is a Conjuration of fire that causes a storm of as many miles radius around the activator as the activator has expended energy to cause it—and thus from one to ten miles in radius. The eye of the storm, a 100-foot radius around the activator, experiences no ill effect other than darkness. In the affected area the sky will instantly thicken with dark clouds, the temperature will rise 20 degrees F., and one minute after activation lightning will begin to strike the area. In the area of effect, visibility will be limited to 200 feet, trees and buildings will be struck by lightning bolts and fires will result. Persons exposed in the open with metal in contact with them have a one in one thousand chance of being struck and suffer extreme (36-50 points) Harm. The lightning storm will continue for 10 minutes, after which the cloud will dissipate in another 10 minutes.

Create Rainstorm: Minimal-Extreme Conjuration of Water

This is a Conjuration of water that causes a storm of as many miles radius around the activator as the activator has expended energy to cause it—and thus from one to 10 miles in radius. The eye of the storm, a 100-foot radius around the activator, experiences no ill effect other than darkness. In the affected area, the sky will instantly thicken with dark clouds, the temperature will rise 10 degrees F., and, one minute after activation, a heavy downpour of rain will begin to fall throughout the area. In the area of effect, visibility will be limited to 50 feet, roads will become muddy, watercourses will rise and become dangerous, depressions will be flooded as rain accumulates (after five minutes realtime). The rain storm will continue for 10 minutes, and the cloud cover will dissipate in another 10 minutes. Note: If temperature in the area is below 33 degrees F. after the temperature rise, snow instead of rain will fall. This snowfall will accumulate four feet before the energy ceases its effect.

Create Windstorm: Minimal-Extreme Conjuration of Air

This is a Conjuration of air that causes a storm of as many miles radius around the activator as the activator has expended energy to cause it—and thus from one to 10 miles in radius. The eye of the storm, a 100-foot radius around the activator, experiences no ill effect other than darkness. In the affected area, the whole of the sky will instantly thicken with dark clouds, the temperature will drop 10 degrees F., and, one minute after activation, strong gusts of wind will increase to a steady gale throughout the area. In the area of effect, visibility will be limited to 300 feet, travel will be impossible, flying debris will be dangerous to those exposed (low-moderate [3-5 points] Harm per minute), crops will be ruined, and flimsy constructions will be wrecked. At sea, those not at the center of the effect will be driven away from it by the wind, while suffering gale-force-wind damage. The wind storm will continue for 10 minutes, after which the the cloud cover will dissipate in another 10 minutes.

Derkay's Aerial Transport: Minimal Power of Air

This Preternatural Power of air enables the activator to rise into the air. The rate of ascent or descent, and/or forward motion or descent, is at up to 10 feet per second, simply by will of the Geourge. Note: motion can be nil, as slow as a crawl, or as fast as a cheetah can sprint (70 miles per hour), this last after 3 seconds of acceleration. The force remains active for only five minutes, but for each additional one point of energy invested prior to activation, the energy lasts another five minutes.

Earth Hammer: Minimal-Extreme Power of Earth

This is a Power of earth that conjures a granite block that appears directly before the activator and will strike a single target at twice as many feet distance from the activator as energy points have been expended to activate it, i.e. four to 24 feet distance. Base Harm for the attack is 3-5 points, and again, for each energy point expended in its activation, an additional 3-5 points of Harm, all conveyed both to armor and to the otherwise-protected individual. At the upper limit this means a Harm of 33-50 points, all "shock" Harm, affecting even the most powerful of Extraordinary armor.

Earth Sling: Minimal- Extreme Power of Earth

This is a Power of earth that conjures a small oval stone that appears directly before the activator and will strike a single target at 20 times as many feet distance from the activator as energy points have been expended to activate it, i.e. 40 to 240 feet distance. Base Harm for the attack is 3-5 points, and for each energy point expended in its activation, an additional one point of Harm is added to the effect. This means a Harm of 5-17 points, all "shock" Harm, affecting both the armor and its otherwise-protected wearer.

Elemental Air Compatibility: Extreme Power of Air

This is a Power of air that enables the Geourge to withstand any force of air, cold, or wind of natural or elemental sort. The Geourge and all he or she wears and/or holds in hand can, at will, become aerial, or not, and when aerial seem to be no more than a wisp of cloud or vapor. The Geourge can then fly through the air at the speed of a strong wind (c. 50 mph to 5,000 feet, 100 mph to 10,000 feet, and 200 mph above 10,000 feet) and breathe normally. The Power remains active for one day in the dimensions of elemental air, but in worldly dimensions is potent for only one hour realtime, plus a like period for every additional point of energy expended at Power activation.

Elemental Aquanaut: Very Good Power of Water

By means of this supernatural Power, the Geourge conjures up, within 120 feet distance, a demi-elemental of water nature. This creature can do but one of two things:

1) Make any sort of water breatheable within a 120-foot radius of itself. The liquid will be totally breathable as if air within the area of effect for more than 30 minutes realtime.

2) Carry the activator and all he or she wears and/or carries, as well as up to an additional three persons, likewise, through water, without Harm, at a speed of 40 miles per hour for a distance not exceeding five miles, or to a further shore of the water area, whichever is the lesser distance. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

Elemental Earth Compatibility:
Extreme Power of Earth

This is a Power of earth that enables the Geourge to withstand any force of earth or stone of natural or elemental sort. The Geourge and all he or she wears or holds in hand can, at will, become one with earth, or not, and when so seem to be no more than soil of any sort or rock, move through such matter at a walking speed (3 mph) if it is soil, at one-tenth walking speed (1,760 fph/30 feet per minute) if it is stone. Worked metal of any sort, however, is impenetrable. The Power remains active for one day in the dimensions of elemental earth, but in worldly dimensions is potent for only 1 hour of time, plus a like period of time for every additional point of energy expended at Power activation.

Elemental Fire Compatibility:
Extreme Power of Fire

This is a Power of fire that enables the Geourge to withstand any force of flame or heat of natural or elemental sort. The Geourge and all he or she wears or holds in hand can, at will, become one with fire, or not, and when so seem to be no more than flames of any sort, or embers, or hot coals, and can move through fire or molten substances at a double running speed (25 mph), at fast walking speed (4 mph) if it is lava or magma. Water of any sort, however, is impenetrable. The Power remains active for one day in the dimensions of elemental fire, but in worldly dimensions is potent for only 1 hour of time, plus a like period for every additional point of energy expended at Power activation.

Elemental Fireman: Very Good Power of Fire

By means of this Supernatural Power, the Geourge conjures up within 40 feet distance a demi-elemental of fire nature. This creature can do but one of two things:

1) Extinguish any sort of normal (non-Extraordinary) fire then burning within a 40-foot radius of itself, the flames and heat being totally extinguished within the area of effect for no less than four minutes realtime.

2) Carry the activator and all he or she wears and/or carries, as well as up to an additional three persons, likewise, through fire and heat of any sort, without Harm, at a speed of eight miles per hour for a distance not exceeding one mile, or beyond the flame and heat Harm area, whichever is the lesser. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

Elemental Flier: Very Good Power of Air

By means of this Supernatural Power, the Geourge conjures up within 160 feet distance a demi-elemental of air nature. This creature can do but one of two things:

1) Calm any sort of wind then blowing within a 160-foot radius of itself, all air movement being totally calm within the area of effect for no less than 20 minutes realtime.

2) Carry the activator and all he or she wears and/or carries, as well as up to an additional three persons likewise through the air, without Harm, at a speed of 60 miles per hour for a distance not exceeding 12 miles, or beyond the area of effect of a surrounding tempest, if applicable, whichever is the greater. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

Elemental Miner: Very Good Power of Earth

By means of this Supernatural Power, the Geourge conjures up within 20 feet distance a demi-elemental of earth nature. This creature can do but one of two things:

1) Excavate any sort of earth then within a 20-foot radius of itself, the soil, gravel, and/or rock being totally removed from the area and obliterated permanently, thus forming a spherical or partially spherical cavity.

2) Carry the activator and all he or she wears and/or carries, as well as up to an additional three persons likewise through earth of any sort, without Harm, at a speed of two miles per hour for a distance not exceeding 1,200 feet, or beyond an area of surrounding earth, whichever is the lesser. If the activator is not able to give exact direction, the demi-elemental will go in that direction that comes closest to fulfilling safe passage as described.

Elemental Protection: Very Good General Power

By means of this supernatural energy, the Geourge creates a magical circle that bars any sending or malign spirit from passing its perimeter. The radius of this circle is a base of 10 feet, and for each additional AEP invested at the time of activation, the radius expands one foot. The Elemental Protection persists for seven hours, then vanishes instantly. Note that it is not possible to activate any magical Power that has an effect beyond the Protection circle.

Elemental Water Compatibility: Extreme Power of Water

This is a Power of water that enables the Geourge to withstand any force of water, wave, or ice, of natural or elemental sort. The Geourge and all he or she wears or holds in hand can, at will, become one with water, or not, and when so seem to be no more than an eddy, small current, or slightly different colored water layer of some sort, move through fresh water at a quadruple running speed (50 mph), salt water at twice that rate (100 mph), plus or minus the speed of any current moved with or against. Ice of any sort, however, is impenetrable. The Power remains active for one day in the dimensions of elemental water, but in worldly dimensions is potent for only 10 minutes realtime, plus a like period of time for every additional point of energy expended at Power activation.

Elementary Aid: Very Good Power of Air

This is a Power of air that calls forth an elementary spirit into physical form with 88 Health, 44 Precision, and 11 Speed. This elementary aid will obey the commands of the activator in the following duties:

1) Carry burden of up to 88 pounds weight.

2) Explore up to 88 feet ahead and report back.

3) Fetch an object in plain sight, of up to the weight limit indicated, and not more distant than 88 feetfrom its location to that of the activator.

4) Shield activator from Harm, absorbing up to 88 points thus before dematerializing.

The material form of this spirit otherwise remains in place for 151 to 180 minutes realtime.

Elementary Water: Minimal Power of Water

This is a Preternatural Power that creates, by touch of the activator, one pint of elemental water (equal to one gallon of normal pure water in regards to quenching thirst), or converts 10 gallons of any other sort of water to chemically pure water. This Power is sometimes used in creation of Extraordinary items by both Alchemia and Metallurgy Abilities.

Engender Air: Moderate Power of Air

This is a Preternatural Power that creates, in the immediate proximity of the activator, 1,000 cubic feet of elemental air, or converts 10,000 feet of any other sort of polluted, gaseous atmosphere to chemically pure air. This Power is sometimes used in creation of Extraordinary items of by both Alchemia and Metallurgy Abilities.

Exhaust Air: Very Strong Power of Air

This is a Supernatural Power that creates a vacuum, in a globular space of up to 40-foot diameter, that is no more distant from the activator than 40 feet. For each additional 10 AEPs invested by the geourge at time of activation, the diameter of the sphere is extended by five feet.

The vacuum bubble will persist for four minutes, plus one additional minute for each 5 AEPs added. However, it is so contained by a force shell, and each point of Extraordinary Harm delivered by weapon or Power upon the containing energy has a one percent chance of causing it to break, thus allowing air to enter. In such event, all within the spherical area of former vacuum suffer 17-20 points of implosion Harm disregarding all armor and any other forms of protection.

Extinguish Flame: Very Minimal Power of fire

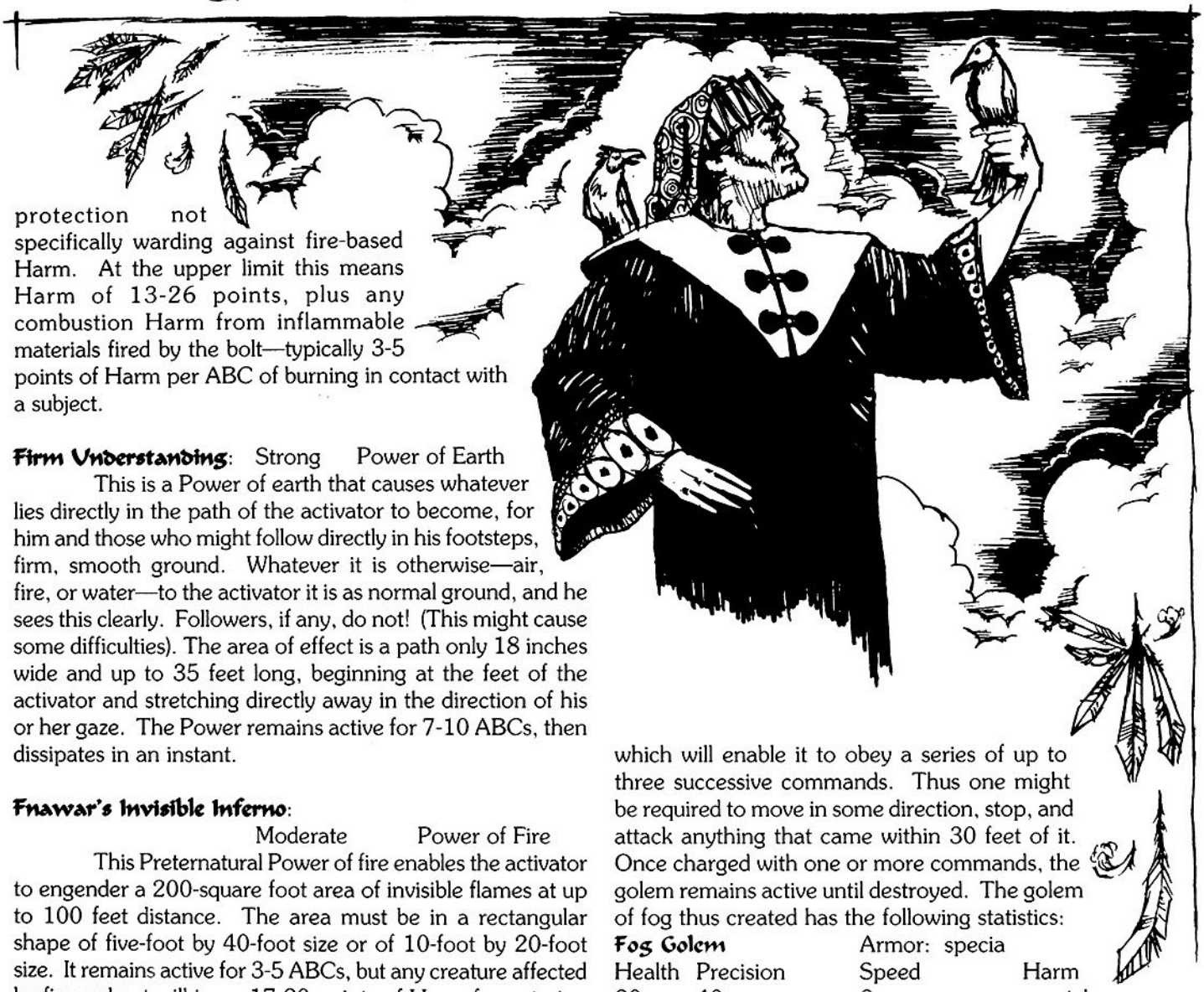
This Preternatural Power enables the activator to extinguish any normal flame of up to cresset (triple-torch) size within sight and not further distant than 300 yards. The effect covers an area of four feet in radius, so a large bonfire or a chandelier of great size could be extinguished thus.

Fiery Bolt: Minimal-Extreme Power of Fire

This is a Power of fire that conjures an oblong pocket of methane gas that is three feet in diameter, appears directly before the activator, and that extends for three times as many feet distance from the activator as energy points have been expended to activate it, i.e. 6-36 feet distance. It explodes instantaneously into flame and causes a base 6-8 points of Harm for the attack, and again, for each energy point expended in its activation, an additional 1-2 points of Harm— all disregarding armor/protection not specifically warding against fire-based Harm. At the upper limit this means Harm of 18-32 points, plus any combustion Harm from inflammable materials fired by the bolt—typically 3-5 points of Harm per ABC of burning in contact with a subject.

Fiery Dart: Minimal-Extreme Power of Fire

This is a Power of fire that conjures an oblong pocket of methane gas that is one foot in diameter, that appears directly before the activator, and that shoots away to a distance of up to ten times as many feet distance from the activator as energy points have been expended to activate it, i.e. 20 to 120 feet distance. It explodes instantaneously into flame and causes a base 1-2 points of Harm for the attack, and again, for each energy point expended in its activation, an additional 1-2 points of Harm— disregarding armor or



protection not specifically warding against fire-based Harm. At the upper limit this means Harm of 13-26 points, plus any combustion Harm from inflammable materials fired by the bolt—typically 3-5 points of Harm per ABC of burning in contact with a subject.

Firm Understanding: Strong Power of Earth

This is a Power of earth that causes whatever lies directly in the path of the activator to become, for him and those who might follow directly in his footsteps, firm, smooth ground. Whatever it is otherwise—air, fire, or water—to the activator it is as normal ground, and he sees this clearly. Followers, if any, do not! (This might cause some difficulties). The area of effect is a path only 18 inches wide and up to 35 feet long, beginning at the feet of the activator and stretching directly away in the direction of his or her gaze. The Power remains active for 7-10 ABCs, then dissipates in an instant.

Fnawar's Invisible Inferno:

Moderate Power of Fire

This Preternatural Power of fire enables the activator to engender a 200-square foot area of invisible flames at up to 100 feet distance. The area must be in a rectangular shape of five-foot by 40-foot size or of 10-foot by 20-foot size. It remains active for 3-5 ABCs, but any creature affected by fire or heat will incur 17-20 points of Harm for entering the invisible fire, and an additional like amount of Harm for each additional ABC of time, or fraction thereof, spent moving through or otherwise being within the area. This Harm ignores all armor, save that devised to prevent injury from fire, or that of supernatural energy. Any potential entrant moving slowly might note the rise in temperature near to the Invisible Inferno, that increased temperature beginning at five feet distance from the unseen fire. Keen vision might note the air distortion above the affected area. Otherwise—and this applies positively to reckless pursuers—the deadly flames will be quite unnoticed.

Fog Golem: Major Power of Air

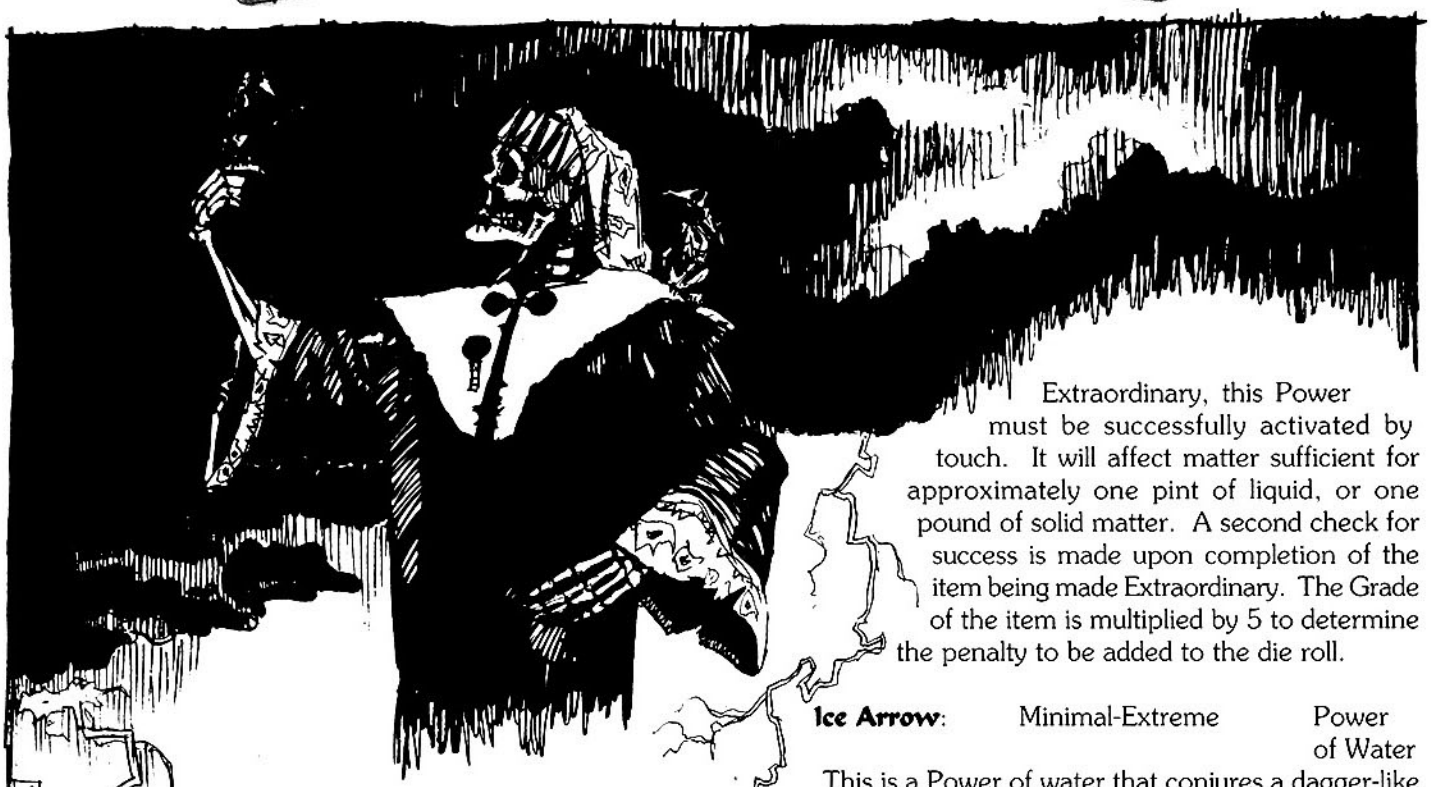
By activation of this Supernatural Power, the Geourge causes air to become a palpable fog that forms into a humanoid shape and is volitant. Although it has no brain or intelligence per se, the automaton has a directing energy which will enable it to obey a series of up to three successive commands. Thus one might be required to move in some direction, stop, and attack anything that came within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed. The golem of fog thus created has the following statistics:

Fog Golem Armor: specia l

Health	Precision	Speed	Harm
20	40	8	special

This golem attacks by surrounding one target. The target so surrounded suffers Harm of 3-5 points regardless of armor protection, and cannot in turn Harm the golem. On the following ABC it will randomly continue the attack (50%) or seek another target subject (50%) if one is within a six-foot radius. For each additional 10 AEPs invested at time of activation, the golem gains a bonus 3-5 points of Harm inflicted by successful attack, with a maximum bonus gained of 15-25 points.

Only fire- (heat-) and wind-based attacks inflict Harm on the golem. The golem suffers normal fire Harm for a fire-based attack on the ABC of such attack only, (sans further Harm for continuing fire). Exposure to full sunlight inflicts one point of Harm on the fog golem per one minute of exposure. Wind in excess of 25 miles per hour speed inflicts one point of Harm on the fog golem for each one mile per hour of wind speed over 25 mph.



Fortify Conjuration, Air:
Minimal-Extreme Power of Air

This Power bolsters the force of the air elemental activated by the Geourge so that counter-conjuration powers used to dematerialize it will be deterred. The Power causes attempts to dispel the elemental to be made at a +12 to +22 penalty (addition to Ability check roll), depending on the energy invested by the activator. The fortifying effect lasts as long as the elemental is material.

Fortify Conjuration, Earth:
Minimal-Extreme Power of Earth

As above, save that it applies to earth elementals.

Fortify Conjuration, Fire:
Minimal-Extreme Power of Fire

As above, save that it applies to fire elementals.

Fortify Conjuration, Water:
Minimal-Extreme Power of Water

As above, save that it applies to water elementals.

Fuse Kingdom Energies: Extreme General Power

This is a supernatural Power necessary for the use of Metallurgy and/or Alchemia Ability. Whenever any substance that contains two or three different sorts of energies—animal, mineral, and/or vegetable—is to be made Extraordinary, this Power must be successfully activated by touch. It will affect matter sufficient for approximately one pint of liquid, or one pound of solid matter. A second check for success is made upon completion of the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the penalty to be added to the die roll.

Ice Arrow: Minimal-Extreme Power of Water

This is a Power of water that conjures a dagger-like icicle which appears directly before the activator and flies for a distance from the activator equal to ten times the energy points expended to activate it, i.e. 20 to 120 feet distance. It attacks the first target in its path and causes a base 1-20 points of Harm plus 3-5 points of additional Harm, the latter ignoring all protection save that against cold. For each increase of the Grade of its activation, another 1-2 bonus points of Harm that ignore most protection as noted are added. At the upper limit this means 9-18 points of bonus damage. The target struck suffers piercing Harm, unless some solid object of stone, thick metal (not armor), or thick, hard wood intervenes to blunt its progress and stop the flight of the ice arrow missile.

Ice Golem: Major Power of Water

By activation of this Supernatural Power, the Geourge causes ice of at least 27 cubic feet in extent to form into a humanoid shape and become volitant. Although it has no brain or intelligence per se, the automaton has a directing energy which will enable it to obey a series of three successive commands. Thus, for example, one might be required to move in some direction, stop, and finally to attack anything that moved within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed. The golem of ice thus created has the following statistics:

Ice Golem Armor: 16 points (80%)

Health	Precision	Speed	Harm
60	30	10	special

This golem attacks with both a spearing (short, 2-20 penetration Harm) and a clubbing (1-20 shock Harm) attack against one or two opponents.

For each added 10 AEPs expended at time of activation, the golem is able to throw an icicle "dagger" to a 30-foot range to inflict 1-20 points of Harm +3-5 points of bonus (penetration) Harm, the added preternatural bonus of 3-5 points disregarding all normal protection, up to a maximum of four such missiles per ABC.

While most attacks are protected against at the indicated 16 point armor value, those using fire- or heat-based attacks inflict a bonus 6-8 points of Harm upon the golem, this possibly exceeding its armor protection. Exposure to full sunlight in a temperature of above 50 degrees F inflicts one point of Harm on the ice golem per one minute of exposure thus. Exposure to heat in excess of 60 degrees, but less than 120 degrees F, inflicts one point of Harm per minute of exposure; damage is doubled if the temperature is 120 degrees or above. (Remember, the golem will not likely leave its assigned station).

Ice Spear: Minimal-Extreme Power of Water

This is a Power of water that conjures a spear-like icicle which appears directly before the activator and extends for a distance from the activator equal to the energy points expended to activate it, i.e. four to 24 feet distance. It attacks all targets in its path and causes a base 1-20 points of Harm, plus 9-12 bonus points of Harm, the latter ignoring armor/protection not specifically warding against cold-based attacks. For each increase in the Grade of activation, another 1-2 points of Harm ignoring protection as noted are added. At the upper limit this means additional bonus damage of 9-18 points. All targets subject to piercing Harm are affected, unless some solid object of stone, thick metal (not armor), or thick, hard wood intervenes to blunt its progress and stop the growth.

Imbue With Extraordinary Power Capacity: Major General Power

This is a Supernatural Power necessary for the use of Metallurgy and/or Alchemia Ability in creating an Extraordinary item. When successfully accomplished, the object can then accept and hold additional Powers. However, the enchantment lasts for only one day, and unless some other Power has been placed in the object, this energy then dissipates, and another like enchantment must be successfully placed upon it at a later date if it is to become Extraordinary.

Imbue With Spirit Entity: Extreme General Power

This is a Supernatural Power necessary for the use of Metallurgy and/or Alchemia Ability in creating an Extraordinary item that is to contain a sentient spirit. For each point of Free Will of the spirit to be housed therein, one additional AEP must be invested by the Enchanter at the time of activation. A second check for success is made upon completion of the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the penalty for success to be added to the die roll.

Implant Power Node: Major General Power

This is a Supernatural Power necessary for the use of Metallurgy and/or Alchemia Ability in creating an Extraordinary item. The cost to create such a permanent housing for a Power is 10 additional AEPs per Grade of the Enchantment or other Power to be received in the item. A second check for success is made upon completion of the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the penalty for success to be added to the die roll.

Intensify Fire: Strong Power of Fire

This Supernatural Power creates preternatural fire from normal flames of up to three-foot radius (doubling heat, welding effect, and/or Harm thereby). If activated upon a preternatural fire, the flame becomes pure, elemental fire with up to a six-foot radius (and redoubling heat, welding effect, and/or Harm thereby). This is a necessary spell in the use of Metallurgy Ability in regards to the forging of iron or steel objects, and others, as well. If so used, a second check for success is made upon completion of the item being made Extraordinary. The items Grade is multiplied by 5 to determine the penalty for success to be added to the roll.

Jewel of Splendor: Very Minimal General Power

This is a Preternatural Power that causes a mineral gem crystal, raw or finished, to become for a time as fine in clarity and color as is possible for its sort. A clear, untinted gem can not assume color, but it can sparkle; a pink gem can appear a pure and intense pink, etc. Inclusions disappear, flaws too, and luster or brilliance is perfect for the stone in question. A cats-eye or star stone will be centered perfectly. A pearl will have a smooth skin.

The enhancement of the mineral lasts for two minutes. For each additional AEP invested at time of activation, the time can be extended by a like period. However, as those dealing in gems and jewels have ways to detect such magical shams, the purpose of this enchantment is basically to create a gem crystal or stone that is suitable for the forging of an Extraordinary item. Once the further Enchantment is accomplished, the subject mineral will remain "perfect" until the item is disenchanted or destroyed.

Krigollan's Hard Water: Very Minimal Power of Water

This Preternatural Power of water enables the activator to engender up to as large as a 400-square foot surface area of water that is as hard and resilient as eight inches of new ice (enough to support a fully armored, armed and equipped man on a barded destrier without danger of

cracking!) The area must be in a rectangular shape of at least two-foot width which begins no further distant that eight feet from the Geourge activating the Power. The resulting "hard water" is mirror smooth but as easily moved upon as if it were rough stone, viz. it is not icy or slippery. It remains active for 21-30 ABCs, or until the activator decides to de-energize it with a wave of his hand. The hard area will support up to 2,000 pounds weight per square foot.

Note that successive activations of this Power might, for example, be used to completely close over a small body of water and keep it thus sealed off for a considerable period of time.

Loviatskya's Infallable Energy Analysis:
Very Strong General Power

This is a Supernatural Power enabling the Geourge to "see" and analyze all energy contained within an Extraordinary item so as to know what it is and what it does. While the Power detects the need for triggering events, such as spoken commands, it does not necessarily discover the exact particulars of the event in itself. Thus, it does not always reveal all information regarding an object.

Loviatskya's Infallable Mineral Analysis:
Low Moderate General Power

This is a Preternatural Power enabling the Geourge to "see" and analyze mineral contained within an area of examination of about 16 or so cubic feet of volume. The Power detects not only the various kinds of minerals, but also their quality—20% iron in ore, electrum composed of 30% gold and 70% silver, beryllium with crystal inclusions of deep green and also of golden color, lead with 10% arsenic, etc.

Mirdoleb's Hellblast: Strong General Power

By activation of this Supernatural Power, a Geourge or Sorcerer causes a number of rays of varying color from the low end of the spectrum to spring forth from his or her fingertips to a distance of 30 feet, spreading fan-wise from hand to a width of 30 feet at the maximum range of the Power's energy. These many small bolts can strike any number of targets in the effect area. The number of bolts that strike each target is random and is greatly influenced by the creature's size:

Less than one-half man-sized:25% chance for 1 bolt
One-half man-sized: 50% chance for 1 bolt
Man-sized: 1 bolt
Twice man-sized: 1-2 bolts
Giant-sized or larger: 1-3 bolts

The type (color) of bolt striking is determined at random, using d3 or d6 to indicate if a Red, Orange, or Yellow bolt strikes. As in the Mirdoleb's Hellbolt Power, the colors and effects of the bolts are:

Red: The subject must avoid the effect by succeeding in a roll against twice Speed Base Rating or else suffer 9-12 points of Harm from flame, such Harm ignoring all protection save that against such fire-based Harm. In addition, any easily combustible material worn or carried will be ignited, set afire by the bolt, thus inflicting additional moderate (6-8 points) Harm also disregarding normal protection.

Orange: The subject must avoid the effect by succeeding in a roll against three times Speed BR or else suffer blindness for the remainder of the ABC and for the following two ABCs.

Yellow: The subject must avoid the effect by succeeding in a roll against Speed Base Rating or else turn and flee at fastest movement speed on the following ABC, but recovering immediately thereafter so as to act with free will.

Avoidance must be made separately against each bolt striking a subject.

Mirdoleb's Hellbolt: Moderate General Power

By activation of this Preternatural Power, a Geourge or sorcerer causes a ray of varying color from the low end of the spectrum to spring forth from his or her fingertips to a distance of 40 feet. It will unerringly strike any one target in range. One of three different colors may be chosen by the caster, that hue to be announced before actual activation.

Their individual effects are as follows:

Red: The subject must avoid the effect by succeeding in a roll against twice Speed Base Rating or else suffer 9-12 points of Harm from flame, such Harm ignoring all protection save that against fire-based Harm. In addition, any easily combustible material worn or carried will be ignited, set afire by the bolt, thus inflicting an additional 6-8 points of Harm also disregarding normal protection.

Orange: The subject must avoid the effect by successfully rolling against three times Speed BR or else suffer blindness for the remainder of the ABC and for the following two ABCs.

Yellow: The subject must avoid the effect by succeeding in a roll against Speed Base Rating or else turn and flee at fastest movement speed on the following ABC, but recovering immediately thereafter so as to act with free will.

Victims must avoid each bolt seperately.

Mirdoleb's Infernal Entrance:
Extreme General Power

By activation of this Supernatural Power, a Geourge or Sorcerer can open under a single target creature a hole in the earth (clay, dirt, sand, stone, etc. but not wet or watery ground). This opening is a shaft-like hole roughly 12 feet in diameter and dimensionally rifting from the mundane dimensions to the nether ones. The activation of the power and appearance of the hole evokes a massive rumbling, a booming sound in the air, and a sulphurous stench. The primary target of the Power must succeed in a roll against Speed Base Rating or else be subject to the various effects as are explained hereafter.

For creatures within the area of effect, but not the direct target, avoidance is made at two-times Speed Base

Rating if within three feet of the target subject, and at three times Speed Base Rating if from three to six feet distant. In addition, 10% of Luck Ability Score possessed and 10% of Minstrelry Ability Score may be added.

Those precipitated into the infernal entrance suffer 1-20 points of shock Harm, disregarding any and all forms of normal protection, from the fall. The distance is 100 feet, but the dimensional warping mitigates against Harm as noted. At the bottom of the pit the temperature will be either so hot or so cold (random determination for which) as to cause anything therein to suffer 1-2 points of Harm each ABC of time spent therein, unless some form of Extraordinary protection against the condition present is possessed by a subject. On the ABC following precipitation, the manipulative members of various netherbeings (hands, paws, pincers, tentacles, etc.) will begin probing the rift pocket, seeking a delicate morsel to devour. Each subject at the bottom of the pit will suffer from 1-4 successful attacks, each attack inflicting 1-30 points of Harm, protection of the subject applicable. For each 10-foot distance the subject is above the pit's bottom, Harm is reduced by 2 points for each attack suffered. A Harm roll of 30 scores only 1-10 points of actual Harm, but brings a netherbeing into the pit—a demon, devil, fiend, or oni (equal chance for each, and other sorts of horrors can be substituted at the LM's option).

At such time as all mundane subjects in the pit are destroyed, any and all netherbeings therein will be precipitated upwards as the Infernal Entrance closes upon itself. However, any and all such creatures are free, loosed in whatever dimensional matrix the activator was at the time the Power became active. If the activator is detected by a netherbeing, it will attack him or her in preference to any other subject.

Mud Golem: Major Power of Earth

By activation of this Supernatural Power, the Geourge causes wet soil of at least 27 cubic feet in extent to form into a humanoid shape and become volitant. Although it has no brain or intelligence per se, the automaton has a directing energy which will enable it to obey a series of three successive commands. Thus, for example, one might be required to move in some direction, stop, and finally to attack anything that moves within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed. The golem of mud thus created has the following statistics:

Mud Golem		Armor: 14 points (70%)	
Health	Precision	Speed	Harm
80	40	4	special

This golem attacks by a pair of clubbing strikes, each inflicting 1-8 points of shock Harm (disregarding all but supernatural armor) against one or two opponents. Whenever the maximum Harm of eight points is indicated, the subject struck suffers, regardless of armor protection, 1-4 additional points of Harm, and is stunned, blinded by muck, and unable to do anything for as many ABCs realtime as they suffered points of such additional Harm (1-4 ABCs).

For each 10 AEPs added at time of activation, the golem is able to throw a mud ball missile to a 20-foot range to inflict 1-2 points of Harm, regardless of the target's armor protection, and consequent loss of activity on part of the target for a like number of ABCs, with up to a maximum of four such missiles cast by it per ABC.

While most attacks are protected against at the indicated 14 point armor value, those dealing only shock Harm inflict an additional low moderate 3-5 points upon the golem, and such added Harm might exceed armor protection. Acid and fire-based attacks do not Harm the golem. Cold-based attacks inflict Harm normally, and strong streams of water, such as prodided by a water jet, inflict 1 point of Harm per second of impact upon the mud golem.

Poison Water: Major Power of Water

By means of this Supernatural Power, the activator causes toxins to be engendered within a body of water. The volume of the water affects the VT level as follows:

Volume in Cubic Feet	VT Harm from Ingestion
up to 1,000	36 - 50
1,001 to 2,000	26 - 35
2,001 to 4,000	21 - 25
4,001 to 8,000	17 - 20
8,001, to 16,000	13 - 16
16,001 to 32,000	9 - 12
32,001 to 64,000	6 - 8
over 64,000	no effect

The toxin remains active in the water for no longer than from half an hour to three hours (d6 x 30 minutes), and then the poison dissipates and is gone.

Refine Element: Extreme Power of Earth

This Supernatural Power is necessary for the use of the Metallurgy Ability. Whenever any substance that contains mineral matter is to be made Extraordinary, this Power must be successfully activated by touch. It will affect approximately one pound of solid material of mineral nature. A second check for success is made upon completing the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the succes penalty to be added to the die roll.

Renewing Extraordinary Energization:

Extreme General Power

This Supernatural Power is necessary for the use of Metallurgy Ability in creating an Extraordinary item that is self-energized and usable more than one time. Other than the grade, it is the same as that listed under the Enchantment Ability Power of the same name. A second check for success is made upon completion of the item being made Extraordinary. The Grade of the item is multiplied by 5 to determine the penalty for success to be added to the die roll.

Shadow Bolts: Very Minimal General Power

By activation of this Preternatural Power, the Geourge can call forth a form of anti-energy. This negative force springs forth in the form of shadowy bolts from the activator's fingertips and unerringly strike from one to four targets that are in sight and as the activator wills. There are four of these bolts, each similar a black dart flying up to 20 feet distance, and they strike the target (or targets) with the Precision possessed by the activator.

Each bolt inflicts 1-2 points of Harm that ignores armor/protection of non-Extraordinary nature. For each additional four AEPs invested at time of activation of the Power, the bolts inflict an additional 1 point of Harm and gain a 20% chance (cumulative per four AEP so expended), of causing the target subject to lose temporarily as many Speed Base Rating points as points of Harm suffered from the bolt. At an added 20 AEPs, this power then inflicts from 24 to 28 points of Harm and has a 100% chance of causing a single target subject to lose 24 to 28 Speed BR points as well. (A zero Speed Rating means the subject is paralyzed). Loss of Speed BR points lasts for as many seconds of time as the subject suffered points of Harm from the attack. Thereafter, Speed BR points lost return.

Swetlana's Petrifying Gaze of Animosity:

Minimal-Extreme General Power

By activation of this Supernatural Power, the Geourge can, by stare alone, turn the flesh of a living animal or plant into stone. The mass of the animal dictates the amount of AEPs necessary to affect it and the time necessary for gazing fixedly at the target subject, for the Geourge must have his or her eyes upon the subject for the whole of the time for activation. (Vegetable subjects mass range is double that for animals subjects).The general mass ranges are:

Cubic Feet	Power Grade	General Size Examples
1	2	small cat, rat, small snake
4	3	lynx, turkey, coyote
9	4	kobold, average dog, goat
14	5	average human, large dog, big snake
27	6	black bear, tiger, major oaf, big human
54	7	brown bear, horse, buffalo
81	8	large crocodile, gaur, hippo, giant
135	9	rhinoceros, large giant
243	10	elephant

Animal subjects gain an avoidance chance, this chance being equal to the Speed Base Rating, twice that if semi-intelligent, thrice that if fully intelligent. Otherwise, the subject is turned into stone, and will remain in that state thereafter unless some Power reverses this petrifaction.

Touch the Weave: Extreme General Power

By activation of this supernatural Power, a Geourge can manipulate the Multidimensional Weave of the cosmos in such a way that that he or she maintains a constant and fixed contact with it. The outward physical affects of activating the Power are that the activator appears to be in a strong wind that only affects him- or herself. (This is noted by an observer as a rustling of clothes, blowing of hair, etc., as well being surrounded in a dim golden glow akin to a body halo). Though cliche, it is not an exaggeration to say that one can literally see the powerful energy coursing through the activator, and anyone remotely connected to Extraordinary Powers and magic can sense the Weave upon the activator. The affect for the activator is as follows:

For the duration, all Powers the activator uses that inflict Harm are at an enhanced value of an additional 1 point per 5 points of Harm range. Any Power of other, non-physical Harm sort is at double normal range, or duration if range is not a factor.

The size of the energy field of the Powers later activated can be manipulated and molded by the individual. They can be up to 50% greater or less, as desired. These new parameters must be stated prior to activating a later Power.

Harm inflicted or other result gained from a subsequently activated Power are treated as supernatural rather than normal or preternatural.

Any Power meant to affect the activator is avoided by that individual if he/she succeeds in a check against twice Speed BR. Any effects that do apply are at the minimum possible Harm, duration, etc. when this Power is active.

The energy of the Touch the Weave Power persists for 10 ABCs.

Undo Petrifaction: Minimal to Extreme General Power

By activation of this Supernatural Power, the Geourge can, by touch, remove the effects of any petrifaction, including that from the Power, Swetlana's Petrifying Gaze of Animosity. The grade of the Power, and thus its AEP cost and time for activation, depends on the mass of petrified flesh to be restored to normal living animal tissue. The general mass ranges are:

Cubic Feet	Grade	Generall Size Examples
1	2	small cat, rat, small snake
4	3	lynx, turkey, coyote
9	4	kobold, average dog, goat
14	5	avg. human, large dog,huge snake
27	6	black bear, major oaf, great orc
54	7	brown bear, horse, buffalo
81	8	large crocodile, gaur, hippo, giant
135	9	rhinoceros, large giant
243	10	elephant



Vegetable subjects of twice the mass ranges above can likewise be restored to their own natural state. The thinking subject so restored will remember nothing from the time of transformation until the current moment. Otherwise, Health and other factors will be exactly as they were at time of petrifaction.

Vnquenchable Flambeau: Very Strong Power of Fire

This is a Power of fire that causes a non-consuming flame to spring forth from the end of any wooden billet the activator holds at the time. It must be of wood alone, however, with no other substance on it or in it. This flame will serve as a commandable torch, flaring to double-bright fire so as to enable clear vision to 40-foot distance, dimming to an ember glow, or shining in any color of the spectrum. If the billet is stout, such as a club, it will serve as an Extraordinary weapon, a club causing an additional 6-8 points of Harm, but lacking the capacity to cause combustion. The power remains active for 3 hours of time.

Water Tower: Moderate Power of Water

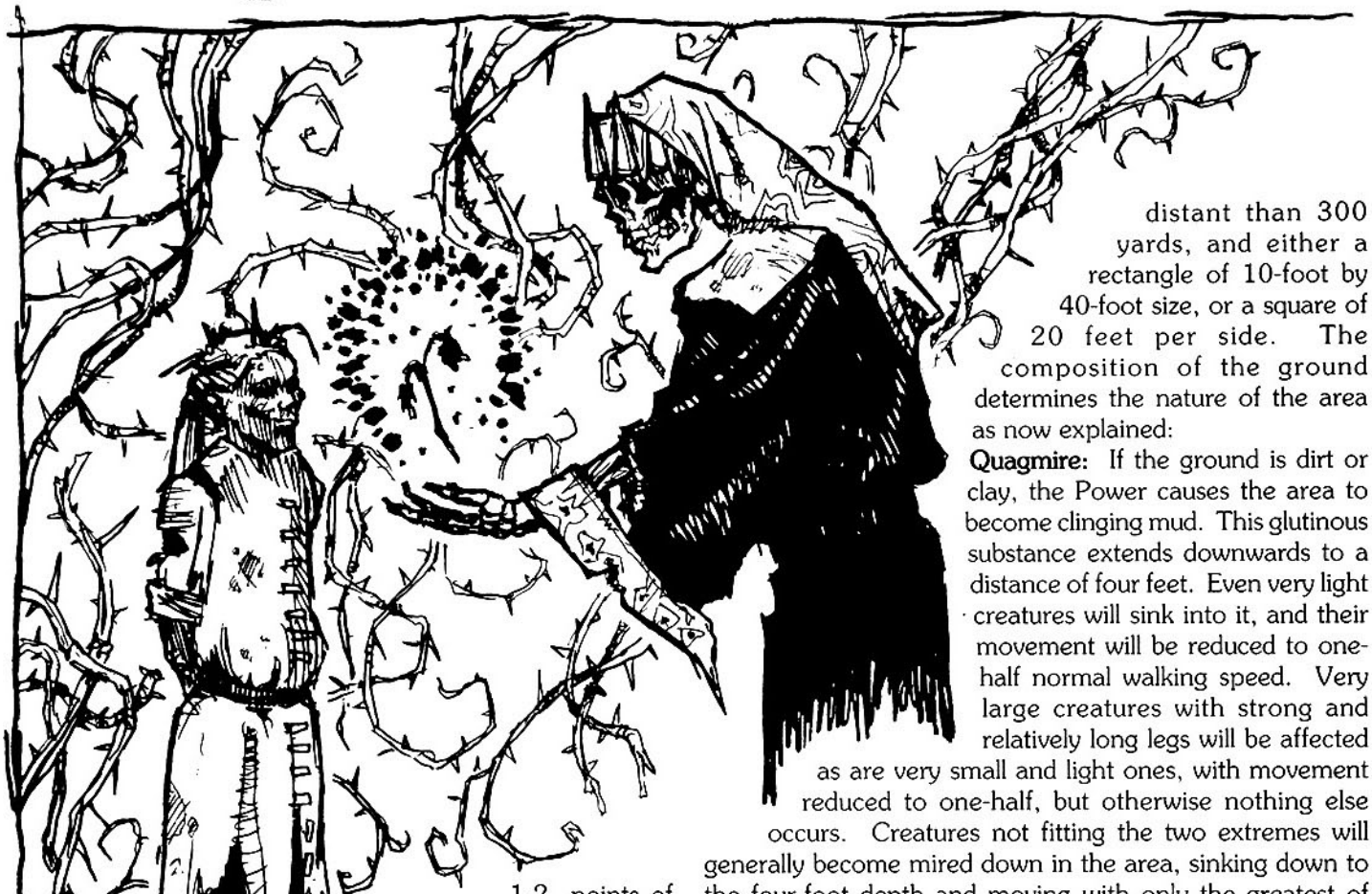
This is a Power of water that conjures a column of water from any water source of at least five gallons volume. It must be within sight of the activator and no more distant than 100 feet. From the normal water grows a column six-foot-wide, up to 18-foot-high, and of either alkaline, fresh, or salt water, as the activator wills. This pillar of liquid will, at the activator's slightest gesture, topple over in the direction in which that individual desires. It thus drenches an area of six-foot width by 18-foot length. Acid is neutralized thus, fire is quenched, and so forth. If contained in a space, it will fill approximately 1,000 cubic feet volume with the liquid thus engendered and released.

Wind Lasso: Minimal-Extreme Power of Air

This is a Power of air that conjures a rope-like wind force that has a "loop" that appears directly before the activator and extends for five times as many feet distance from the activator as energy points have been expended to activate it, i.e. 10 to 60 feet distance. It attacks a single target subject with a "loop" diameter of six feet and causes a base1-2 points of Harm, regardless of armor/protection other than that warding against elemental air. The target subject is caught fast and immobilized for twice as many seconds of time as the activator expended energy in activation of this power, i.e. 4-24 seconds, unless the subject is very strong and/or very heavy. Each 10 points of Physique Ability in excess of 70 and each 500 pounds of weight in excess of a 500-pound base reduce the time of effect by one second.

Wind Whip: Minimal-Extreme Power of Air

This is a Power of air that conjures a whip-like wind force with three "tails" that appears directly before the activator and extends for twice as many feet in distance from the activator as energy points were expended to activate it, i.e. 4 to 24 feet distance. It attacks up to three target subjects within a diamter of ten feet and causes a base



1-2 points of Harm, regardless of armor/protection other than that warding against elemental air. In addition, for each extra energy point expended in its activation specifically for this purpose, an additional 1 point of Harm (likewise disregarding armor/protection) is inflicted. Each subject so struck is also immobilized for as many seconds realtime as the activator expended energy in Grade activation of this power, i.e. two to 12 seconds, unless the subject is very strong and/or very heavy. Each 10 points of Physique Ability in excess of 70 and each 500 pounds of weight in excess of a 500-pound base reduce the time of effect by one second.

Zaganin's Quagmire or Quicksand:
Moderate Power of Earth

This Preternatural Power of earth enables the activator to engender a 400-square foot area (20' x 20' or 10' x 40') of dangerous ground. It remains active for only one minute, but any creature moving into the area will likely be caught therein and affected as noted hereafter. The area of the Power must be within sight of the activator, not more distant than 300 yards, and either a rectangle of 10-foot by 40-foot size, or a square of 20 feet per side. The composition of the ground determines the nature of the area as now explained:

Quagmire: If the ground is dirt or clay, the Power causes the area to become clinging mud. This glutinous substance extends downwards to a distance of four feet. Even very light creatures will sink into it, and their movement will be reduced to one-half normal walking speed. Very large creatures with strong and relatively long legs will be affected as are very small and light ones, with movement reduced to one-half, but otherwise nothing else occurs. Creatures not fitting the two extremes will generally become mired down in the area, sinking down to the four-foot depth and moving with only the greatest of difficulty at one-tenth normal walking movement. When the energy of the power dissipates, any still within the area are buried to the depth indicated in the dry ground that existed prior to the activation of the Power.

Should the area already be marshy or swampy, then the area of effect is double sized, and the depth is eight feet! The duration of the Power is not extended, though.

An area that is of a mix of clay, fine gravel, and sand will generally be of the same surface area (400 feet) but will attain a depth of from five to 12 feet, depending on the looseness of the soil (low clay content compared to sand and gravel).

Quicksand: If the area is of sand, then this Power causes the affected area to be 20 feet deep and be in all respects like a normal area of quicksand. Panicking and non-swimming victims entering it are likely to flounder around and be sucked under by their own exertions, while those not weighted down and relaxing will in fact float on the surface of the area more easily than as if it were salt water. At expiration of the energy of the Power the affected area returns to its natural state, and anything in it is immersed according to the depth at the time of Power expiration. Should the area already be quicksand, then the area of effect is double sized, and the depth is at least 40 feet! Furthermore, the quicksand becomes more glutinous and twice as difficult to float atop. The duration of the Power is not extended, though.

Power-bids

Geourgy Elementary Spirit Command Powers

The Geourge that possesses the basic capacity of Command of an element can utilize the following conjuration-like Power-bids in an outdoors setting or another similarly suitable setting in which the base material of the elemental is in ample supply to call forth and control certain elementary force spirits. They are, by element, detailed hereafter following Commands and Powers.

Geourgy Combined Elemental Command

The Geourge that possesses the basic capacity to Command two or more elements can also utilize the following conjuration-like Power-bids in an outdoors setting, or another similarly suitable setting in which the base material of the elemental is in ample supply, to call forth and control certain elementary force spirits. They are detailed after the single-element Powers have been presented.

Primary Power-bids

Atmosphere Elementary Service:

Moderate Power-bid of Air

This Preternatural Power of air enables the activator to force an atmosphere elementary to do one of the following in a radius of to 180 feet distance around the Geourge or at a distance of up to 180 from him/her, at a speed of up to 30 miles per hour (a sustained gallop of a horse), if desired:

1) Make the air temperature 65 degrees Fahrenheit, by warming or cooling it by a maximum of 90 degrees F, so as to as nearly as possible approximate that temperature.

2) Make the air free of any water vapor so as to be cloudless.

3) Make the air full of water vapor so as to be cloudy, and reduce visual range to nine feet and hearing range to 90 feet (save for very deep and loud sounds, such as bellowing).

The elementary must serve thus for up to one hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra hour of service demanded so as to have the strength to force this from the elementary.

Calm Elementary Service:

Moderate Power-bid of Air

This Preternatural Power of air enables the activator to force a calm elementary to make the air still in a radius of up to 90 feet distance around the Geourge and moving with him or her, at a speed of up to 30 miles per hour (a sustained gallop of a horse), if desired. The elementary must serve for up to one hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra hour of service demanded so as to have the strength to force this from the elementary.

Cold Elementary Service:

Moderate Power-bid of Air

This Preternatural Power of air enables the activator to force a cold elementary to lower the air temperature by as much as 90 degrees Fahrenheit in an area with a radius of 90 feet at a point in sight of, and no more distant than 900 feet, from the Geourge and moving with him or her, at a speed of up to 30 miles per hour (a sustained gallop of a horse), if desired.

The elementary must serve for up to one hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra hour of service demanded so as to have the strength to force this from the elementary.

Wind Elementary Service:

Moderate Power-bid of Air

This Preternatural Power of air enables the activator to force a wind elementary to make the air move in very strong motion in a radius of up to 180 feet distance, or optionally to 360 feet distance, around the Geourge, and moving with him or her, at a speed of up to 30 miles per hour (a sustained gallop of a horse), if desired. The direction of air motion is as bidden by the activator, even if it is counter to the prevailing air motion. The increase in air motion is 10 miles per hour. If the air is calm, then the elementary engenders a 10 MPH wind blowing from the direction named by the Geourge. If there is a wind of any speed blowing from any direction, the two wind speeds are added to get the speed of air motion in the bidden direction.

The elementary must serve thus for up to one hour realtime, half that if the Geourge expands the effect radius, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra hour of service demanded so as to have the strength to force this from the elementary.

Clay Elementary Service:

Moderate Power-bid of Earth

This Preternatural Power of earth enables the activator to force a clay elementary to do one of the following in an area with a radius of 90 feet at a point in sight of, and no more distant than 180 feet from, the Geourge and moving with him or her, at a speed of up to three miles per hour (a normal walking pace), if desired:

1) Make the ground surface as hard and as level as a sun-baked clay flat. This yields a hard and level ground surface equal to an excellent road surface.

2) Make the ground surface as soft, yielding, uneven, and sticky as a rain-soaked clay morass. This yields an area that is virtually impassable to anything but foot traffic, and that are one-quarter normal walking movement speed when traversing it.

The elementary must serve for up to one hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra hour of service demanded so as to have the strength to force this from the elementary.

Dust Elementary Service:
Moderate Power-bid of Earth

This Preternatural Power of earth enables the activator to force a dust elementary to do one of the following in an area with a radius of 90 feet at a point in sight of, and no more distant than 180 feet from, the Geourge and moving with him or her, at a speed of up to 30 miles per hour (a sustained gallop of a horse), if desired:

1) Make the area very dusty so that any movement therein stirs up a cloud of dust around whatever moves through it. This reduces vision and hearing range to 60 feet, makes breathing difficult, and reduces the efficacy of all senses so as to reduce all activity (Speed) by one-half and all Ability (including Precision) to one-half normal while in the area of effect of the dust elementary.

2) Make the dust in the area absolutely still and unmoving yielding no evidence of anyone or anything having traversed it.

The elementary must serve for up to one half hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra half hour of service demanded so as to have the strength to force this from the elementary.

Rock Elementary Service:
Moderate Power-bid of Earth

This Preternatural Power of earth enables the activator to force a rock elementary to do one of the following in an area with a radius of 30 feet at a point in sight of, and no more distant than 90 feet from, the Geourge and moving with him or her, at a speed of up to three miles per hour (a normal walking pace), if desired:

1) Make the rocky area very rough and/or covered with loose stones and/or sharp rock projections so as to slow pedal movement across its surface to one-quarter normal walking speed, or, in the case of a vertical surface, make a climbing ascent or descent easier so as to be able to clamber up or down at twice normal rate for such progress.

2) Make the rocky area very smooth and seamless so as to speed pedal movement across its surface by allowing a 10% movement rate bonus, or, in the case of a vertical surface, make a climbing ascent or descent virtually impossible without ropes or like means.

The elementary must serve for up to one half hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra half hour of service demanded so as to have the strength to force this from the elementary.

Sand Elementary Service:
Moderate Power-bid of Earth

This Preternatural Power of earth enables the activator to force a sand elementary to do one of the following in an area with a radius of 180 feet at a point in sight of, and no more distant than 360 feet from, the Geourge and moving with him or her, at a speed of up to three miles per hour (a normal walking pace), if desired:

1) Make the sandy area both filled with low sand dunes and also very soft and deep sand so as to make it impossible to see behind all of the hills of sand from any point on the ground within the area for any observer under twenty feet tall, and to slow pedal movement across its surface to one-half normal walking speed.

2) Make the sandy area very smooth and hard so as to show no footprints and also allowing full normal movement rate across its surface.

The elementary must serve for up to one half hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra half hour of service demanded so as to have the strength to force this from the elementary.

Ash Elementary Service:
Moderate Power-bid of Fire

This Preternatural Power of fire enables the activator to force an ash elementary to do one of the following in an area with a radius of 180 feet at a point in sight of, and no more distant than 360 feet from, the Geourge and moving with him or her, at a speed of up to three miles per hour (a normal walking pace), if desired:

1) Make the area of ashes so that any movement therein stirs up a cloud (just as a dust cloud) around whatever moves through it. This reduces vision and hearing range to 60 feet, makes breathing difficult, and affects senses so as to reduce all activity (Speed) by one-half and all Ability (including Precision) use to one-half normal while in the area of effect of the dust elementary.

2) Make the ash in the area absolutely still and unmoving so as to yield no evidence of anything having traversed it.

The elementary must serve for up to one half hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra half hour of service demanded so as to have the strength to force this from the elementary.

Flame Elementary Service:
Moderate Power-bid of Fire

This Preternatural Power of fire enables the activator to force a flame elementary to do one of the following within a 10 foot radius in sight of, and no further than 30 feet from the Geourge, moving with him or her, at a speed of up to three miles per hour (a normal walking pace), if desired:

1) Make the area of flames greater heat so that Harm therein is increased moderately (6-8 points additional) but with no more rapid consumption of fuel for that fire,

2) Make the area cooler so that harm is reduced moderately (by 6-8 points), possibly delivering no real Harm at all to those within the affected area.

The elementary must service for one-quarter hour as instructed by the activator. If longer service is bidden, the George must spend an additional Five AEPs for each extra quatrer hour of service demanded so as to have the strength to force this from the elementary.

Heat Elementary Service:

Moderate Power-bid of Fire

This Preternatural Power of fire enables the activator to force a heat elementary to increase the air temperature by as much as 90 degrees Fahrenheit in an area with a radius of 90 feet at a point in sight of, and no more distant than 900 feet from, the Geourge and moving with him, at a speed of up to 10 miles per hour (a fast human trot), if desired.

The elementary must serve thus for up to one quarter hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra quarter hour of service demanded so as to have the strength to force this from the elementary.

Smoke Elementary Service:

Moderate Power-bid of Fire

This Preternatural Power of fire enables the activator to force a smoke elementary to fill an area with a radius of up to 60 feet at a distance of up to 180 feet from the Geourge, and moving with him or her, at a speed of up to three miles per hour (a normal walking pace), if desired. The smoke reduces vision range to 30 feet, makes breathing Harmful (1 point of Harm per ABC spent therein), and decreases all senses so as to reduce all activity (Speed) by one-half, and all Ability (including Precision) use to one-half normal while in the area of effect of the smoke elementary.

The elementary must serve thus for up to five minutes realtime. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra five minutes of service demanded to have strength to force this from the elementary.

Fog Elementary Service:

Moderate Power-bid of Water

(This Power-bid requires an air temperature of no higher than 100 degrees F and no lower than 20 degrees F). This Preternatural Power of water enables the activator to force a fog elementary to create an area of dense and misty fog in a radius of up to 180 feet distance, either around the geourge or at a distance of up to 360 from him or her, and moving with him or her, at a speed of up to three miles per hour (a normal walking pace), if desired. The following conditions apply to the fog area:

1) Vision within the area is reduced to six feet, hearing ange to 60 feet.

2) The mist will reduce the size of any normal fire as follows, each step requiring/being two ABCs: roaring inferno to inferno, hot blaze to blaze, large bonfire to bonfire, and campfire to blazing torch to sputtering torch to lamp to candle, then out. A torch is thus extinguished after eight ABCs of exposure to the fog (2 ABCs blazing, 2 sputtering, 2 as lamp, and 2 as a candle before it extinguishes).

3) Cloth and paper become sodden in eight ABCs.

4) Bowstrings become damp and all ranges are reduced by 50% in four ABCs.

The elementary must serve thus for up to one quarter hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra quarter hour of service demanded so as to have the strength to force this from the elementary.

Ice Elementary Service:

Moderate Power-bid of Water

(This Power-bid requires an air temperature of no higher than 70 degrees F and no lower than 40 degrees F). This Preternatural Power of water enables the activator to force an ice elementary to create an area of ice in a radius of up to 180 or 270 feet distance, either around the Geourge or at a distance of up to 360 feet from him or her. It will move with the activator at a rate of no faster than one mile per hour (a very slow walking pace). The ice will be one foot thick if in a 180-foot radius, or six inches thick if the radius is expanded to 270 feet. Each one inch of ice will support cumulatively 100 pounds weight per square foot, so six inches supports 2,100 pounds, a foot supports 7,800 pounds per square foot.

Alternately, the ice elementary will cause ice of the slipperiest sort to cover an area of 360 feet radius where only less than one inch of water is present. Movement across such ice is reduced to 50% normal walking speed, with a 10% chance per of slipping and falling so as to be immobile the following ABC. Attempts increase movement speed add a cumulative 10% chance for slipping and falling for each 10% of movement speed above 50%—60% movement rate = 20% falling chance, 70% = 40%, 80% = 70%, and so on.

The elementary must serve thus for up to one half hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra half hour of service demanded so as to have the strength to force this from the elementary.

Rain Elementary Service:

Moderate Power-bid of Water

(This Power-bid requires an air temperature of no higher than 150 degrees F and no lower than 40 degrees F). This preternatural Power of water enables the activator to force a rain elementary to create an area of intense and

steady rain in a radius of up to 360 feet distance, either around the Geourge or at a distance of up to 360 feet from him or her, and moving with him or her, at a speed of up to 30 miles per hour (a sustained gallop of a horse), if desired. The following conditions apply to the rain area:

1) Vision within the area is reduced to 50 feet with clarity and 100 feet partially obscured.

2) The rain will reduce the size of any normal fire as follows, each step requiring/being one ABC of time: roaring inferno to inferno, hot blaze to blaze, large bonfire to bonfire, campfire to blazing torch to sputtering torch to lamp to candle, then out. A torch is thus extinguished after four ABCs of exposure to the rain.

3) Cloth and paper become soaked in two ABCs.

4) Bowstrings become damp and all ranges are reduced by 50% in one ABC time.

5) Rain will accumulate, or not, according to the nature of the terrain. The effect on the ground (mud, standing puddles of water, etc). must be adjudicated by the GM.

The elementary must serve thus for up to one quarter hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra quarter hour of service demanded so as to have the strength to force this from the elementary.

Snow Elementary Service:

Moderate Power-bid of Water

(This Power-bid requiries an air temperature of no higher than 50 degrees F and no lower than -50 degrees F). This Preternatural Power of water enables the activator to force a snow elementary to create an area of intense and heavy snow in a radius of up to 360 feet distance, either around the Geourge or at a distance of up to 360 feet from him or her, and moving with him or her, at a speed of up to 30 miles per hour (a sustained gallop of a horse). The following conditions apply to the snow area:

1) Vision within the area is reduced to 25 feet of clear vision and 50 feet of partial vision.

2) The snow will reduce the size of normal fire as follows, each step requiring two ABCs: roaring inferno to inferno to hot blaze to blaze to large bonfire to bonfire to campfire to blazing torch to sputtering torch to lamp to candle, then out. A torch is extinguished after eight ABCs of exposure.

3) Cloth and paper become sodden in eight ABCs.

4) Bowstrings become damp and all ranges are reduced by 50% in five ABCs.

5) Snow will accumulate on the ground if the area is stationary, accumulation being six inches per quarter hour, each six inches depth slowing movement by a cumulative 5% (5%, 15%, 30%, 50%) to a maximum penalty of 90% (50% maximum penalty for very large creatures with a leg length of four or more feet). After the cessation of snowing, melting will occur according to ambient temperature.

The elementary must serve thus for up to one hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra quarter hour of service demanded so as to have the strength to force this from the elementary.

Secondary Power-bids

Dust Storm Elementary Service:

Major Power-bid of Air-Earth/Earth-Air

This Supernatural Power of dual-element nature enables the activator to force a dust storm elementary to become active in a radius of up to 360 feet, with a distance to the center of up to 360 feet from the activator, and moving with him or her, at a speed of up to 30 miles per hour (a sustained gallop of a horse), if desired. The following conditions apply to the area of the dust storm:

1) Vision and hearing within the area are reduced to a distance of 30 feet.

2) Movement in the area is at one quarter normal.

3) Light and flimsy material exposed to the wind will be blown away, or else shredded or tattered.

4) Each Activity Block spent within the area inflicts 1-2 points of Harm from abrasion, contusions caused by flying debris, respiratory injury, etc. to all therein.

The elementary must serve for up to fifteen minutes realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra quarter hour of service demanded to have the strength to force this from the elementary.

Haze Elementary Service:

Major Power-bid of Air-Earth/Earth-Air

This Supernatural Power of dual-element nature enables the activator to force a haze elementary to become active in a radius of up to one mile, with a distance to the center of up to one mile from the activator, and moving with him or her, at a speed of up to 30 miles per hour (a sustained gallop of a horse), if desired. The following conditions apply to the area of the haze:

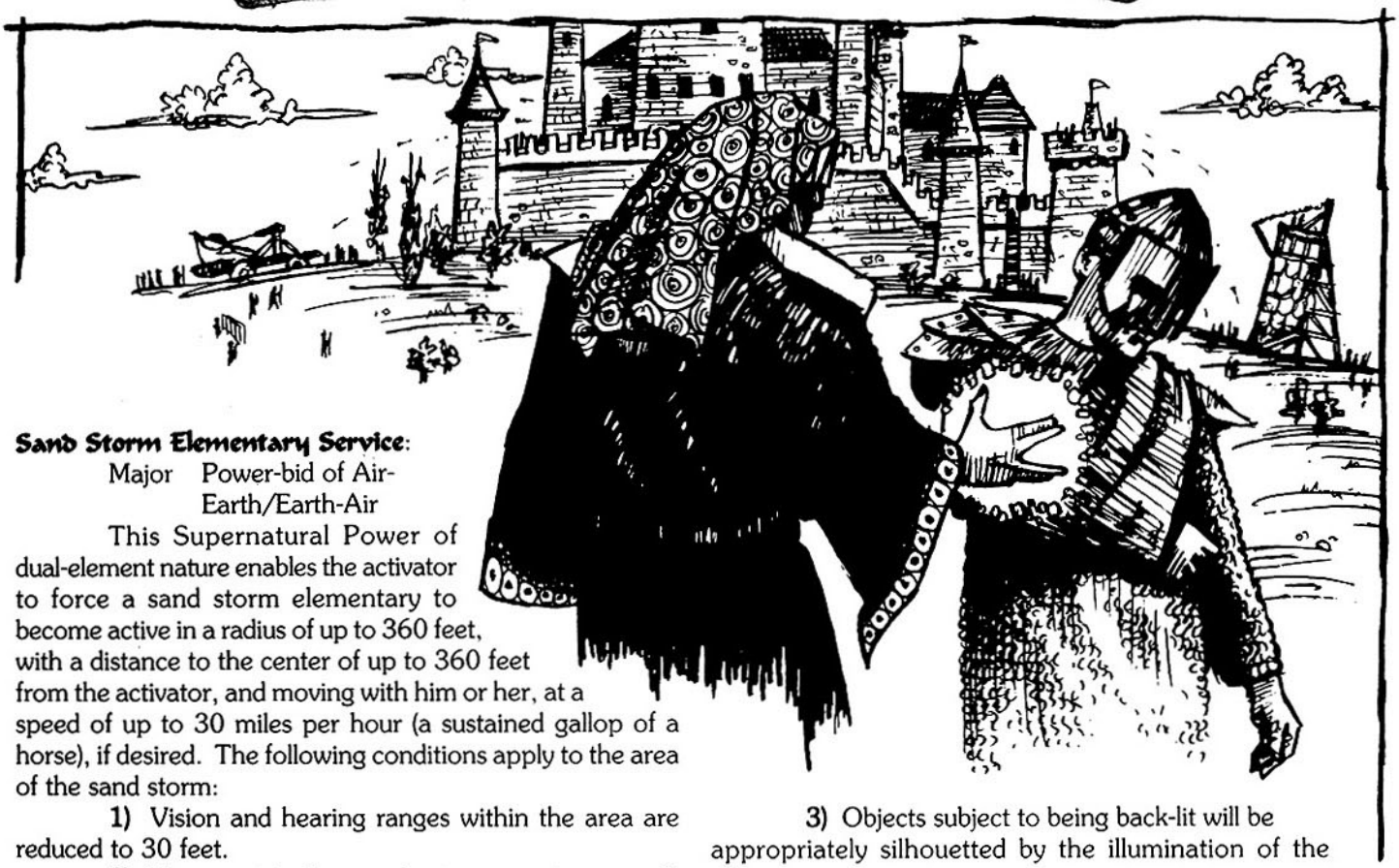
1) Vision and hearing ranges within the area are reduced to 300 feet.

2) Aerial observation is impossible save in regards to the 300-foot limitation noted.

3) Light conditions within the area are reduced by one step, so that full, direct sunlight is equal to light as screened by thin clouds and so forth.

4) Only wind of strong sort will affect the haze area, blowing it, intact, in the direction towards which it blows, at a speed of one half of the wind's own.

The elementary must serve for up to one hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra hour of service demanded so as to have the strength to force this from the elementary.



Sand Storm Elementary Service:

Major Power-bid of Air-Earth/Earth-Air

This Supernatural Power of dual-element nature enables the activator to force a sand storm elementary to become active in a radius of up to 360 feet, with a distance to the center of up to 360 feet from the activator, and moving with him or her, at a speed of up to 30 miles per hour (a sustained gallop of a horse), if desired. The following conditions apply to the area of the sand storm:

1) Vision and hearing ranges within the area are reduced to 30 feet.

2) Movement in the area is at one-quarter normal.

3) Light and flimsy material exposed to the wind will be blown away, or else shredded or tattered.

4) Each Activity Block spent within the area while unprotectedin some shelter inflicts 2 points of Harm from abrasion, contusions caused by flying debris, respiratory injury, etc. to all therein.

The elementary must serve thus for up to one quarter hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra quarter hour of service demanded so as to have the strength to force this from the elementary.

Aurora Elementary Service:

Major Power-bid of Air-Fire/Fire-Air

This Supernatural Power of dual-element nature enables the activator to force an aurora elementary to become active in a radius of one mile, with a distance to the center of up to one mile from the activator, and moving with him or her, at a speed of up to three miles per hour (a normal walking pace), if desired. The following conditions apply to the area of the aurora:

1) Night vision within the area is enhanced to partial moonlight at worst, and otherwise by two steps, so that bright full-moon illumination equals twilight light condition.

2) Movement within the area is at the speed compatible with the increased light.

3) Objects subject to being back-lit will be appropriately silhouetted by the illumination of the aurora.

The elementary must serve thus for up to one hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra one hour of service demanded so as to have the strength to force this from the elementary.

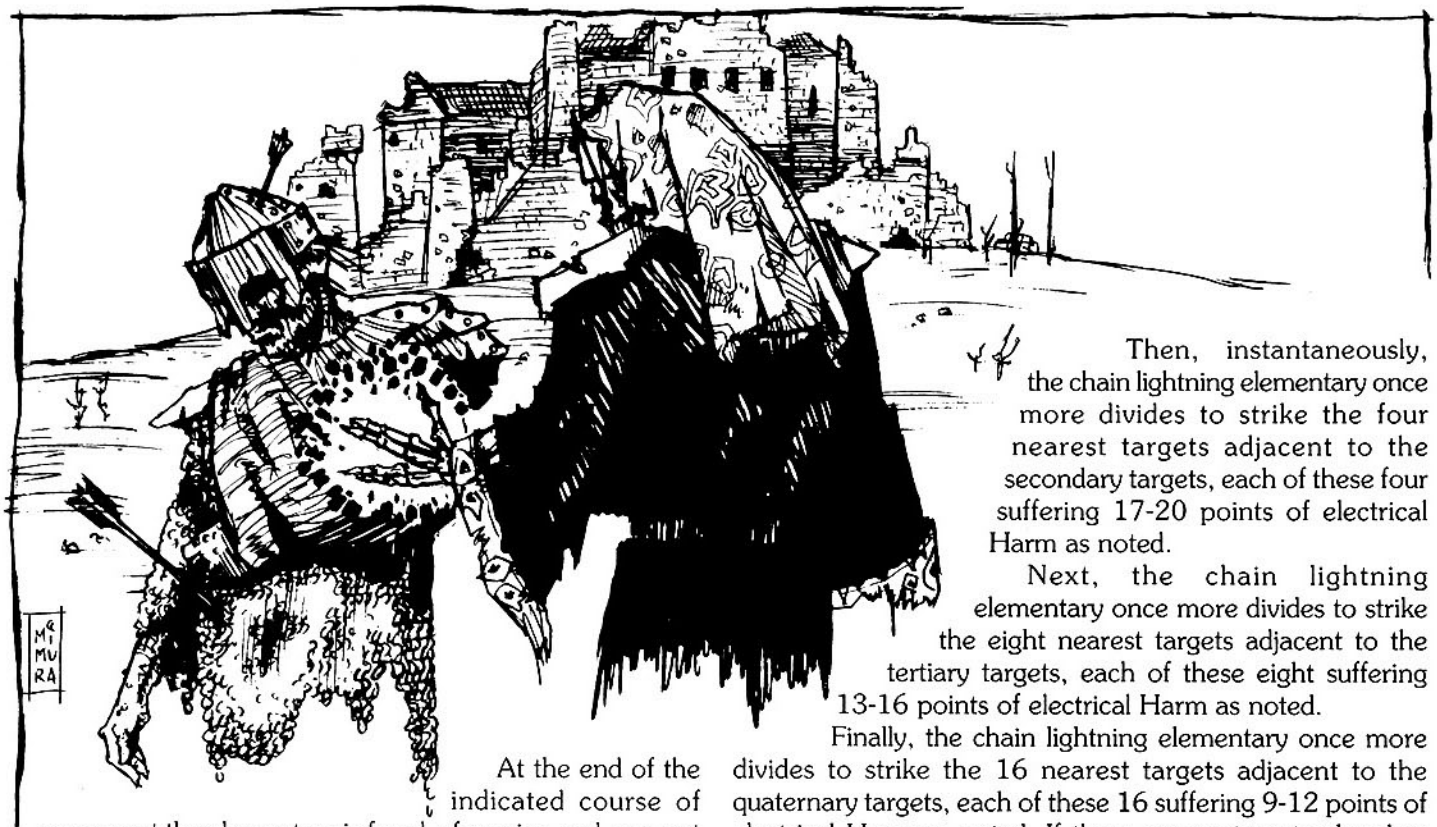
Ball Lightning Elementary Service:

Major Power-bid of Air-Fire/Fire-Air

This Supernatural Power of dual-element nature enables the activator to force a ball lightning elementary to become active within a distance of 180 feet from the activator, and upon appearing, move in the direction pointed to by the activator (along the ground, above water, or in the air), traveling up to an additional 360 feet thereafter at the rate of 10 feet per second.

Anything within the five-foot-wide path traveled by the ball lightning elementary suffers 21-25 points of electrical Harm—doubled if wearing conductive metal, touching grounded metal or the like, or standing on wet ground—all protection ignored unless specific to electrical Harm.

Anything in a six- to 10-foot radius of the direct path traveled by the ball lightning elementary suffers 9-12 points of electrical Harm—doubled if wearing conductive metal, touching grounded metal or the like, or standing on wet ground—all protection ignored unless specific to electrical Harm.



At the end of the indicated course of movement the elementary is freed of service and can not be required to continue, although a new one can be constrained by again activating this Power-bid.

Chain Lightning Elementary Service:

Major Power-bid of Air-Fire/Fire-Air

This Supernatural Power of dual-element nature enables the activator to force a chain lightning elementary to become active within a distance of 180 feet from the activator, and upon appearing, strike an initial target in the direction pointed to by the activator (along the ground, above water, or in the air), at a distance of up to an additional 180 feet—360 feet total at maximum range.

A chain lightning elementary delivers a fan-shaped attack summarized as follows:

1 target at 26-35 points of Harm.
2 targets at 21-25 points of Harm.
4 targets at 17-20 points of Harm.
8 targets at 13-16 points of Harm.
16 targets at 9-12 points of Harm.

All protection is ignored unless specific to such Harm as being delivered. Each target struck by the chain lightning elementary suffers double Harm if wearing conductive metal, touching grounded metal or the like, or standing on wet ground.

The chain lightning elementary divides after striking the initial target to strike next the two nearest targets adjacent to the initial target, each of these two suffering 21-25 points of electrical Harm as noted above.

Then, instantaneously, the chain lightning elementary once more divides to strike the four nearest targets adjacent to the secondary targets, each of these four suffering 17-20 points of electrical Harm as noted.

Next, the chain lightning elementary once more divides to strike the eight nearest targets adjacent to the tertiary targets, each of these eight suffering 13-16 points of electrical Harm as noted.

Finally, the chain lightning elementary once more divides to strike the 16 nearest targets adjacent to the quaternary targets, each of these 16 suffering 9-12 points of electrical Harm as noted. If there are no targets ahead to strike, the elementary will double back, a reverse of the fan-shaped area. Thus, the activator and/or associates might be struck.

At the end of the indicated course of movement the elementary is freed of service and can not be required to continue, although a new one can be constrained by again activating this Power-bid.

Breaker-Wave Elementary Service:

Major Power-bid of Air-Water/Water-Air

This Supernatural Power of dual-element nature enables the activator to force a breaker-wave elementary to become active in a distance of up to 720 feet from the activator, travel up to another 720 feet distance, and upon appearing, move in gathering height and strength to break upon a vessel or the shore as the case might be.

The height of the breaker-wave elementary is 10 feet plus the height of the average wave crests present at the time of bidding. It will be 180 feet, plus crest height, in length. It will be as broad as it is high.

When breaking upon a vessel, it will absolutely swamp and sink any that is open-decked or undecked. Decked vessels have a percentage chance of survival equal to 10 percent, plus their length, minus the height of the breaker wave. In any event, the impact of the water will sweep overboard anything not securely fastened or holding fast to the vessel. The vessel will take 6-8 points of structural Harm multiplied by the height of the wave in feet above 10.

When breaking on land, the breaker wave will deliver most minimal Harm (1 point times the height of the wave) on all things caught within twice its striking area, the impact area being its length. There exists a 50% chance that anything not securely fastened down or clinging as tightly as possible to a secured hold will be carried back out with the retreat of the water, suffering 6-8 points of Harm in the process, and if unable to swim, or weighted down, certainly drowned. Drowning can be avoided by succeeding in a roll against Health at a penalty of +1 per foot of height of the breaker wave. Structures hit by the wave and entirely within the impact area will take 6-8 points of Harm multiplied by the height of the wave in feet above 10.

At the end of the indicated course of movement the elementary is freed of service and can not be required to continue, although a new one can be constrained by again activating this Power-bid.

Hail Storm Elementary Service:

Major Power-bid of Air-Water/Water-Air

This Supernatural Power of dual-element nature enables the activator to force a hail storm elementary to become active in a radius of 360 feet, with a distance to the center of up to 360 feet from the activator, and moving with him or her, at a speed of up to 10 miles per hour (a fast human trotting pace), if desired. The following conditions apply to the area of the hail storm:

1) Vision and hearing within the area are reduced to 300 feet.

2) Movement within the area is at one half normal.

3) Movement on smooth surfaces, up or down a slope, will be at hazard due to the slippery spheres of ice; any such movement must be made at no faster than a half-speed walking pace, or else with a check against Precision Base Rating, failure indicating a slip, fall, Harm (at the LM's option), and one ABC of time lost arising.

4) Light and flimsy material exposed to the hail will be broken, shredded or tattered—this includes vegetation.

5) Each Activity Block spent within the area inflicts 3-5 points of Harm from contusions caused by the falling spheres of ice to all therein not sheltered from such impact.

The elementary must serve for up to a quarter hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra quarter hour of service demanded so as to have the strength to force this from the elementary.

Ice Storm Elementary Service:

Major Power-bid of Air-Water/Water-Air

This Supernatural Power of dual-element nature enables the activator to force an ice storm elementary to become active within a radius of 360 feet, with a distance to the center of up to 360 feet from the activator, and moving with him or her, at a speed of up to three miles per hour (a normal human walking pace), if desired. The following conditions apply to the area of the ice storm:

1) Vision and hearing within the area are reduced to 300 feet.

2) Movement in the area is at one-quarter normal.

3) Movement on all surfaces will be at hazard due to the ice; all movement must be at the reduced walking-pace speed indicated, or else with a check against Precision Base Rating, failure indicating a slip, fall, Harm (at the LM's option), and one ABC lost arising.

4) All things in the area of the ice storm, including vegetation, will become coated with a layer of ice within one AB of exposure.

The elementary must serve thus for up to one quarter hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra quarter hour of service demanded so as to have the strength to force this from the elementary.

Cinder Elementary Service:

Major Power-bid of Earth-Fire/Fire-Earth

This Supernatural Power of dual-element nature enables the activator to force a cinder elementary to become active in a radius of 180 feet, with a distance to the center of up to 360 feet from the activator, and moving with him or her, at a speed of up to three miles per hour (a normal human walking pace), if desired. The following conditions apply to the area of the cinder rain:

1) Vision and hearing within the area are reduced to 100 feet.

2) Movement within the area is at one-half norma.

3) All flimsy and easily inflammable materials in the area of the falling cinders have a 25% chance per Activity Block of exposure to catch fire and begin burning. This includes dry leaves and grass, dry straw, thatch, and dry cloth.

4) Each Activity Block spent within the area inflicts 3-5 points of Harm from contusions and minor burns caused by the falling cinders to all therein not sheltered from such impact.

The elementary must serve thus for up to one minute realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra minute of service demanded so as to have the strength to force this from the elementary.

Gas Elementary Service:

Major Power-bid of Earth-Fire/Fire-Earth

This Supernatural Power of dual-element nature enables the activator to force a gas elementary to become active in a radius of 90 feet, with a distance to the center of up to 180 feet from the activator, and moving with him or her, at a speed of up to one mile per hour (a slow human walking pace), if desired. The kind of gas elementary actually summoned, determined by random chance, dictates the

nature of conditions in the effect area. The sort of gas elementary summoned and the conditions it brings are:

1) Obscuring gas elementary: Vision within the area is reduced to 10" range, smell is non-functional, and hearing is half normal. Each ABC of movement requires a successful check against Precision Base Rating to maintain direction, failure indicating the subject is moving randomly left or right rather than the desired direction (ahead).

2) Sleeping gas elementary: All air-breathing creatures within the area move at a declining rate, dropping movement rate in 10% increments each ABC of time therein, until at 0 movement (10 ABCs of exposure) they keel over and fall asleep. Time of slumber is equal to their exposure to the gas in ABCs times two.

3) Hallucinatory gas elementary: All air-breathing creatures within the area must check against Precision Base Rating each ABC spent therein, a failure causing a check to discover the effect of the gas upon them that ABC:

a. Perceive an enemy in sight as friend and not attack, or vice verse (attack a friend or ally).

b. "See" an insurmountable obstacle ahead and move back the way the individual just came from instead of moving forward.

c. "Hear" a shouted warning of overhead threat, and stop, fixing attention there, reading whatever attack/defense measure are available to fend off such threat.

d. "Smell" the scent of some large and terribly dangerous creature ahead, and so flee at fastest movement rate laterally to the left or right (equal chances) regardless of any actual hazards in such direction.

e. "Taste" a sharply acidic flavor in the air indicative of poison gas, so stop moving and cease breathing, remaining thus until lack of oxygen causes a blackout, fall, and autonomic nervous system restoration of breathing—one minute realtime in all of non-activity followed by one minute recovery.

f. "Feel" the surface underfoot becoming insubstantial and giving way, so as to fall and flounder around as if trying to keep from being precipitated into some abyss at hand, this continuing each ABC of time until a success is achieved checking against Precision at a +10 penalty on the dice.

4) Poison gas elementary: All air-breathing creatures within the area immediately begin choking and gasping as theysuffer moderate (3-5 points) Harm each ABC of exposure to the poisonous vapors. Those able to hold their breath suffer thereafter only most minimal (1) Harm from skin exposure for each ABC therein. Movement rate is slowed o a walking pace. Harm continues until the subject is out of the area of the gas or it is otherwise dissipated or removed

The elementary must serve thus for up to one minute realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra minute of service demanded so as to have the strength to force this from the elementary.

Lava Elementary Service:

Major Power-bid of Earth-Fire/Fire-Earth

This Supernatural Power of dual-element nature enables the activator to force a lava elementary to become active in a distance of 60 feet from the activator, and moving at a speed of 6 feet per ABC of realtime. The activator has two options in regards to the actions of the lava elementary:

1) The lava elementary can be bidden to strike at a target, doing so every other ABC with a Precision of 25, attack Speed of 2, and inflicting 36-50 points of Harm ignoring all armor/protection not specific to fire/heat-based attacks.

2) The lava elementary can be bidden not to move but instead to hurl portions of itself at a target, doing so twice per ABC with a maximum range of 30 feet, a Precision of 25, an attack Speed 2, and inflicting 13-16 points of Harm ignoring all armor/protection not specific to fire/heat-based attacks. However, each such attack (two portions hurled) lessens the persistence of the elementary by one full Activity Block (12 seconds) of time, so that when 10 missiles have been hurled, the elementary is gone.

Any inflammable substance contacted by the lava will immediately catch fire and burn, Harm from the combustion being 6-8 Harm points per ABC of burning.

The elementary can serve thus for no longer than one minute realtime. Another lava elementary must be Power-bidden if additional service is desired by the Geourge.

Marsh or Swamp Elementary Service:

Major Power-bid of Earth-Water/Water-Earth

This Supernatural Power of dual-element nature enables the activator to force a marsh or swamp elementary to become active in a radius of 360 feet, with a distance to the center of up to 360 feet from the activator, and moving with him or her, at a speed of up to three miles per hour (a normal human walking pace), if desired. One of the two following services can be commanded of the elementary by the activator:

1) The terrain area affected can be altered so as to be only the least form of marsh or swamp, so that those passing through it are only marginally hindered by the water and mire, and progress is a movement penalty of only 10% reduction in rate.

2) The terrain area affected can be altered so as to be the worst form of marsh or swamp, movement within the area at one quarter normal walking speed and a check against Precision required each AB of time spent therein to see if direction then is lost and movement is at a 45 degree angle left or right (equal chances) instead of straight ahead, with all subsequent movement then continuing in that angling direction (eventually making a full circle) unless a subsequent check against Precision at a +25 penalty indicates the error has been discovered and movement in the desired direction is then possible.

The elementary must serve thus for up to one quarter hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra quarter hour of service demanded so as to have the strength to force this from the elementary.

Mud Elementary Service:

Major Power-bid of Earth-Water/Water-Earth

This Supernatural Power of dual-element nature enables the activator to force a mud elementary to become active in a radius of 180 feet, with a distance to the center of up to 180 feet from the activator, and moving with him or her, at a speed of up to one mile per hour (a slow human walking pace), if desired. One of the two following services can be commanded of the elementary by the activator:

1) The terrain area affected can be altered so as to be only the least form of mud, so that those passing through it are only marginally hindered—progress is at a movement penalty of only 10% reduction in rate—and there is no sign evident to any observer attempting to follow their trail.

2) The terrain area affected can be altered so as to be deep and clinging mud, with movement within the area at one quarter normal walking speed and a check against Speed Base Rating required each AB of time spent therein to see if each individual avoids being stuck fast (and unable to move for an AB of time while being freed from the suction of the mud). Vehicles will require successive checks, adding 1 point of Speed Base Rating for each individual assisting in freeing them, and all Physique Ability bonuses for each individual, to their Speed Base Rating, improving chances for success.

The elementary must serve thus for up to one quarter hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra quarter hour of service demanded so as to have the strength to force this from the elementary.

Quicksand Elementary Service:

Major Power-bid of Earth-Water/Water-Earth

This Supernatural Power of dual-element nature enables the activator to force a quicksand elementary to become active in a radius of 90 feet, with a distance to the center of up to 180 feet from the activator. One of the two following services can be commanded of the elementary by the activator:

1) The terrain area affected can be altered so as to be only the least form of quicksand, so that those passing through it are only marginally hindered by it (progress is made with a penalty of only 50% reduction in normal walking movement rate) and there is no sign of their passing evident to any observer attempting to follow their trail. In this case, the geourge can command the elementary to move along with him or her at whatever walking movement rate that individual can achieve based on the terrain conditions.

2) The terrain area affected can be altered so as to be deep and exceptionally treacherous quicksand, so that any movement into the area immediately precipitates the subject(s) into it with the nearest firm land fully 10 feet distant. Any subject weighted down and unable to float will be drowned or otherwise lost as it sinks slowly, at a rate of two feet per AB, to the bottom 100 feet below. In this case the elementary will not move.

The elementary must serve for up to five minutes realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional 10 AEPs for each extra five minutes of service demanded so as to have the strength to force this from the elementary.

Boiling Water Elementary Service:

Major Power-bid of Fire-Water/Water-Fire

This Supernatural Power of dual-element nature enables the activator to force a boiling water elementary to become active in a radius of 30 feet, with a distance to the center of up to 60 feet from the activator. One of the two following services can be commanded of the elementary by the activator:

1) The water area affected is actually boiling, and is altered so as to be only luke-warm, so that those passing through it are not in the least affected despite the apparent bubbling and turmoil typical of water at 212 degrees F temperature. In this case, the geourge can command the elementary to move along with him or her at whatever swimming movement rate that individual can achieve.

2) The water affected can be brought to a boil. Any creature within the area of effect will immediately suffer 3-5 points of Harm each ABC of exposure. In this case the elementary will not move.

The elementary must serve for up to one minute realtime, as instructed by the activator. Longer service can be bidden only if the Geourge is reducing the existing water temperature, and such continued temperature reduction service requires the activator to expend an additional 10 AEPs for each extra one minute of time so demanded in order to have the strength to force this from the elementary.

Geyser Elementary Service:

Major Power-bid of Fire-Water/Water-Fire

This Supernatural Power of dual-element nature enables the activator to force a geyser elementary to become active in a distance of up to 180 feet from the activator. The geyser thus produced will erupt instantly, sending a jet of steam and boiling water of three-foot diameter upwards to a height of 90 feet. Anything directly in the path of this stream will suffer 36-50 points of Harm. The following ABC of realtime the terrain in a 10-foot radius around the geyser begins being pelted by a rain of boiling water, and any creature within the area of effect will immediately suffer 3-5 points of Harm each ABC of exposure.

The elementary must serve thus for up to one minute realtime, as instructed by the activator. Longer service can not be bidden, but the Geourge can again activate this same Power-bid to force another geyser elementary to perform a similar service.

Steam Elementary Service:

Major Power-bid of Fire-Water/Water-Fire

This Supernatural Power of dual-element nature enables the activator to force a steam elementary to become active in a radius of up to 30 feet, with a distance to the center of up to 60 feet from the activator. One of the two following services can be commanded of the elementary by the activator:

1) The water vapor area affected is actually superheated, and is altered so as to be only luke-warm, so that those passing through it are not in the least affected despite the apparent scalding steam. In this case, the geourge can command the elementary to move along with him or her at whatever walking movement rate that individual can achieve based on the conditions.

2) The area affected is not steam-filled but is to be made thus by the elementary. Any creature within the area of effect will immediately suffer 6-8 points of Harm each ABC of exposure. In this case the elementary will not move.

The elementary must serve thus for up to one minute realtime, as instructed by the activator. Longer service can be bidden only if the Geourge is reducing the existing steam temperature, and such continued temperature reduction service requires the activator to expend an additional 10 AEPs for each extra one minute of time so demanded in order to have the strength to force this from the elementary.

Tertiary Power-bids

Phosphorous Elementary Service:

Major Power-bid of Air-Earth-Fire

This Supernatural Power of triple-element nature enables the activator to force a phosphorous elementary to become active in one of two forms, with varying conditions, as described hereafter. One of the two following services can be commanded of the elementary by the activator:

1) A great phosphor elementary with an effect radius of up to 180 feet, with a distance to the center of up to 360 feet from the activator: The elementary will illuminate the area of effect as brightly as if it were full, direct sunlight, and this effect will continue for a full five minutes realtime, extension of the period not possible.

2) A great white phosphorous elementary with an effect radius of up to 30 feet, with a distance to the center of up to 90 feet from the activator: The elementary will explode and shower burning white phosphorous over the entire area of effect. Each and every target therein will suffer Harm. Those within the immediate center, the inner 10-foot radius from the center will suffer 13-16 points of continuing Harm for 10 ABCs of burning, or until they are immersed in water. Those within an 11- to 20-foot radius from the center will suffer 9-12 points of continuing Harm for 10 ABCs, or until immersed in water. Those within a 21- to 30-foot radius from the center will suffer 6-8 points of continuing Harm for 10 ABCs of burning, or until immersed in water. The continuing Harm is Harm that accrues each ABC of exposure.

Note, only Extraordinary armor/protection against fire/heat-based Harm reduces the Harm inflicted after the initial ABC of exposure, because thereafter the white phosphorous has burned through to flesh or heated the armor sufficiently to negate its protection.

The explosion concludes the elementary's service.

Tornado Elementary Service:

Major Power-bid of Air-Earth-Water

This Supernatural Power of triple-element nature enables the activator to force a tornado elementary to become active within a distance of up to 360 feet from the activator. The elementary will appear immediately in the sky overhead, and touch down the following ABC realtime, proceeding on the ABC thereafter in the direction pointed to by the Geourge activator. The path of the tornado elementary is 90 feet across, and it will continue along its line of travel at 30 miles per hour speed for 360 feet distance before instantly disappearing at the end of this distance. All things of under 4,400 pounds weight in the path of the elementary will be picked up and deposited at the end of the path. All touched by the tornado elementary will suffer 13-16 points of Harm, plus an additional 1-100 points of Harm, regardless of any armor, save Extraordinary armor of supernatural sort or that against combined elements.

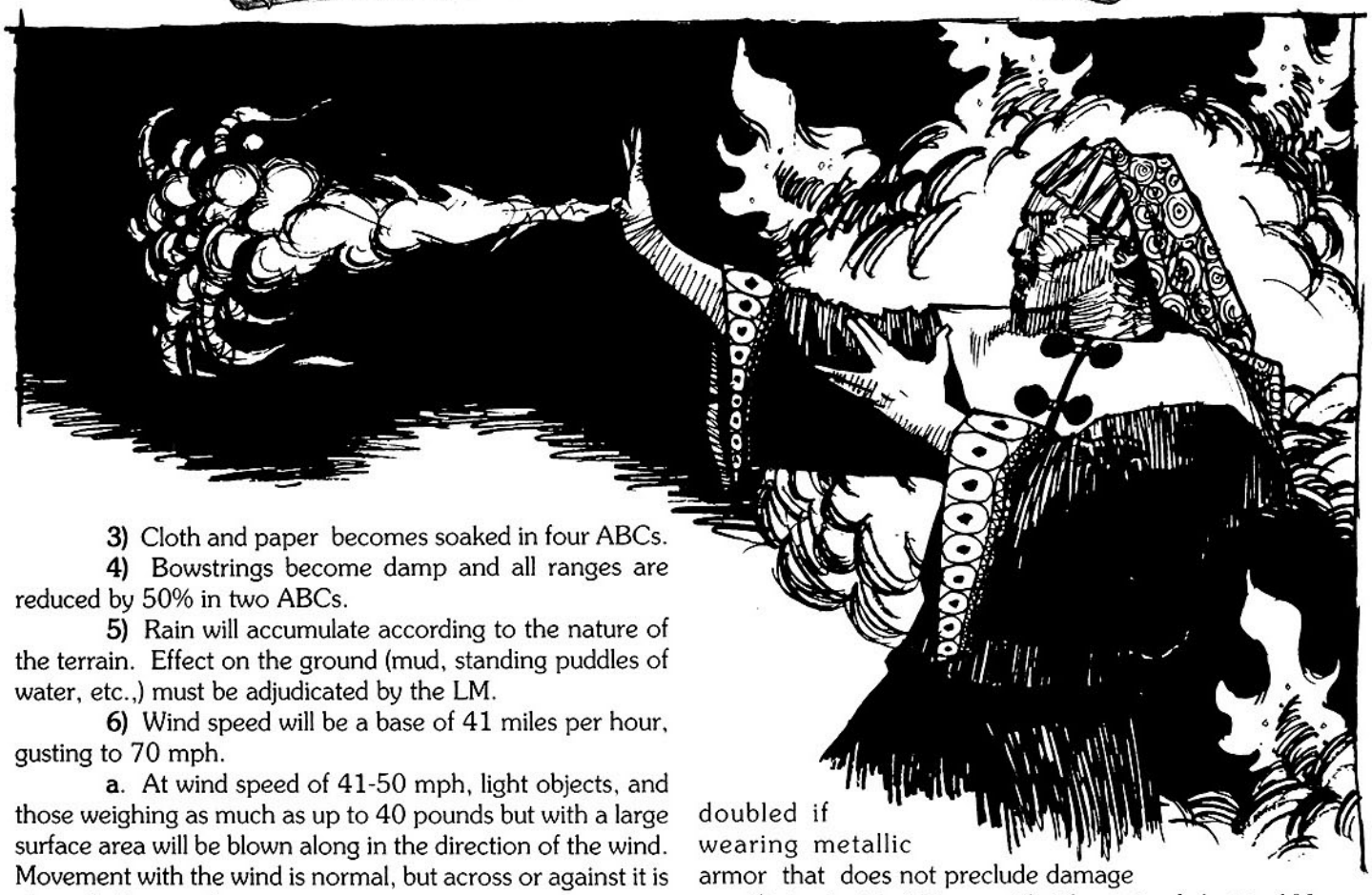
Lightning Storm Service:

Major Power-bid of Air-Fire-Water

This Supernatural Power of triple-element nature enables the activator to force a lightning storm elementary to become active around the Geourge to a distance of up to 720 feet around him or her, and moving with him or her, at a speed of up to 30 miles per hour (a sustained gallop of a horse), if desired. It takes one AB (12 seconds) of time for the storm to gather, and then the lightning storm strikes. The following conditions apply to the lightning storm area:

1) Vision in the area is reduced to 150 feet clear (the maximum range for hearing), 300 feet for partial vision.

2) Rain will reduce the size of any normal fire as follows, each step requiring/being three ABCs: roaring inferno to inferno to hot blaze to blaze to large bonfire to bonfire to campfire to blazing torch to sputtering torch. Further reduction of the fire happens more quickly, with each step requiring/being but two ABCs: sputtering torch to lamp to candle, and then out. A torch is thus extinguished after nine ABCs of exposure to the rain.



3) Cloth and paper becomes soaked in four ABCs.

4) Bowstrings become damp and all ranges are reduced by 50% in two ABCs.

5) Rain will accumulate according to the nature of the terrain. Effect on the ground (mud, standing puddles of water, etc.,) must be adjudicated by the LM.

6) Wind speed will be a base of 41 miles per hour, gusting to 70 mph.

a. At wind speed of 41-50 mph, light objects, and those weighing as much as up to 40 pounds but with a large surface area will be blown along in the direction of the wind. Movement with the wind is normal, but across or against it is at one-half normal rate.

b. At wind speeds of 51-60 mph light objects, and those weighing as much as up to 80 pounds but with a large surface area will be blown along in the direction of the wind. Movement is not possible for creatures under 1,000 pounds weight, and attempts to move will result in being blown over and rolled for 1-2 points of Harm each ABC in the process. Those able to move will do so at normal speed with the wind, but against or across it is at one-half normal rate.

c. At wind speeds of 61-70 mph, light objects and those weighing up to 160 pounds but with a relatively large suface area (such as an upright human) will be blown along in the direction of the wind suffering 1-2 points of Harm each ABC in the process. Movement is not possible for creatures under 2,000 pounds weight, and attempts to move will result in being blown over and rolled for 6-8 points of Harm. Those able to move will do so at normal speed with the wind, but across or against it is at one-half normal rate.

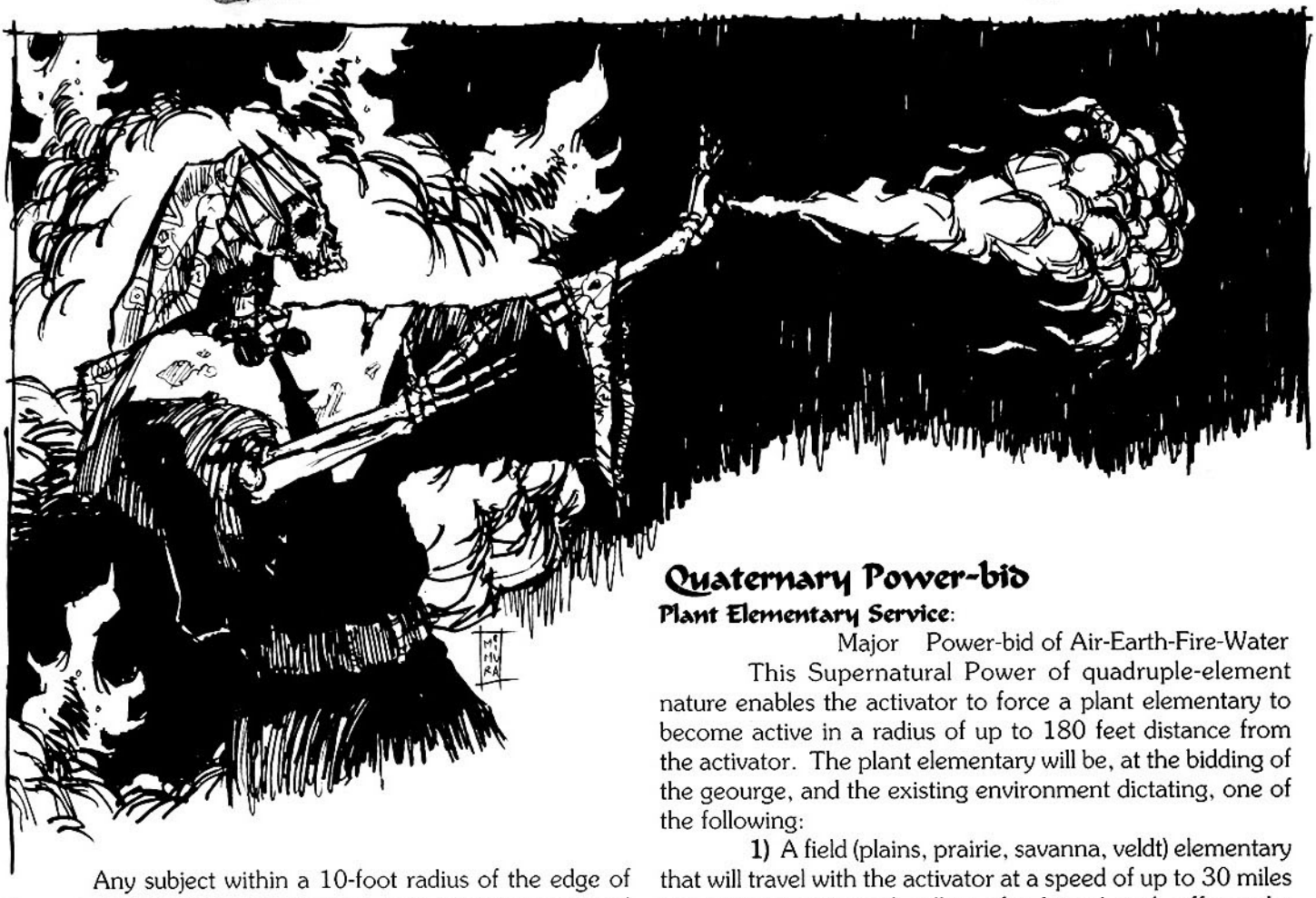
7) At the end of every Activity Block (4 ABCs) there will be a bolt of lightning that the Geourge can attempt to direct on a target he or she can identify, A check against Geourgy ability must be made for success of direction, and a dice roll of 00 (100) means the bolt of lightning hits the Geourge (1d10 then rolled with results of a 1 through 3 equaling a direct strike, otherwise suffering a peripheral strike only). A direct strike inflicts 21-25 points of electrical Harm: doubled if wearing metallic armor that does not preclude damage specific to electrical Harm. 13-16 points of electrical Harm (as modified above for a direct strike) accrues to all within a 10 foot radius of the primary strike.

The elementary must serve for up to one minute realtime as instructed by the activator. If longer service is bidden, the Geourge must spend an additional five AEPs for each extra minute of service demanded so as to have the strength to force this from the elementary.

Fumarole Elementary Service:

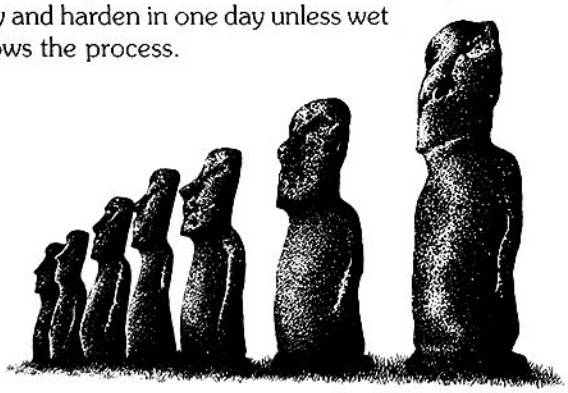
Major Power-bid of Earth-Fire-Water

This Supernatural Power of triple-element nature enables the activator to force a fumarole elementary to become active in a radius of up to 180 feet distance from the activator, it being unable to otherwise move. The fumarole elementary will cause the ground in a radius of 30 feet from its center to heave and steam during the ABC of activation. On the following ABC, the surface will suddenly liquefy, becoming mud of boiling temperature. Anything caught within it will sink at the rate of one foot per ABC of time, suffering 9-12 points of Harm in this process, armor not of Extraordinary supernatural sort notwithstanding Harm. When the head/breathing portion of any subject is immersed, Harm incurred that ABC and each ABC of time thereafter becomes 21-25 points, any armor/protection notwithstanding unless it is against all elements.



Any subject within a 10-foot radius of the edge of the area of effect has a 50% chance each ABC thus exposed of being struck by a glob of expelled boiling mud delivering 6-8 points Harm, that Harm continuing for three additional ABCs, or until the subject is washed by, or immersed in, cool water.

The elementary must serve thus for up to one minute realtime, as instructed by the activator. No longer service can be bidden, nor can the Geourge Power-bid in the immediate area another such elementary for a full day of time as fumarole elementaries are rare. When service is complete, the area affected cools immediately but remains a basin of liquid mud, 60 feet across and six feet deep. This will dry and harden in one day unless wet weather slows the process.



Quaternary Power-bid

Plant Elementary Service:

Major Power-bid of Air-Earth-Fire-Water

This Supernatural Power of quadruple-element nature enables the activator to force a plant elementary to become active in a radius of up to 180 feet distance from the activator. The plant elementary will be, at the bidding of the geourge, and the existing environment dictating, one of the following:

1) A field (plains, prairie, savanna, veldt) elementary that will travel with the activator at a speed of up to 30 miles per hour (a sustained gallop of a horse) and, effectively, increase his or her movement pace by 25% while slowing that of any pursuer by 25%.

2) A brush (bush, shrubbery, scrub, thicket, undergrowth) elementary that will remain stationary but increase the amount of vegetation in the area of effect so as to make it impassable for any creature under 8,800 pounds and/or ten feet height. Creatures able to move through the area of burgeoned growth will do so only at one-tenth normal walking movement.

3) A great tree elementary that will travel with the activator at a rate of no faster than one mile per hour (a very slow walking pace). This volitant tree will have Health of 200, a Precision of 25, an attack speed of 2, and two separate attacks. It may attack to the front or side, but only one attack may be made to the front in an ABC. The attacks inflict 13-16 points of Harm, plus a Physique bonus variable of 1-30 points Harm. The elemental has armor protection of 20 points (100%) against shock and 6 points (30%) against all other attack forms.

The elementary must serve thus for up to one quarter hour realtime, as instructed by the activator. If longer service is bidden, the Geourge must expend an additional five AEPs for each extra quarter hour of service demanded so as to have the strength to force this from the elementary.

Necrourgy Ability

The use of Necrourgy requires both a command circle and a protection circle in order to Call, Command, or Create a living dead creature, or a spirit of a dead human. If the activator is not within a correct protection circle, then the living dead creature or spirit called cannot be released from the command circle without death or at least Harm, to the Necrourge, nor will Command be possible, and Creation would likewise result in attack. If a living dead or dead human spirit is brought without a command circle, it will leave immediately because it is not imprisoned.

It requires one minute realtime to prepare a circle, so to create both a circle of command and a circle of protection requires two minutes. It is then possible to activate a Call, Command, or Creation of Necrourgy effectively.

There are two separate Rituals in Necrourgy, one for the living dead and one for the restless dead spirits.

In each Ritual there are six separate and distinct Spells: two for Calling forth a specific type of living dead or restless dead spirit; two for Commanding a specific type of living dead or restless dead spirit to some specific task; and two for the Creation of a new specific type of living dead or restless dead spirit. There are also miscellaneous Powers of Necrourgy to be gained. Each Ritual, Spell, and Power possessed must be recorded on a Necrourgy memory tablet, each tablet able to contain any four such things. In order to possess a Spell, it is necessary that the Necrourgist possess the Ritual to which it is attuned, and only when the Ritual and all Spells are known can the individual then possess a Power that is derived therefrom.

Note well that the Necrourge does not have power to deal with the Supernatural living dead types of lichwight, peccant, and vampire. Such creatures of pure evil are beyond even the means of the most powerful Necrourge to Call, Command, or Create. In truth, most lichwights and peccants, and not a few vampires, were once likely Necrourges themselves. . . . In the same vein, the Supernatural restless spirits of the dead—frights, glooms, and haunts—are beyond manipulative means of even the most potent Necrourge.

Failure of Ability in a check against Necrourgy score indicates the AEPs are expended to no effect, save where a Spell of Calling is concerned. In such case a second check is made, and if it fails the protection circle is improperly scribed and the summoned creature(s)/spirit(s) attack(s) the Necrourge.

Grade	Time cost	Power Cost
Very minimal	1 second realtime	Power cost 2
Minimal	2 seconds realtime	Power cost 3
Low moderate	3 seconds realtime	Power cost 4
Moderate	4 seconds realtime	Power cost 5
Good	5 seconds realtime	Power cost 6
Very good	7 seconds realtime	Power cost 7
Strong	9 seconds realtime	Power cost 8
Very strong	12 seconds realtime	Power cost 9
Major	16 seconds realtime	Power cost 10
Extreme	20 seconds realtime	Power cost 12

Necrourgy Power Listing

Living Dead Rituals

1. Ritual of the Living Death	Strong
2. Spell of Calling the Free-willed, Living Dead	Moderate
3. Spell of Calling the Unwilled, Living Dead	Minimal
4. Spell of Commanding the Free-willed, Living Dead	Very Good
5. Spell of Commanding the Unwilled, Living Dead	Moderate
6. Spell of Creating the Free-willed, Living Dead	Very Strong
7. Spell of Creating the Unwilled, Living Dead	Strong
8. Become Like a Free-willed, Living Dead	Extreme
9. Become Like an Unwilled, Living Dead	Major
10. Treat with Cunning Living Dead	Strong

Restless Dead Rituals

1. Ritual of the Unhallowed Spirit	Extreme
2. Spell of Calling Evil, Animal Spirits	Very Good
3. Spell of Calling Restless, Human Spirits	Moderate
4. Spell of Commanding Evil, Animal Spirits	Strong
5. Spell of Commanding Restless, Human Spirits	Very Good
6. Spell of Creating an Evil Animal Spirit	Major
7. Spell of Creating a Restless Human Spirit	Extreme
8. Become Like an Animal Spirit	Extreme
9. Become Like a Restless Human Spirit	Major
10. Treat with Supernatural Spirit	Strong

General Powers of Either Ritual

1. Animate Shadow	Moderate
2. Animated Wand	Major
3. Bone Splinters	Good
4. Charnel Heap	Major
5. Cloak in Shadows	Minimal
6. Continual Shadow	Very Strong
7. Create Shadow	Minimal
8. Desecrate Consecrated	Extreme
9. Dirah's Dread Skull	Major
10. Dominant Shadow	Extreme
11. Encrypting Ring	Strong
12. Glib Tongue	Very Minimal
13. Grave Rot	Extreme
14. Hidden Soul	Extreme
15. Mirdoleb's Shadow Monster	Very Good
16. Mirdoleb's Shadow Shield	Low Moderate
17. Mirdoleb's Shadow Swarm	Moderate
18. Mirdoleb's Shadow Wave	Extreme
19. Reaper's Scythe	Moderate
20. Rigor Mortis	Strong
21. Shadow Bolts	Very Minimal
22. Shadow Bridge	Good
23. Shadow Cloud	Extreme
24. Shadow Hands	Low Moderate
25. Shadow Javelins	Major
26. Shadow Self	Major
27. Swoon-stench	Major
28. Talk with Shadows	Very Good
29. Touch the Weave	Extreme
30. Umbrate Wall	Very Good
31. Unhallow Ground	Extreme

Power and Ritual Descriptions

Ritual of the Living Death: Strong

In order to have any form of communication with, control over, or deal in any fashion whatsoever with the living dead of the unwilled sort—animort (animate remains), bonewalker, and zomboid—or those far more dangerous of self-willed sort—balewretch, ghoul, and moriant—this Ritual must be possessed and utilized by the Necrourge. It must be enacted no longer than one hour prior to using any Spell of Calling, Commanding, or Creating.

Spell of Calling the Free-willed, Living Dead: Moderate

This Spell sends forth a message that will attract any of the three sorts of active living dead of the free-willed sort—balewretch, ghoul, and moriant. Any of these that are within a 500 foot radius of the activator when in the open and above ground, or 50 feet when in a subterranean place, will respond. No more than one of each type, or one to three of one type (if it is the only type within range), and no more than three total, can be called by a single activation. However, multiple activations expand the range by one factor (500 or 50 feet) for each additional calling Spell activated. No more than three serial activations are useful, though, for additional activations do not continue the effect further and are wasted.

The living dead creatures responding will require three minutes realtime per 500 or 50 feet calling distance to appear before the activator. If that individual is not in a circle of protection, they will attack him or her and then leave. If he or she is so protected, they will probably attack anyone within a 20 foot radius of that individual not so shielded, unless the threat of severe harm to them is made clear, in which case they will leave. In any event, uncontrolled, Free-willed Living Dead will leave the vicinity in one to three minutes realtime as a circle of protection is repulsive to them.

If there is a command circle, and the activator then proceeds with a Spell of Command, the Free-willed Living Dead called and present can then be controlled.

Spell of Calling the Unwilled, Living Dead: Minimal

This Spell sends forth a message that will attract any of the three sorts of active living dead of the unwilled sort—animort, bonewalker and zomboid. Any of these that are within a 500 foot radius of the activator when in the open and above ground, or 50 feet when in a subterranean place, will respond. No more than one to six of each type, and no more than 12 total, can be called by a single activation. However, multiple activations both expand the range by one factor (500 or 50 feet) and increase the total number of creatures callable (by 12 for each additional calling Spell activated). No more than three serial activations are useful, though, for additional activations do not continue the effect further and are wasted.

Those living dead answering will require five minutes realtime per 500 or 50 feet calling distance to appear before the activator. If that individual is not in a circle of protection, they will attack him or her and then leave. If he or she is so protected, they will attack anything within a 20 foot radius of that individual not so shielded. In any event, uncontrolled, Unwilled Living Dead will leave the vicinity in from two to six minutes as a circle of protection is repulsive to them.

If there is a command circle, and the activator then proceeds with a Spell of Command, the Unwilled Living Dead called and present can then be controlled.

Spell of Commanding the Free-willed, Living Dead: Very Good

This Spell controls all called Free-willed Living Dead—balewretch, ghoul, and moriant. Controlled living dead must stay within sight of the necrourge for three minutes realtime while awaiting a Command, but control does not allow general command, however. Only one sort of Free-willed, Living Dead creature can be commanded by this Spell, and multiple activations are to no avail, for a second one

does not expand the menu, as it were. Thus, one type of the Free-willed Living Dead present must be named after activation.

Once completed, all of the named variety are bound within the circle of command, and any and all other Free-willed Living Dead not of this type immediately leave the vicinity.

The circle-bound Living Dead type are now subject to the command of the Necrourge. Six separate or distinct orders that can be understood and reasonably be fulfilled must be given and must be obeyed to the best of the ability of the commanded Free-willed Living Dead. However, the time of effect of each separate order given is limited to four hours realtime, so no single subject can be controlled for longer than 24 hours time. One subject must be given six commands, two subjects must be given three each, three subjects must be given two commands each or, finally, six may be given one order each.

When the commands are fulfilled or the time of command lapses (whichever first occurs) all subjects are free and will leave at that moment. They can not attack the Necrourge for as many hours realtime as they were under compulsion from the Spell.

Spell of Commanding the Unwilled, Living Dead: Moderate

This Spell controls all called Unwilled Living Dead—animort, bonewalker and zomboid. Controlled living dead must stay within sight of the Necrourge for six minutes realtime while awaiting a Command, however, control does not allow general command. Only one sort of Unwilled Living Dead creature can be commanded by this Spell. Multiple activations are to no avail, for a second one does not expand the menu, as it were. Thus, one type of the Unwilled Living Dead present must be named after activation.

Once done, all of the named type are bound within the circle of command, and any and all other Unwilled Living Dead not of this type immediately leave the vicinity.

The circle-bound Living Dead type are now subject to the command and control of the Necrourge. Twelve separate or distinct simple orders that can be clearly understood, easily followed, and reasonably fulfilled can be given and must be obeyed to the best of the ability of the commanded. No more than three different kinds of an order can be given to one subject.

The time of effect of each order given is limited to 24 hours realtime, so one subject can not be controlled for longer than 12 days' time. Multiple subjects must be given at least one command each, but there are no other limitations in regard to distribution of such orders.

Command orders possible are in the following range:

1) Attack (X), a single individual, kind, or all/anything at the place.
2) Bring (X) back to this place.
3) Conceal yourself (here, at location X).
4) Find (X).
5) Go to (location X).
6) Guard (X), a person, place, or thing.
7) Kill (X), a single individual.
8) Take/carry (X) to (location/place X).

When the commands are fulfilled, or the time of command lapses (whichever first occurs), all subjects are free and will leave at that moment. They can not attack the Necrourge for as many hours realtime as they were under compulsion from the Spell.

Spell of Creating the Free-willed, Living Dead: Very Strong

This is so dark and vile a Spell that no Necrourge can perform it more frequently than once per month. By means of this evil operation of malign Supernatural agencies, a living human subject is altered and changed into one of the three kinds of Free-willed Living Dead—a balewretch (50 AEP cost), ghoul (30 AEP cost), or moriant (70 AEP cost), as the Necrourge decides. The Necrourge gains one month of life span when causing a victim to suffer a potential eternity condemned to undead existence. The victim is placed within the circle of command and must be either bound or unconscious but otherwise in relatively good shape, for if Health is below 90% of normal level the attempt will fail.

The victim will be instantly struck into a stupor, or remain unconscious, and lay unmoving in that state for a full 24 hours as his or her physical form alters to that of the living dead creature he has been cursed to become. At the end of that time it will arise as a balewretch, ghoul or moriant.

The newly-created creature is subject to the command of the Necrourge who created it. It must obey any and all commands given to it regardless of the consequences. It can not attack or seek to harm its master. However, if the Necrourge is ever totally powerless in regard to Ability energy points, those being exhausted and at zero (0), any and all such created creatures within or coming within a 20 foot radius will sense this weakness. Then, and only then, can they attack—and they will!

Spell of Creating the Unwilled, Living Dead: Strong

This is so dark and vile a Spell that no Necrourge can perform it more frequently than once per month. By means of this evil operation of malign Supernatural agencies, a human, Alfar, or humanoid corpse or skeleton is altered and changed into one of the three kinds of Unwilled Living Dead—an animort (from a decomposing body or mummified one), bonewalker (from a skeleton), or zomboid (from a fresh corpse). The subject is placed in the circle of command and the remains must be unhallowed or else the attempt will fail.

The fresh corpse will become a zomboid, the decayed or mummified, one of an animort, or the skeletal remains a bonewalker. The energy cost added is the same in all cases, a mere 25 points at the time of activation. After a period of 24 hours has elapsed it will arise and be an animort, bonewalker or zomboid.

The newly created creature is subject to the command of the Necrourge who created it. It must obey any and all commands given to it regardless of the consequences. It can not attack or seek to harm its master. However, if the Necrourge is ever totally powerless in regard to Ability energy points, those being exhausted and at zero (0), any and all created creatures within or coming within a 10 foot radius will sense this weakness. Then, and only then, can they attack—and they will!

Become Like a Free-willed, Living Dead: Extreme

By means of this Power, the Necrourge is able to alter his or her body so as to exactly resemble that of one of the Free-willed Living Dead—a balewretch, ghoul or moriant. The Necrourge will then gain all capacities of the form assumed while retaining his or her own mind in regard to the use of extraordinary Abilities. The Power lasts for as many hours as the activator invests additional points of energy to it at the time of its activation, at the rate of three AEPs per hour of such alteration desired. That is, in addition to the base AEPs required, three or more must be added to enable the energy to persist beyond a moment.

Become Like a Unwilled, Living Dead: Major

By means of this Power, the Necrourge is able to alter his or her body so as to exactly resemble that of one of the Unwilled Living Dead—an animort, bonewalker, or zomboid. The Necrourge will then gain all capacities of the form assumed while retaining his or her own mind in regard to the use of Extraordinary Abilities. The Power lasts for as many hours time as the activator invests additional points of energy to it at the time of its activation. That is, in addition to the required base AEPs, one or more additional points must be added to enable the energy to persist beyond a moment.

Treat with Cunning Living Dead: Strong

Through the activation of this agency, the Necrourge is shielded from attack by any of the Cunning Living Dead that is present at the time and can speak with any one of them in regard to reaching some agreement pertaining to an arrangement for their mutual betterment. The Power lasts for only 10 minutes realtime, so the necrourge must be careful. The Cunning Living Dead creature will not be taken advantage of in any such arrangement. It will not leave its abode, serve the Necrourge, risk its existence, or otherwise compromise itself. It will certainly require regular tribute (feeding or useful SP items) and if otherwise neither inconvenient nor helpful to it, it will agree to information exchange, giving minor help, and even mutual defense in the face of a serious threat.

Ritual of the Unhallowed Spirit: Extreme

In order to have any form of communication with, control over, or to deal with, the restless dead spirit of the animal sort—nightgrim, phantom, and specter, or those of far more dangerous human sort—apparition, ghost, and shadowling, this Ritual must be possessed and utilized by the Necrourge. It must be enacted no longer than one hour prior to using any Spell of Calling, Commanding, or Creating.

Spell of Calling Evil, Animal Spirits: Very Good

This Spell sends forth a message that will attract any of the three sorts of active, Evil Animal Spirits—nightgrim, phantom and specter. Any that are within a 1,000 foot radius of the activator when in the open and above ground, or within 50 feet when subterranean, will respond. No more than one of each type, or one to three of one type, and no more than three total, can be called by an activation. However, multiple activations without interval expand the range by one factor (1,000 or 50 feet) for each additional calling Spell activated. No more than three consecutive activations are useful, though. Additional ones do not continue the effect further and are wasted.

Answering Evil Animal Spirits will require three minutes realtime per 1,000 or 50 feet calling distance to appear before the activator. If that individual is not in a circle of protection, they will attack him or her and then leave. If he or she is so protected, they will most likely attack anyone within a 20 foot radius of that individual not so shielded, unless the threat of severe harm to them from such attack is clear to the living dead, in which case they will leave. In any event, uncontrolled Evil, Animal Spirits will leave the vicinity in from one to three minutes realtime as a circle of protection is repulsive to them.

If there is a command circle, and the activator then proceeds with a Spell of Command, the Evil Animal Spirits called and present will then be controlled.

Spell of Calling Restless, Human Spirits: Moderate

This Spell sends forth a message that will attract any of the three sorts of Malign Restless Human Spirits—apparition, ghost and shadowling. Any of such that are within a 1,000 foot radius of the activator when in the open and above ground, or within 50 feet when in a subterranean place, will respond. No more than one to three of each type, and no more than six total can be called by a single activation. However, multiple activations both expand the range by one factor (1,000 or 50 feet per additional activation). No more than three serial activations are useful, though. Additional ones do not continue the effect further and are wasted.



Answering Restless Human Spirits will require five minutes realtime per 1,000 or 50 feet calling distance to appear before the activator. If that individual is not in a circle of protection, they will attack him or her and then leave. If he or she is so protected, they will attack anything within a 20 foot radius of that individual not so shielded. In any event, uncontrolled Restless Human Spirits will leave the vicinity in two to six minutes time as a circle of protection is repulsive to them.

If there is a command circle, and the activator then proceeds with a Spell of Command, the Restless Human Spirits called and present will then be controlled.

Spell of Commanding Evil, Animal Spirits: Strong

This Spell controls all called Evil Animal Spirits—nightgrim, phantom and specter. Controlled Evil Animal Spirits must stay within sight of the Necrourge for three minutes realtime while awaiting a Command, but control does not allow general command, however. Only one sort of evil animal spirit can be commanded by this Spell, and multiple activations are to no avail, for a second one does not expand the menu, as it were. Thus, one type of evil animal spirit present must be named after activation.

Once done, all of the named type are bound within the circle of command, and any and all other Evil Animal Spirits not of this type immediately leave the vicinity.

The circle-bound Evil Animal Spirits are now subject to the command of the Necrourge. Four separate or distinct orders that can be understood and reasonably be fulfilled can be given and must be obeyed to the best of the ability of the commanded. However, the time of effect of each order given is limited to two hours realtime, so one subject can not be controlled for longer than eight hours. One subject must be given four commands, two subjects must be given two each, or three subjects must be given one command each, with one receiving a second command.

When the commands are fulfilled or the time of command lapses (whichever first occurs), all subjects are free and will leave at that moment. They can not attack the Necrourge for as many hours realtime as they were under compulsion from the Spell.

Spell of Commanding the Restless, Human Spirits: Very Good

This Spell controls all called Malign Restless Dead Spirits—apparition, ghost and shadowling. Controlled restless dead spirits must stay within sight of the necrourge for three minutes realtime while awaiting a Command, but control does not allow general command. Only one sort of restless dead spirit can be commanded by this Spell, and multiple activations are to no avail, for a second one does not expand the menu, as it were. One type of restless dead spirit present must be named after activation.

Once done, all of the named type are bound within the circle of command, and any and all other restless dead spirits not of this type immediately leave the vicinity.

The circle-bound Restless Dead Spirit type is now subject to the command of the Necrourge. Six separate or distinct orders that can be understood and reasonably be fulfilled must be given and must be obeyed to the best of the ability of the commanded. However, the time of effect of each order given is limited to two hours realtime, so one subject can not be controlled for longer than 12 hours time. One subject may be given six commands, two subjects may be given three each, or three subjects may be given two commands each.



When the commands are fulfilled or the time of command lapses (whichever first occurs), all subjects are free and will leave at that moment. They can not attack the Necrourge for as many hours realtime as they were under compulsion from the Spell.

Spell of Creating an Evil Animal Spirit: Major
This is so dark and vile a Spell that no Necrourge can perform it more frequently than once per month. By means of this evil operation of malign Supernatural agencies, a living animal subject is slain, then its trapped spirit altered so as to become a monstrous Evil Animal Spirit—nightgrim (40 AEPs), phantom (30 AEPs), or specter (35 AEPs), as the Necrourge decides.

The victim animal is placed within the circle of command and must be either bound or unconscious but otherwise in relatively good shape, for if Health is below 90% of normal level the attempt will fail.

The victim will expire slowly as the malign energy seeps into it, altering its spirit and imbuing cunning and hate into it. At the end of one week the process is complete, and from the corpse will arise a nightgrim, phantom or specter spirit.

The newly created spirit is subject to the command of the Necrourge who created it. It must obey any and all commands given to it regardless of the consequences. It can not attack or seek to harm its master. However, if the Necrourge is ever totally powerless in regard to AEPs, those being exhausted and at zero (0), any and all such created creatures within, or coming within, a 50 foot radius will sense this weakness. Then, and only then, they will attack with a vengeance!

Spell of Creating Restless, Human Spirits: Extreme
This is so dark and vile a Spell that no Necrourge can perform it more frequently than once per month. By means of this evil operation of malign Supernatural agencies, a living human subject is slain, then its trapped spirit altered so as to become a Malign Restless Dead Spirit—apparition (50 AEPs), ghost (60 AEPs), or shadowling (40 AEPs), as the Necrourge decides. The Necrourge gains one month of life span when causing a victim to suffer a potential eternity condemned to restless spirit existence. The hapless human victim is placed within the circle of command and must be either bound or unconscious but otherwise in relatively good shape, for if Health is below 90% of normal level the attempt will fail.

The victim will expire slowly as the malign energy seeps into it, altering its spirit and twisting the soul, making it spiteful and full of hate. At the end of one week the process is complete, and from the corpse will arise an apparition, ghost, or shadowling malign restless dead spirit.

The newly created spirit is subject to the command of the Necrourge who created it. It must obey any and all commands given to it regardless of the consequences. It can not attack or seek to harm its master. However, if the Necrourge is ever totally powerless in regards to AEPs, those being exhausted at zero (0), any and all such created creatures within a 50 foot radius will sense this weakness. Then, and only then, can they attack—and they will!

Become Like an Evil Animal Spirit: Extreme
By means of this Power the necrourge is able to alter his or her material form so as to exactly resemble that of one of the Evil Animal Spirits—a nightgrim, phantom or specter. The Necrourge will then gain all capacities of the spirit form assumed while retaining his or her own mind in

regard to the use of extraordinary Abilities when materialized. The Power lasts for as many hours as the activator invests groups of five additional AEPs to it at the time of its activation for each hour of such alteration desired. That is, in addition to base points, five or more additional points must be added to enable the energy to persist beyond a moment.

Become Like a Restless Human Spirit: Major

By means of this Power the necrourge is able to alter his or her material form so as to exactly resemble that of one of the malign Restless Human Spirits—an apparition, ghost or shadowling. The Necrourge will then gain all capacities of the spirit form assumed while retaining his or her own mind in regard to the use of extraordinary Abilities when materialized. The Power lasts for as many hours time as the activator invests groups of four additional points of energy to it at the time of its activation for each hour of such alteration desired. That is, in addition to base points, four or more additional points must be added to enable the energy to persist beyond a moment.

Treat with Supernatural Restless Dead Spirit: Strong

Through the activation of this agency the Necrourge is shielded from attack by any Supernatural restless dead spirit that is present at the time and can speak with any one of them in regard to reaching some agreement pertaining to an arrangement for their mutual betterment. The Power lasts for only 10 minutes, so the necrourge must be careful. The Supernatural Restless Dead Spirit will not be taken advantage of in any such arrangement. It will not leave its abode, serve the Necrourge, risk its existence, or otherwise compromise itself. It will certainly require regular tribute (feeding or useful SP items) and, if the offer is otherwise neither inconvenient nor unhelpful to it, it will agree to an information exchange, giving minor help, and even mutual defense in the face of a serious threat.

General Powers of Either Ritual

Animate Shadow: Moderate

By activation of this Preternatural Power, a Necrourge can, if the light conditions are such that strong shadows are present, manipulate a shadow as if it were a physical force, if within a 30-foot range. This can take on many effects, a common one being to wrap a shadow around a being (whether it is it's own shadow or one within range). This can be done in a way to exclude arm or leg use (one or the other), which could affect combat, the activation of Powers of non-Psychogenic sort, and/or movement. The activator can also wrap the shadow around a being and a nearby object (say a tree), thus preventing any movement at all (when done in this way, assume full arm and leg movement for purposes of other than covering distance). Basically, any creative idea can be utilized by the activator, subject to LM approval.

For example, wrapping a Wyrm's Shadow around its mouth might prevent it from using its breath weapon or biting! Use the general size of the shadow animated to determine feasibility of actions, though no matter what the size only a single creature can be affected by use of this Power. Of course, several uses of it will allow one to affect as many subjects as there are activations of Animate Shadow. The Power lasts for four ABCs.

The shadow remains untouchable and unbreakable by any physical means, as it is still just a shadow. The only way a subject can withstand the effects (short of some Extraordinary means of canceling the Power) is to try to slip out of the shadow's grasp. This is done by making a successful check against Speed Base Rating, modified as follows: Luck adds 10% of that Ability score to the success chance; Minstrelry Ability adds all of its score to the chance for success. This "avoidance" can be attempted each ABC that the Power's energy is active. Success indicates the shadow returns to normal; failure indicates that the target is affected for the duration of the Activity Block Count.

Note that if the area surrounding the object/creature whose shadow is being animated is deprived of all light (or immersed in pure darkness) in such a way that no shadow is cast, then the energy of the Power is broken.

This Power in itself cannot cause physical harm, i.e. the shadow can neither squeeze for Harm nor be used to suffocate, etc.

Animated Wand: Major

By activation of this Supernatural Power, a Necrourge can animate one of his or her Extraordinary Item wands in such a way as to give it volition and to enable it to obey his or her mental commands. At activation, the wand animates in the air around the activator (at about shoulder level), where it remains for the duration of the Power's persistency, waving back and forth with a slight motion. Following the ABC of animation, the wand can be utilized by the activator in addition to any other action he or she may wish to take—such as Power activation, using another item, etc.

The activator must remain within 10 feet of the wand as well as maintain a path of vision for the energy of the Power to continue to cause the functioning of the wand. (The activator does not actually have to look at the Wand, but he or she must maintain a possible line of vision.) If the activator moves out of this range, the wand is moved out of range, or his vision is completely obscured by any means, then the energy ceases and the Power is no longer active.

The activator may grab the wand at any time to cease the Power's effect, and others may try to do so as well. A successful check against Precision while the Avatar or character/creature is within 5 feet of the wand must be made to grab it. That one then becomes the new possessor of the wand and the Power is broken and the energy

dissipated. If no one is there to grab the wand at the end of five ABCs, it then falls to wherever gravity takes it. A fall of more than 20 feet or a fall onto potentially dangerous surfaces may damage the wand, at the LM's discretion.

Note that at no time may more than one Wand be animated by the activator, as the link that exists can only sustain the control of a single wand. Activation of this same Power before the end of the original Power cessation will work, but the initial Power is automatically cancelled, and the wand affected by it can not be the same wand as affected by the later-activated Power.

Bone Splinters: Good

This Preternatural activation creates and sends a shower of 3-12 sharp bone missiles that inflict normal Harm as if they were daggers (1-20 points of penetrating Harm). This barrage affects, at random, all potential enemy target subjects in a radius of 30 feet before the activator. If only one target is possible to attack, the number of hits on it will be 1-4 (not 3-12), and two or three targets suffer 1-4 hits each. If the number of potential targets is four or greater, a successive number is assigned to each. Then numbers in the assigned range are generated randomly, their total equal to the number of bone splinters sent forth (from 3-12), each number indicating a hit upon the target it represents.

Charnel Heap: Major

By activation of this Supernatural Power, the Necrourgist causes bones, corpses, body parts, skulls, etc. of at least 26 cubic feet in extent, to form into a mass and become volitant. Although it has no brain or intelligence per se, the automaton-like mound has a directing energy which will enable it to obey a series of up to three successive commands. Thus, for example, one might be required to move in some direction, stop- and finally to attack anything that moved within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed. The golem of flesh thus created has the following statistics:

Charnel Heap Armor: 6 points (30%) sp.

Health	Precision	Speed	Harm
66	39	13	special

This golem has from 3-12 attacks each ABC, each strike inflicting 1-12 penetration or shock Harm on a random basis, assuming teeth or bone piercing Harm, and bone or flesh striking Harm. The attacks will be launched against all opponents within a six-foot-radius range, with roughly the same number of attacks aimed at each such target. Whenever maximum Harm from an attack is scored, the subject struck suffers, regardless of armor protection, 1-6 additional points of Harm. The subject is caught, held fast, and unable to do anything for as many ABCs as were suffered points of Harm (1-6). A held opponent is unable to attack and is hit each ABC automatically for 6 points of Harm.

For each 10 AEPs added at time of activation, the golem is able to throw a bone "throwing stick" to a 60-foot range to inflict 1-12 Harm, up to a maximum of four such missiles per ABC. Any successful hit inflicts an additional 3-5 points of Harm of the target subject, regardless of armor.

Piercing Harm inflicted on the golem is at one-half indicated points. Acid- and fire-based attacks inflict the normal, possible minimum Harm to the golem. Cold- and water-based attacks inflict no Harm. Blessed oil and water inflict double normal Harm.

Cloak in Shadows: Minimal

By activation of this Preternatural Power, a Necrourge can, if the light conditions are such that strong shadows are present, cause his or her person to become veiled and shadowy. If none observe this transformation, then the affected individual is at least 90% likely to be unnoticed. If some observer is present, the individual is still so veiled as to cause any attack upon him or her to be at a penalty of +10 to the attacker's dice roll to determine if a hit of any kind is scored. For each additional point of Activation Energy invested, the activator can affect one other individual with this same Power, to a maximum of eight others. Note that if any affected person actively advances to assail or attack while cloaked in shadows, the energy of the Power is drained, and all effect is lost. Otherwise, the shadowy veil persists for up to one hour.

Continual Shadow: Very Strong

By activation of this Supernatural Power, a Necrourge can create light conditions that are dim and shadowy, even if the light is otherwise clear and bright or totally lacking. Thus, whether bright or dark, the Power causes an area of shadowy sort in a radius of 40 feet around the activator. Note that some sort of Extraordinary Power that causes bright light or total darkness will cancel this Power's energy only if such light conditions are equal to or greater than the radius of the shadow, or multiple activations of such Power are used in succession to drain the energy. Otherwise the effect lasts for one month. The activator can extend this time by adding one AEP per added month of energy persistence desired, doing this at the time he or she activates the Power. It can be de-energized by a Defeat Supernatural Power if thE latter is activated and operative.

Create Shadow: Minimal

By activation of this Preternatural Power, a Necrourge can create a light condition that is dim and shadowy, even if the light is clear and bright or totally lacking. Thus, whether bright or dark, the Power causes an area of a shadowy sort in a radius of 20 feet around the activator. Note that some sort of Extraordinary Power that causes bright light or total darkness will cancel this Power's energy if such condition is of about equal radius (at least 15-foot radius). Otherwise, the effect lasts for one full hour.

Desecrate Consecrated: Extreme

By means of this Power, the Necrourge removes any Extraordinary protection given by Theurgy from the remains of a person, or a thing of up to about double the size of a person, such as an altar. The effect is lasting, although it might be possible to remove the vile sacrilege of this dark energy and replace it thereafter with the clean force of blessing, consecration, and so forth.

Dirah's Dread Skull: Major

By activation of this Supernatural Power the Necrourge animates a human or humanoid skull. The activator then implants a command upon said skull so as to activate its energy whenever the command is met. For example: "When a human or any animal comes within 20 feet, face it or them." Or else: "If anything moves within range face it."

Upon activation, the skull rises and floats at one foot height, or eye level if higher. The eye-sockets glow with a hellish light. At this instant a telepathic link is made between the activated skull and the activator. The Necrourge can see as if the skull had his or her eyes, even in total darkness, up to the 30-foot distance of its "sight" range. He or she can cause it to speak, the voice being his or her own. Furthermore, the activator can cause the skull to turn as if it were his or her head, rise up to a height of 20 feet, or move laterally. Movement is slow, no more than three feet per ABC. The Necrourge can use the Bone Splinters, Reaper's Scythe, and Swoon Stench Power, activating it as if the skull were him/her, range being that of the skull's "sight" range.

Activation of the skull by command trigger and telepathic link begins draining the energy of the Power, and after three minutes of realtime have passed, the energy dissipates and the skull turns into dust. Activating a Power consumes ten times as many seconds in regard to the energy drain of the Power as it takes to activate the Power. For instance, Bone Splinters consumes 50 seconds from the "life" of the skull.

The skull has a Health rating of 66 and an Armor Protection of 13 points (65%). The activator is telepathically linked to it, and Harm accruing to the skull is transmitted to the activator at a rate 50% of that inflicted on the skull.

Dominant Shadow: Extreme

By activation of this Supernatural Power, a Necrourge can create light conditions that are dim and shadowy, even if the light is otherwise clear and bright or totally lacking. Thus, whether bright or dark, the Power causes an area of a shadowy sort in a radius of 40 feet around the activator. Note that some sort of Extraordinary Power that causes bright light or total darkness will not cancel this Power's energy even if such light conditions are equal to or greater than the radius of the shadow or multiple activations of such Power are used in succession to drain the energy.

The effect lasts for one month. The activator can extend this time by adding two AEPs per added month of energy persistence desired, doing this at the time he or she activates the Power. It can, of course, be de-energized by a Defeat Supernatural Power if this latter Power is successfully activated and operative, but this magic adds a penalty of 10 to that chance.

Encrypting Ring: Strong

By means of this Supernatural energy the Necrourge creates a magical circle that bars any sending or spirit that is baneful to him or her from passing its perimeter. The radius of this circle is a base 9 feet, and for each additional AEP invested at the time of activation, the radius expands one foot. The Encrypting persists for nine hours' time.

Glib Tongue: Very Minimal

When activating this Preternatural Power for him- or herself or for another willing subject that was touched, the Necrourge is able to make one person spoken to believe a lie of even outrageous sort. For each one additional AEP expended at time of activation, the Necrourge is able to cause one more listener to believe a lie thereafter uttered by him or her or the touched subject of this Power. To ascertain that the activator or subject is not speaking the truth, a target subject must know something to the contrary and succeed in a check against twice Speed Base Rating (or Intellect Rating, if that optional statistic is employed).

Grave Rot: Extreme

This Supernatural Power operates on a subject in sight and within 60 feet distance of the activator. It causes the afflicted to suffer 13-16 points of Harm immediately regardless of any and all protection save that specifically providing nullification of evil energy. Furthermore, each ABC thereafter, the afflicted automatically suffer a lesser amount of Harm as follows:

2nd ABC, 9-12 points of Harm
3rd ABC, 6-8 points of Harm
4th ABC, 3-5 points of Harm
5th ABC 1-2 points of Harm.

Worse, the Harm can be restored only by a Theurgist of the Hallowing Rite who is compelled to employ a Redeem, for otherwise the points of Health are lost forever. An additional five AEPs per subject beyond the first to be affected must be invested at time of activation. Once activated, the Necrourge need not concentrate on this Power and is free to do other things.

Hidden Soul: Extreme

By means of this Power, the Necrourge establishes a separate receptacle for his or her life force. Only one of these Powers may ever be active for the same individual at the same time.

The object in which his life force is to be kept can be virtually anything that is non-living, but was once a part of a living human-type individual. Size is important in that energy must be stored in the object hiding the Necrourge's soul. At the time of activation of this Power the Necrourge must invest AEPs equal to one-half his or her points of Health Base Rating, plus 12 additional AEPs, plus one Activation Energy Point for every one cubic foot, or fraction thereof, of matter comprising the soul object. If the Necrourge is harmed so as to reduce Health to zero (0) or negative points, the hidden soul receptacle is triggered. The 12 AEPs are instantly expended in dematerializing the corpse of the individual and bringing it at the same instant back to the location of the receptacle. As the body materializes, the AEPs equal to one-half the Health Base Rating of the Necrourge that were invested in the hidden soul object at its creation are expended to restore the body to life at 10% of normal Health BR. The Hidden Soul Power is then dissipated, but the Necrourge is saved from death, and most likely he or she will eventually create a new life force receptacle.

If the hidden soul receptacle is destroyed, the necrourge suffers Harm at the immediate moment of that occurring. When the object is destroyed he or she will instantly lose 20% of total normal Health Base Rating in a backlash of Extraordinary energy. If this loss reduces the individual to below zero (0) Health, death results, and there is no reprieve.

Mirdoleb's Shadow Monster: Very Good

By activation of this Supernatural Power an enchanter or Necrourge can, if the light conditions are such that strong shadows are present, create a quasi-real monster which appears out of nearby shadows. The Shadow Monster is related to the quasi-real creatures evoked by Mirdoleb's Shadow Swarm Power, and it too is brought forth by a gate created between the material dimensions and those of anti-energy. The shadow monster can not be attacked by any means. The Power affects only one subject within 60 feet of the activator and lasts for 3 ABCs.

The target creature can attempt to avoid the assault of the Shadow Monster by checking against Speed Base Rating times four.

If the target succeeds in avoiding the umbrate monster thus, it suffers only 9-12 points of Harm, disregarding all armor, and will have an attack penalty of 20 for 3 ABCs thereafter because of the effect of the shadowy creature.

If the target fails to avoid the shadow monster, it suffers 9-12 points of Harm, disregarding all armor, each ABC of the Power's persistence (a total of 3 ABCs time). The subject can do nothing during that period, and will have a penalty of 20 on all Ability use for an additional 3 ABCs thereafter.

Mirdoleb's Shadow Shield: Low Moderate

By activation of this Preternatural Power, a Necrourge can, if the light conditions are such that strong shadows are present, cause to animate his or her—or any other creature's shadow that is within a five-foot range—in such a way that the shadow acts as a shield between the activator and all forms of attack, magical or physical (including harmful creature exhalation). The Shadow Shield does not improve the recipient's armor protection, but instead absorbs 6 points (30%) of the Harm from all successful attacks against the activator. The maximum amount of Harm the Shadow Shield can absorb is 12 points per ABC and 36 total points. A Shadow Shield always absorbs Harm before any other protection does. It protects the activator from attacks from in front or from the sides only. It fades automatically after 1 minute, regardless of the amount of Harm absorbed.

Mirdoleb's Shadow Swarm: Moderate

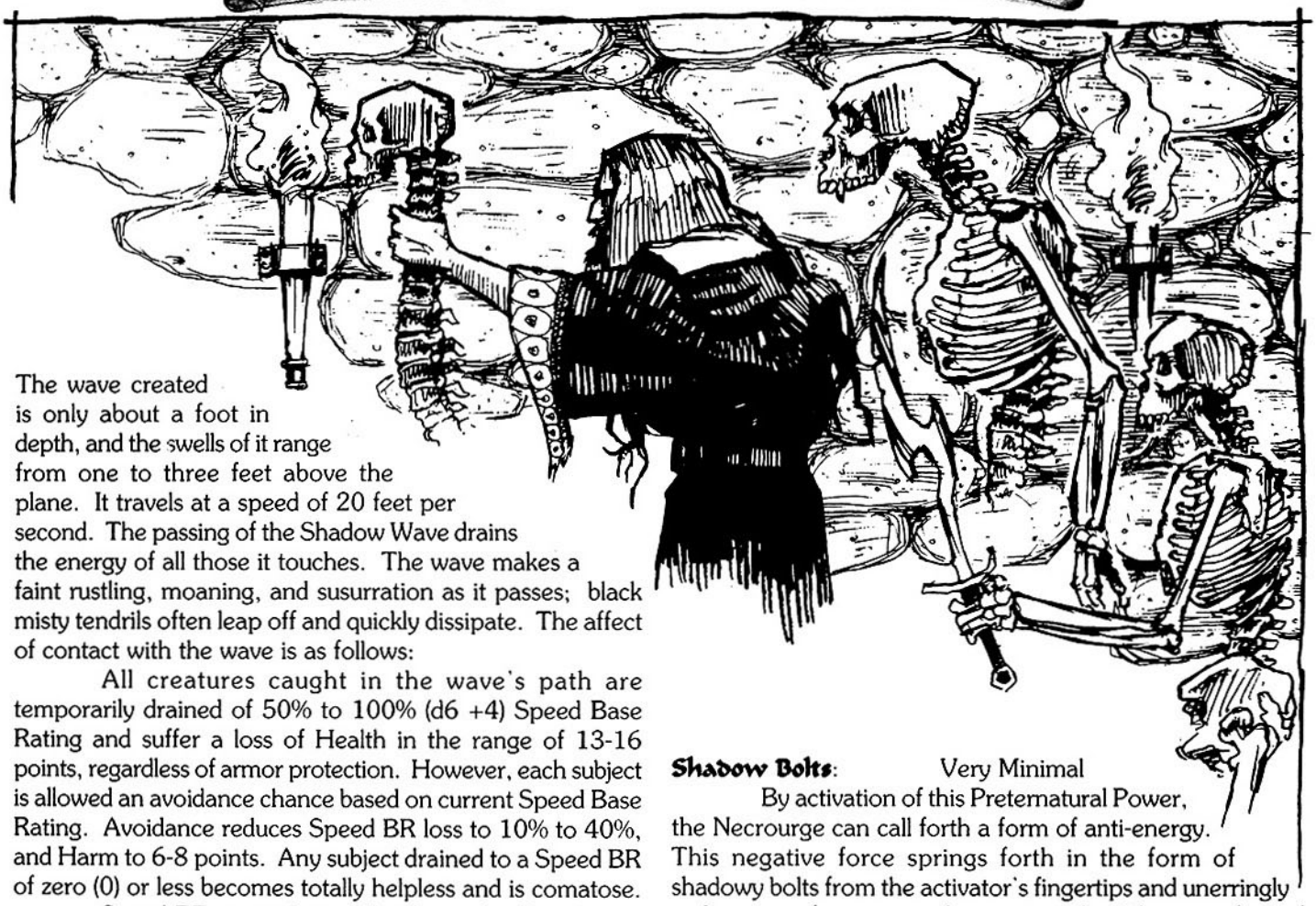
By activation of this Preternatural Power, a Necrourge can, if the light conditions are such that strong shadows are present, create a score of small, Shadowy figures, which appear out of nearby shadows. The Shadow Swarm are only quasi-real creatures, brought forth by a gate created between the material dimensions and those of a set based on anti-energy. Thus, these small shadow creatures can not be attacked by any means. The Power affects only one target subject within sight and not more that 30 feet distance of the activator, lasts for 2 ABCs. The target creature can attempt to avoid the assault of the Shadow Swarm each ABC by checking against four times Speed Base Rating.

If the target succeeds in avoiding the swarming shadowlings thus, then it suffers 9-12 points of Harm, disregarding all armor, and will have an attack penalty of 20 for 2 ABCs thereafter because of the effect of the shadows' negative force.

If the target fails to avoid the swarming shadowlings, it suffers 9-12 points of Harm, disregarding all armor, each of the 2 ABCs of the Power's persistence, can do nothing during that time, and will have a penalty of 20 on all Ability use for two additional ABCs thereafter.

Mirdoleb's Shadow Wave: Extreme

By activation of this Supernatural Power, a Necrourge can, if light conditions are such that there are strong shadows present, create a rolling wave of shadow, drawn forth from the dimensions from which such stuff springs. The Shadow Wave commences from immediately before the activator. It extends to up to 25 feet on either hand, sweeps forth for 120 feet, plus an additional five feet in width and 10 feet in distance for each extra AEP added to the Power at the time of activation. The plane of the wave can be created at such angle and height as the activator desires, including the perpendicular, for example, although he or she must be facing and looking thus.



The wave created is only about a foot in depth, and the swells of it range from one to three feet above the plane. It travels at a speed of 20 feet per second. The passing of the Shadow Wave drains the energy of all those it touches. The wave makes a faint rustling, moaning, and susurration as it passes; black misty tendrils often leap off and quickly dissipate. The affect of contact with the wave is as follows:

All creatures caught in the wave's path are temporarily drained of 50% to 100% (d6 +4) Speed Base Rating and suffer a loss of Health in the range of 13-16 points, regardless of armor protection. However, each subject is allowed an avoidance chance based on current Speed Base Rating. Avoidance reduces Speed BR loss to 10% to 40%, and Harm to 6-8 points. Any subject drained to a Speed BR of zero (0) or less becomes totally helpless and is comatose.

Speed BR points lost to this Power's effect do not return for 12 minutes. The subject recovers one point per minute until all lost points are thus regained. Any creature immune to the effect of a shadowling's touch will be immune to this Power, of course.

Reaper's Scythe: Moderate

This activation invokes a Preternatural force resembling a scythe. It appears in front of the activator. It has a 50% Precision Rating, and will attack up to two persons positioned before the activator. If it hits successfully, it causes normal scythe Harm (1-12 points), with an additional Extraordinary Harm bonus of 6-8 points, always bypassing armor/protection. The activator must concentrate on use of the force weapon and can not do anything else or it will dissipate. Otherwise, the energy remains active for 20 ABCs (one minute).

Rigor Mortis: Strong

By invoking this Supernatural energy, the Necrourge causes one individual to become rigid and stiff, as if dead and affected by rigor mortis. The effect lasts for 6-13 (d8 +5) minutes unless the target subject is able to succeed in a check against twice Speed Base Rating.

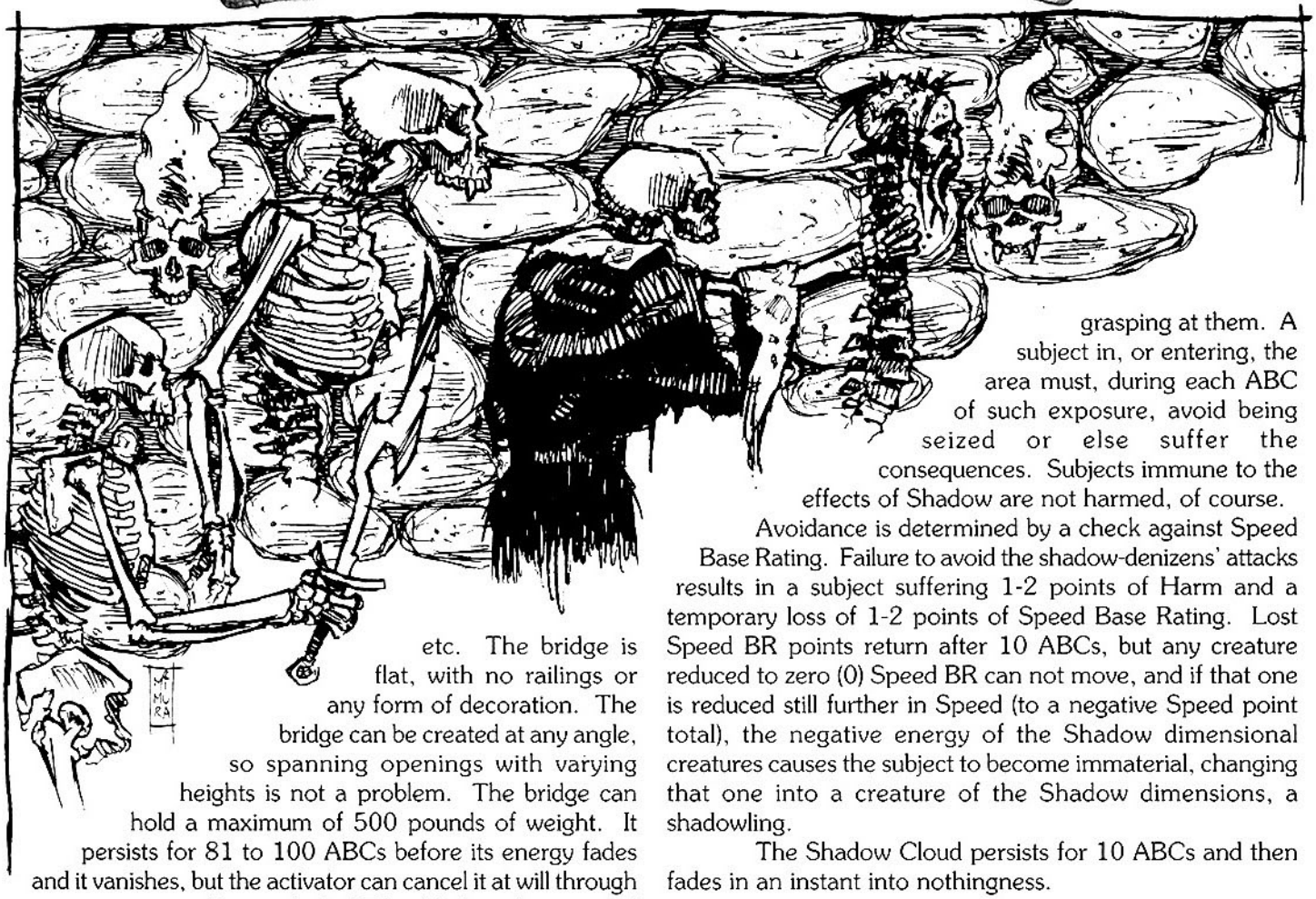
Shadow Bolts: Very Minimal

By activation of this Preternatural Power, the Necrourge can call forth a form of anti-energy. This negative force springs forth in the form of shadowy bolts from the activator's fingertips and unerringly strike one to four targets that are in sight. There are four of these bolts, each like a black dart, flying up to 20 feet distance, and striking the target(s) with the Precision possessed by the activator. Each bolt inflicts 1-2 points of Harm that ignores armor/protection of non-Extraordinary nature.

For each additional four AEPs invested at time of activation, the bolts inflict an additional 1 point of Harm and gain a 20% chance, cumulative, of causing the target subject to lose temporarily as many Speed Base Rating points as points of Harm suffered. At an added 20 AEPs, this power then inflicts from 24 to 28 points of Harm and has a 100% chance of causing a subject to lose 24 to 28 Speed BR points as well. Reduction to zero (0) Speed BR means the subject is paralyzed. The loss of Speed BR points lasts for as many seconds as the subject suffered points of Harm from the attack. Thereafter, Speed BR points lost return.

Shadow Bridge: Good

By activation of this Preternatural Power, a Necrourge can, if light conditions are such that strong shadows are present, create a bridge of palpable shadow. The nearest end of this bridge appears at no more than five feet distance from the activator. It is two feet wide and up to 25 feet long. It can be used to span openings, chasms, pits,



etc. The bridge is flat, with no railings or any form of decoration. The bridge can be created at any angle, so spanning openings with varying heights is not a problem. The bridge can hold a maximum of 500 pounds of weight. It persists for 81 to 100 ABCs before its energy fades and it vanishes, but the activator can cancel it at will through a mere gesture. For each 1 AEP added at the time of activation, the Shadow Bridge gains one additional foot to its maximum length and 10 additional pounds to its weight limit.

Shadow Cloud: Extreme

By activation of this Supernatural Power, a Necrourge can, if light conditions are such that strong shadows are present, create a shadowy, wispy cloud of penumbra and umbra. The cloud appears around and above the activator to a height of 10 feet, and extends to a distance of 20-foot radius around him or her. The Shadow Cloud is stationary, but it can and will be moved by a strong wind. It reduces vision into or through it to one-half normal for all creatures, except for the activator, who is able to see normally.

The effects are caused by a rift the Power creates between the material dimensions and the anti-energy dimensions of Shadow. The denizens of the latter dimensions are within the cloud of shadow, and they lash out at any living thing within the area of effect. On any given ABC, any creature other than the activator caught in, or entering, the Shadow Cloud is subject to its effects. Such subjects will feel, and see, faintly, the shadowy hands of the monstrous creatures of the Shadow dimensions reaching out and grasping at them. A subject in, or entering, the area must, during each ABC of such exposure, avoid being seized or else suffer the consequences. Subjects immune to the effects of Shadow are not harmed, of course.

Avoidance is determined by a check against Speed Base Rating. Failure to avoid the shadow-denizens' attacks results in a subject suffering 1-2 points of Harm and a temporary loss of 1-2 points of Speed Base Rating. Lost Speed BR points return after 10 ABCs, but any creature reduced to zero (0) Speed BR can not move, and if that one is reduced still further in Speed (to a negative Speed point total), the negative energy of the Shadow dimensional creatures causes the subject to become immaterial, changing that one into a creature of the Shadow dimensions, a shadowling.

The Shadow Cloud persists for 10 ABCs and then fades in an instant into nothingness.

Shadow Hands: Low Moderate

By activation of this Preternatural Power, a Necrourge can draw upon the anti-energies of the dimensions of shadow so as to transform his or her hands into shadowy wisps. While still able to hold and manipulate normal objects, the activator, by the negative energy imbued to him or her, inflicts 1-2 points of Harm on a subject, and at the same time temporarily drains that target of the same amount of Speed Base Rating. The activator must succeed in a check against his or her Precision Base Rating or Weapons Ability score, where applicable, to touch an active target. Speed BR points lost to a subject return in 10 ABCs. Note that Living Dead and spirit creatures of malign sort are unaffected by this Power.

Shadow Javelins: Major

By activation of this Supernatural Power a Necrourge can, if light conditions are such that strong shadows are present, create three "javelins" of shadow. These form around the activator in the time required to activate the Power. The javelins are actually non-corporeal, beings made of shadowstuff, but have an anti-energy force. At the completion of activation of the Power, the javelins launch forth of their

own volition to strike unerringly the target(s) as selected by the activator if it, or they, are within sight and within a 50-foot range. A target is determined for each javelin by the activator, although multiple javelins may, and can, strike the same target, and all effects are cumulative.

Each javelin has a separate effect, as follows:

Javelin 1: Strikes and wraps around the target subject as does the shadow in the Animate Shadow Power (q.v. In summation: This can take on many affects, a common one being to wrap a shadow around a being. This can be done in a way to exclude arm or leg use (one or the other), which could affect combat, the activation of Powers of non-Psychogenic sort, and/or movement. Basically, any creative idea can be utilized by the activator, subject to GM approval). For purposes of determining effects applicable for Animate Shadow Power, treat this Shadow Javelin as being as large as the target subject.

Javelin 2: Strikes the target for normal javelin base Harm plus 13-16 points of supernatural Harm, ignoring all except supernatural armor protection.

Javelin 3: Strikes the target and drains 6-8 points of Speed Base Rating from the subject. A successful avoidance check against Speed BR reduces this effect to a loss of 3-5 points. The loss lasts for five ABCs. The subject so drained loses movement speed only, not Activation Energy Points.

One javelin of each above type is created per activation. The activator decides which type of javelin strikes which target. Multiple strikes on the same target are handled individually.

Shadow Self: Major

By activation of this Supernatural Power, a Necrourge can create a clone-like duplicate of him- or herself out of his or her shadow. This shadow self duplicate appears just as does the activator with the exception that everything about it is colorless. The duplicate's skin, eyes, possessions—everything—is of a dull, shadow gray. Note, however, that from a distance or in shadowy environment, the Shadow Self can easily be mistaken for the activator. The Shadow Self, though corporeal, is made completely from the negative stuff of shadow, shadowstuff, and is under the control of the activator. The form has all of the abilities and attributes of the activator, with the following notable discrepancies:

- It has none of the activator's Activation Energy Points (although it can telepathically draw them from the activator if the latter desires this).
- It has one-half of the activator's Health Base Rating, that being lost by the activator for the duration of the Power.

As noted, the activator can utilize the Shadow Self in any way desired. The Shadow Self performs as would the activator and has, save as noted, all the vital statistics of the activator. Simply treat the Shadow Self as a double for the duration. However, Extraordinary Items of non-protective sort are not duplicated. A duplicated sword with Extraordinary properties, for instance, is not magical for the Shadow Self, but is a normal sword of the same sort other than Extraordinary qualities.

Note, however, that Extraordinary Items can be utilized by the Shadow Self after the fact. If the Shadow Self gains one by any means after being created, then of course it can be utilized by it. The activator and his or her Shadow Self can also both activate Powers in the same ABC, but both draw their AEPs from the activator's store, as the Shadow Self has no Activation Energy of its own. The only limitation is that neither the activator nor the Shadow Self can maintain Powers that require full concentration.

The Shadow Self can begin to perform immediately upon being formed by activation of the Power. As it is virtually a double of the activator, all that the Shadow Self sees, hears, learns, etc. is likewise experienced by the activator. Even so, the activator need not maintain visual contact or any proximity to the Shadow Self to keep the Power active.

One major drawback, however, is that the activator is reduced to one-half his or her current Health when this Power is activated. At the expiration of the energy of the Power, when the Shadow Self dissipates, all Health transferred to it, less any Harm suffered, returns to the activator. If the Shadow Self is killed, the activator loses all Health transferred, but otherwise suffers no additional Harm.

The Power is terminated upon the destruction of the Shadow Self or the death of the activator. Otherwise, it persists for two hours.

Swoon-stench: Major

When this Supernatural Power is activated, all individuals within a 13-foot radius to the front of the activator (an arc of 180 degrees) lose 3-5 points of Health regardless of armor/protection, and are automatically slowed to one-half normal Speed in action and reaction during that ABC. Each subject who does not succeed in a check against twice Speed Base Rating will thereafter fall into a swoon (faint) from the noisome reek and remain unconscious for 3-6 ABCs thereafter. Those succeeding in the check are merely slowed to one-half normal action/reaction for 4-9 ABCs. The stench dissipates after four ABCs, so that thereafter any new individuals entering the area are not affected by it.

Talk with Shadows: Very Good

By activation of this Supernatural Power, a Necrourge can, if light conditions are such that strong shadows are present, actually contact and converse with the shadows (not creatures per se of the anti-energy dimensional matrix) that are normally present and within a 10-foot radius of him or her. The activator can ask but a single question that is answerable with a "yes" or "no." All knowledge possessed by such shadows is based on events that have happened in this 10-foot radius area, and they must have been viewable by a normal person had such been there, as

well as having occurred within the last 24 hours, to have been "observed" by the shadows. The questions can be specific, i.e. "Did a man in blue robes with an symbol of a star on his hat activate a Power from this spot 26 minutes ago?" but not specific to proper names of any type. The questions can also be very general, eg., "Was there a fight of some type here within the last 2 hours?"

These questions must be in a form answerable by the shadows or they will result in an answer of "Unknown," and that question will be lost. For example, while the activator should have asked, "Have two urls carrying a human female passed by here within the last 20 minutes?" the activator queried instead: "Have two urls carrying Gigi passed by here within the last 20 minutes?" This will result in an "Unknown." Similarly, if the shadows are asked "Has anyone invisible walked past here in the last hour?" another blank will be drawn; the events must have been viewable normally.

Though the shadows never lie, the LM always has final say on the adjudication of answers to Avatar questions posed.

For each three additional AEPs invested at the time of activation of this Power, one additional question can be posed to the shadows. In any event, the energy of this Power lasts only for one minute realtime, then fades, regardless of whether or not all questions have been asked.

Touch the Weave: Extreme

By activation of this Supernatural Power, a Necrourge can manipulate the Multidimensional Weave of the cosmos in such a way that he or she maintains a constant and fixed contact with it. The outward physical effects of activating the Power are that the activator appears to be in a strong wind that only effects him- or herself. (This is seen by an observer as a rustling of clothes, blowing of hair, etc., as well as being surrounded in a dim golden glow akin to a body halo). Though cliche, it is not an exaggeration to say that one can literally see the powerful energy coursing through the activator, and anyone remotely connected to Extraordinary Powers and magic can sense the Weave upon the activator.

The effect for the activator is as follows:
For the duration, all Powers the activator uses that inflict Harm are at an enhanced value of an additional 1 point of Harm inflicted per 5 points of base Harm range. Any Power of other, non-physical Harm sort is at double the normal range, or duration if range is not a factor.

Additionally, the size of the energy field of any Power later activated can be manipulated and molded by the individual, so that it can be up to 50% greater or less as desired. These new parameters must be set (stated) prior to activating the Power, of course.

Harm inflicted, or other result gained, from a subsequently activated Power is treated as Supernatural rather than normal or Preternatural.

Any Power meant to affect the activator is avoided by that individual if he or she succeeds in a check against twice Speed Base Rating. Any effects that do apply are at the minimum possible—Harm, duration, etc.—when this Power is active on the individual. The energy of the Touch the Weave Power persists for 10 ABCs.

Umbrate Wall: Very Good

By activation of this Supernatural Power, a Necrourge can, if the light conditions are such that strong shadows are present, create an anti-energy field in the form of a shadowy wall at up to 60-foot distance from its starting point. It can be up to 30 feet in height and can be as long as 300 feet. It can be made into a shape such as a hemisphere, sphere, cube, etc. The Umbrate Wall reduces all vision to one-half normal for those attempting to see through it. The Umbrate Wall cannot be moved (and is totally unaffected by Powers dealing with the elements). It can be destroyed by regular energy. It has a health of 600 points, however, so as to be quite durable. Although nothing of solid sort can pass through this barrier, gasses, heat, flame, and Extraordinary energies can.

The Umbrate Wall is somewhat flexible, so anything trying to force its way through will stretch the wall 1 foot per 250 pounds of body weight and/or 5 points of Physique Ability. When this happens, the Umbrate Wall simply conforms to the form of the creature or person. Each foot of the wall that is moved thus delivers 10 points of Harm to it. For each foot moved, the creature has a 5% chance of actually managing to pass through the Umbrate wall. If any does break through, the Umbrate Wall instantly re-bonds to its former shape, and no others can pass likewise, save through creating a hole themselves.

When the Health of the wall is reduced to zero (0), it vanishes, the energy of the Power being totally dissipated.

Unhallow Ground: Extreme

By means of this Power, the Necrourge removes any protection of Theurgy sort from an area of ground up to 3,600 square feet (60' x 60'). The effect is lasting, although it might be possible to remove the vile sacrilege of this dark energy and replace it thereafter with the clean force of blessing, hallowing, and so forth.



Psychogenic Ability

Each Psychogenic Power possessed by an Avatar is innate to that individual's brain and requires no memory tablet. If energy is required to use a Psychogenic Power, it is so stated in the description. Generally, no two Psychogenic Powers can be used at the same time by the same Avatar, nor can an Avatar use a Psychogenic Power in conjunction with the activation of any other Extraordinary Ability, such as Enchantment, Geourgy, etc. Obviously, long-term general Powers such as those affecting the senses, Premonition, and even Sixth Sight are meant to operate in conjunction with other Psychogenic Powers.

Failure of Ability in a check against the character's Psychogenic Score indicates that any AEPs expended are wasted and there is no Power effect generated.

The Avatar may know a number of Powers equal to ten percent of his Psychogenic Ability Score (rounded down). A character with a Score of 38, for example, will be able to possess three Powers. The character must increase his or her Ability to gain additional Powers.

The Avatar must have gained an increase in the Psychogenics Ability Score of at least nine points since the last attempt at gaining a new Power before being allowed another attempt. At least one week of non-adventuring activity by the Avatar, in association with an individual possessing the desired Power (the time is spent studying and training with this instructor), is required. Thereafter, a single check against the Avatar's base Score in Psychogenic Ability is made, and if that total or less is rolled—91 to 100 indicating failure always—the Avatar succeeds in gaining that Power. Failure means that Power can never be gained.

Psychogenic Power Listing

Ability Assumption
Alter Vibrations
Amnesia Inducement
Apport & Teleport
Arcane Understanding
Charismatic Charm
Create Contentment
Empathic Confusion
Freewill Feeding
Lifeform Levitation
Material Sensitivity
Mental Uplift
Mind Over Matter
Nictoscopy
Object Levitation
Paraudial Sense
Parascopic Sense
Parascopic Scrying
Power Sensing
Premonition
Self Levitation
Self Teleportation
Sensory Acuity
Sixth Sight
Spirit Barrier
Spontaneous Combustion
Teleport Another
Thought Insinuation
Thought Reading
Unreadable Mind

Power Descriptions

Ability Assumption

This Extraordinary Power gives the capacity to make a psychic link to another individual within a 20-foot radius in one ABC, and thereby gain any one of that individual's Abilities, mundane or Extraordinary, possible for humans. The "donor" individual is not affected. The Psychogenic activator individual "possesses" the Ability at 100% of the capacity of the "donor", be it at only a Score of one or at a far higher rating.

If the Ability is Extraordinary, any use requiring Activation Energy Points is drawn from the "possessor" individual and not the "donor." The Extraordinary Ability gained thus is at a Power ranking equal only to 10% of the Ability of the Psychogenically-able individual in regard to Grade as found by AEP cost to activate. Thus, one with a Psychogenic Ability Score of 53 (up to a base cost of 5 AEPs) would qualify for Power ranks of very minimal (cost 2), minimal (cost 3), low moderate (cost 4), and moderate (cost 5)—Grades two through five, four Grades in all.

Similarly, the number of Powers the individual is capable of employing, as drawn from the donor, is limited to 10% of the Ability of the Psychogenically-able Avatar. In the example stated above, the number is five. These specific donor Powers must be noted by the player of the Psychogenically-able Avatar before proceeding with play (and counting time) while thus linked.

This costs five Activation Energy Points (AEPs) per hour if ordinary Ability is assumed. Five AEPS per Activity Block (four ABCs) are required if an Extraordinary Ability is assumed.

Alter Vibrations

This Extraordinary Power provides the capacity to change the molecular vibrations of the body of the activator, or a subject touched, for the space of an instant so as to, in effect, be immaterial for one ABC. This will automatically divest the individual of all items worn, affixed to the body, or carried. In the case of a simultaneous Harm-causing event, including a fall, the capacity will prevent any Harm to the subject that is not of a continuing nature. Touching another creature to induce the effect or using the Ability to avoid Harm both require a successful Ability check, as timing must be precise.

This costs 5 Activation Energy Points (AEPs) to perform instantaneously.

Amnesia Inducement

This Extraordinary Power gives the capacity to cause a single subject, or even several persons, to forget something that just occured, and the effect occurs in one ABC. The time span of amnesia can not exceed 20 ABC's (one minute), and the forgetfulness must be relatively immediate.

The cost per person for each activity block (12 seconds) of time of amnesia induced is 1 Activation Energy Point. Thus, one minute of amnesia in one individual costs 5 AEP's.

Apport & Teleport

This Extraordinary Power gives the capacity to transfer non-living, inanimate objects, in one ABC, to the place in which the activator is, or from that place to any other that is mentally pictured at the time of activation by the activator.

Apport (bringing an object or objects to the activator) is accomplished at will, instantaneously, regardless of distance or dimensions separating the individual from the mentally pictured object(s). This transference from place to place occurs without error if the activator actually possesses/owns the object(s), the activator can physically see the object(s), or such object(s) is (are) common, ordinary, and generally easily found in many places for the taking (stones, for example, or water). Objects held by some force, or by another with physical capacity to resist, do not automatically apport, and a check against Psychogenic Ability must be made, with a penalty of the Speed Base Rating of any individual holding such object(s) applied or twice the Speed BR if the individual is able to employ Extraordinary Ability of any kind.

Apport does not include only transference of an object(s) to the activator's hand. The activator can apport common material to a position as high as 20 feet overhead and cause the apported material to precipitate from that position over a maximum of a20-foot radius surrounding his or her position. For example, up to one inch of liquid can be apported thus to cover the area indicated, or a hail of stones be precipitated (with 9-12 points of Harm resulting from precipitation of such matter from 10 or more feet above). Note that the activator is not included in such general precipitation effects, he or she being in the "eye" of the surrounding "storm." However, if, for example, hot coals were thus precipitated, the resulting fire and heat would certainly include the location of the activator.

Apport will not otherwise fail.

Teleport is more limited, and only an object/object group actually held by the activator, or one in plain sight of the activator, and not held or fastened down, can be sent from the area to another mentally pictured by the activator. This occurs without error if the activator has a special "key" such as a graphic depicted on the floor of the place the object is to be sent. This "key" can be a special circle or other geometric figure, for example. If there is no such mnemonic "key", then the activator must succeed in a check against Psychogenic Ability, or else the object/object group is lost permanently as the effort sends it/them into some random location from which no recovery is possible.

The cost is 10 Activation Energy Points (AEPs) for either application.

Arcane Understanding

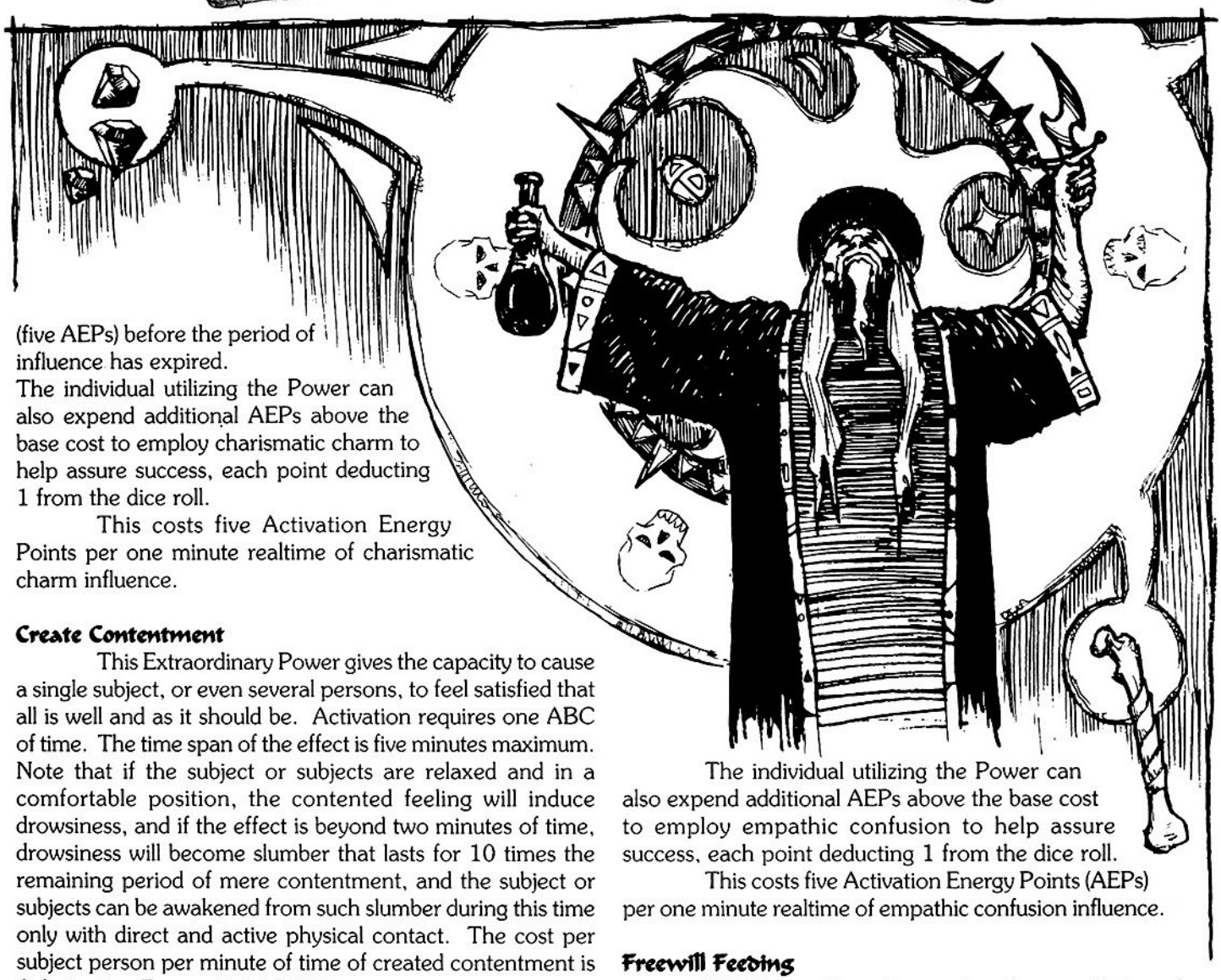
This Extraordinary Power provides the capacity to see any form of written communication up to 10 pages in length (2,500 words), know innately what it says and discern its purpose, even though the language or code is unknown to the individual. Arcane understanding requires a successful Ability check to operate.

This costs 10 AEPs to perform.

Charismatic Charm

This Extraordinary Power gives the capacity to make a psychic link to another individual that is within a 30 feet, in plain sight, has at least semi-intelligence, is of human or humanoid kind, and is material and alive. The individual using this Power needs one ABC for concentration and must then succeed in a check against AEP base total points, adjusted downwards by any negative difference between his or her total and the subject's (greater) total if the subject possesses Psychogenic Ability. In all cases, if the subject is normally completely hostile or enraged there is a +25 penalty (severe constraint), and if the subject is generally hostile or angry the penalty is +10, to the dice roll. There is a bonus of like amount if the subject is amiable or servile (-10) or generally friendly (-25).

Successful employment of this Power means that the subject is compliant and obedient to any suggestions made by the activator, not foolishly or rashly so, but under the influence of that individual, agreeable and willing to follow that which then seems reasonable. The effect persists for one full minute of realtime, and this can be extended by the activator should he or she choose to expend additional energy



(five AEPs) before the period of influence has expired.

The individual utilizing the Power can also expend additional AEPs above the base cost to employ charismatic charm to help assure success, each point deducting 1 from the dice roll.

This costs five Activation Energy Points per one minute realtime of charismatic charm influence.

Create Contentment

This Extraordinary Power gives the capacity to cause a single subject, or even several persons, to feel satisfied that all is well and as it should be. Activation requires one ABC of time. The time span of the effect is five minutes maximum. Note that if the subject or subjects are relaxed and in a comfortable position, the contented feeling will induce drowsiness, and if the effect is beyond two minutes of time, drowsiness will become slumber that lasts for 10 times the remaining period of mere contentment, and the subject or subjects can be awakened from such slumber during this time only with direct and active physical contact. The cost per subject person per minute of time of created contentment is 1 Activation Energy Point (AEP).

Empathic Confusion

This Extraordinary Power gives the capacity to make a psychic link to another individual that is within 30 feet and in plain sight so as to cause the subject to become muddled in purpose. Activation requires one ABC. The individual using this Power must then succeed in a check against AEP base total points, adjusted downwards by any negative difference between his or her total and the subject's (greater) total, if the subject possesses Psychogenic Ability.

If the subject is normally completely hostile or enraged, there is a +25 penalty (severe constraint), and if the subject is generally hostile or angry, the penalty is +10. There is a bonus of like amount if the subject is amiable or servile (-10) or generally friendly (-25). Successful employment of this Power means that the subject individual is confused and will take no action unless provoked or attacked. The effect persists for one full minute of realtime.

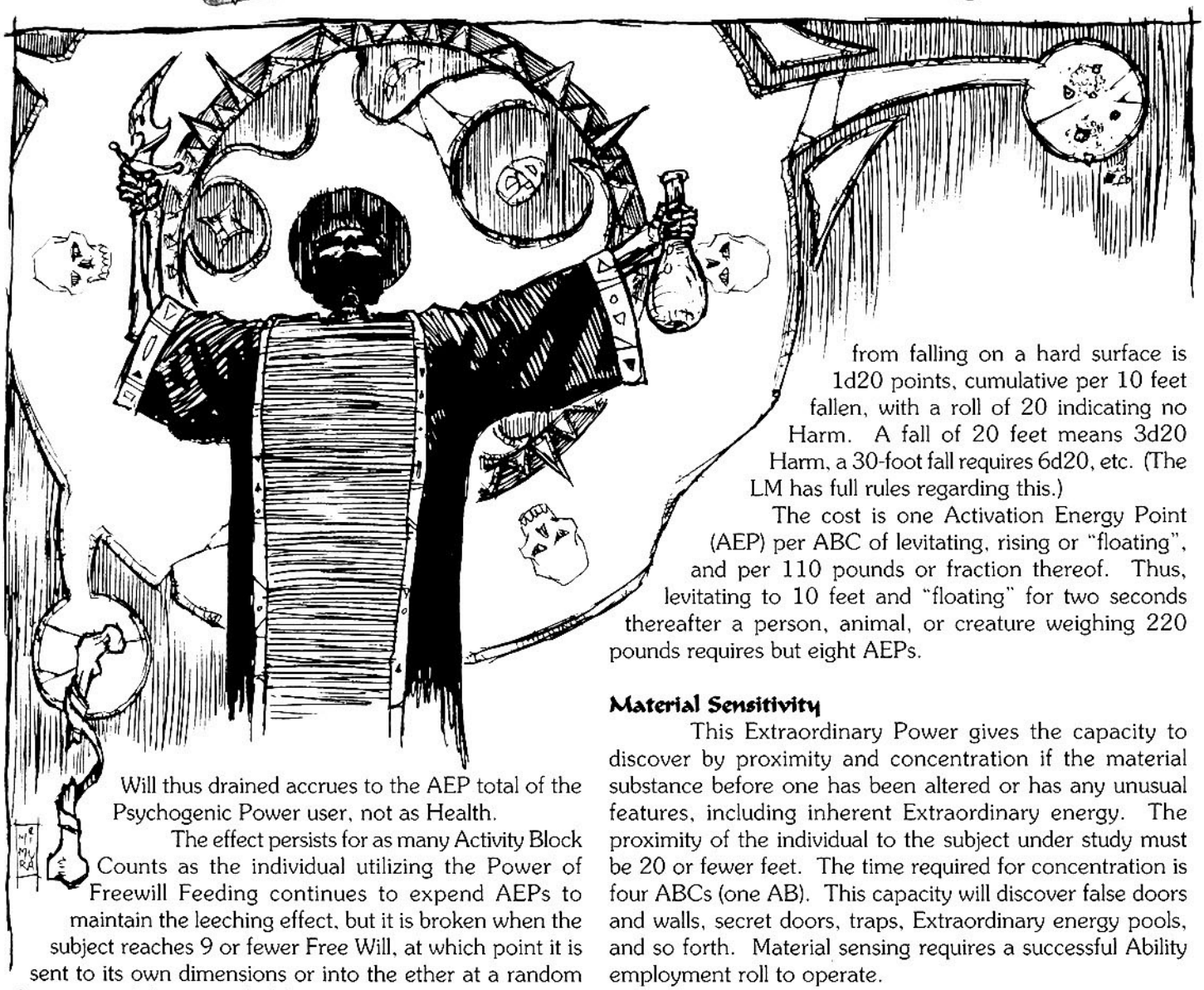
The individual utilizing the Power can also expend additional AEPs above the base cost to employ empathic confusion to help assure success, each point deducting 1 from the dice roll.

This costs five Activation Energy Points (AEPs) per one minute realtime of empathic confusion influence.

Freewill Feeding

This Extraordinary Power gives the capacity to make, after one ABC of concentration, a psychic link to a spirit creature (or non-material subject) that is within a 50 feet and clearly perceived so as to draw off that one's Free Will (spirit Health) energy. The individual using this Power must then succeed in a check against AEP base total points, adjusted downwards by any negative difference between his or her total and the subject's (greater) total, if the subject possesses Psychogenic Ability or a like Power.

If the subject is normally completely hostile or enraged there is also a +10 penalty (severe constraint), and if the subject is generally hostile or angry the penalty is only +5. There is a bonus if the subject is amiable or servile (-10) or generally friendly (-25). The individual utilizing the Power can also expend additional AEPs above the base cost to employ Freewill Feeding to help assure success, each point deducting 1 from the dice roll. Successful employment of this Power means that the subject individual then loses 1d12 points of Free Will each ABC the link continues. All Free



Will thus drained accrues to the AEP total of the Psychogenic Power user, not as Health.

The effect persists for as many Activity Block Counts as the individual utilizing the Power of Freewill Feeding continues to expend AEPs to maintain the leeching effect, but it is broken when the subject reaches 9 or fewer Free Will, at which point it is sent to its own dimensions or into the ether at a random direction and distance of 100 to 1,000 miles.

The cost for use is three AEPs per ABC of Freewill Feeding.

Lifeform Levitation

This Extraordinary Power, after a one ABC activation time, gives the capacity to cause a living subject, with whatever is worn and/or held by that individual, that is within plain sight and no more than 60 feet distance, to rise upwards unless so securely fastened down so as to preclude this. The subject can continue to rise, or "float," at the will of the activator. If the subject has Psychogenic Ability and resists, the activator must succeed in a check against AEP base total points, adjusted downwards by any negative difference between his or her total and the subject's (greater) total. The rate of levitation is one foot per one second.

If the concentration of the activator is broken, the levitated subject is instantly affected by gravity. The Harm from falling on a hard surface is 1d20 points, cumulative per 10 feet fallen, with a roll of 20 indicating no Harm. A fall of 20 feet means 3d20 Harm, a 30-foot fall requires 6d20, etc. (The LM has full rules regarding this.)

The cost is one Activation Energy Point (AEP) per ABC of levitating, rising or "floating", and per 110 pounds or fraction thereof. Thus, levitating to 10 feet and "floating" for two seconds thereafter a person, animal, or creature weighing 220 pounds requires but eight AEPs.

Material Sensitivity

This Extraordinary Power gives the capacity to discover by proximity and concentration if the material substance before one has been altered or has any unusual features, including inherent Extraordinary energy. The proximity of the individual to the subject under study must be 20 or fewer feet. The time required for concentration is four ABCs (one AB). This capacity will discover false doors and walls, secret doors, traps, Extraordinary energy pools, and so forth. Material sensing requires a successful Ability employment roll to operate.

This costs four Activation Energy Points (AEPs).

Mental Uplift

This Extraordinary Power gives the capacity to the individual, along with all gear normally worn and carried, to achieve what amounts to neutral buoyancy in air. When the Power is activated after one ABC of concentration, the activator floats immediately upwards from the underfoot surface, rising to a distance of one foot above it, and remains suspended there for up to one minute realtime. When the individual desires, or at the expiration of the energy's activity, the individual floats gently down to the underfoot surface once again. (If activated when falling, the individual will slow the rate of descent to come to a gentle stop one foot above the bottom surface towards which he or she was falling, provided it (the slowed descent) can be achieved in one minute of time falling at a rate of one foot per ABC, viz. the bottom is 20 or fewer feet below at time of activation.)

If desired, the individual can expend one additional AEP and rise another three feet while already suspended. Maximum uplift is one foot per second realtime at a cost of one AEP for the Activity Block Count spent rising.

This costs five Activation Energy Points (AEPs) for the entire one minute the Power is active, not including any uplift above one foot.

Mind Over Matter

This Extraordinary Power gives the capacity to manipulate or move objects by thought alone. Activation requires one ABC of concentration. Each point of Psychogenic Ability enables the individual with this capacity to operate, from a one foot distance, up to one half-ounce of matter; thus, with an Ability Score of 50, 25 ounces of matter could be operated at a 50-foot distance. The matter to be moved must be unique, a single object or object group such as hairs or a key ring with several keys on it. The matter must be in plain sight of the individual. Matter movement can be in any direction unimpeded by obstacle. It is slow, however, and a rate of one foot per second is maximum and demands full concentration. Precise movement, such as inserting a key into a lock demands a successful Ability check to operate in addition to any modifiers the LM wishes to place upon the situation.

This costs one Activation Energy Point (AEP) for each second of realtime engaged in such use, so cost per ABC is three AEPs.

Nictoscopy

This Extraordinary Power provides the capacity to see in a lightless place as if it were a dark, heavily clouded afternoon. This enables vision clearly to 300 feet distance, less clearly to 3,000 feet. It requires a transition time of three seconds realtime—one ABC—to switch from this visual capacity to normal eyesight and vice versa.

This costs 10 Activation Energy Points (AEPs) to activate, but thereafter use does not require any such energy and will persist for up to 10 hours time.

Object Levitation

This Extraordinary Power, after one ABC activation time, gives the capacity to cause a non-living, inert object, a single substance or composite unity, to rise upwards unless so securely fastened down as to preclude this. The object can continue to rise, or "float", at the will of the activator. Rate of levitation is one foot per second. If the activator's concentration is broken, the levitated object is affected by gravity normally.

The cost is one Activation Energy Point (AEP) per ABC levitated, rising, or "floating", and for each 1,100 pounds or fraction thereof. Thus, levitating to 10 feet, and "floating" for two seconds thereafter, a metal slab weighing one ton requires but eight AEPs.

Paraudial Sense

This Extraordinary Power, after four ABCs of activation time, gives the capacity to hear sound even though material barriers or distance would otherwise preclude the detection and understanding of such sound. This enables the individual employing this Power to hear clearly, as if standing beside the one creating the sound.

Paraudial sense operates up to 10,000 feet distance if the enabled individual can see the location or its boundary, 10,000 miles distance if the location in which sound is to be heard is Extraordinarily seen or well-known to the individual. Each one inch of solid material between the able individual and the sound to be heard reduces the range by one one-hundredth unless the location is otherwise well-known to the individual. Thus, for example, a wooden wall or door of two-inch thickness would reduce range by 200 feet or miles. 10 feet of stone (120 inches) effectively blocks the Power in regards to relatively unfamiliar places.

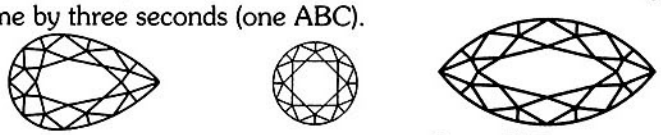
This Power costs five AEPs to employ, but use does not require any further AEPs to "listen" for up to one minute realtime. Thereafter, the energy fades, and no further paraudial hearing is possible without reactivation.

Parascopic Sense

This Extraordinary Power gives the capacity, after four ABCs of activation time, to see through material barriers that would otherwise preclude the detection of objects within, or screened by, the solid material. This enables the individual employing this Power to see clearly, as if viewing the scene from but a one foot distance, without being barred by some intervening substance, according to the visual capacity of the individual as defined by the otherwise existing conditions. Seeing into the center of something will reveal anything not of the same substance as that which surrounds it, but seeing "through" a wall might reveal only darkness, if illumination is lacking there, and the individual would otherwise not be able to see in the dark.

Parascopic sense has a basic range of three feet plus a variable thickness the activator is allowed to see through for different materials. The activator may see through three feet of stone, or one foot of wood or living matter, or one inch of solid metal.

This Power costs a base of five Activation Energy Points (AEPs) in order to see through the above-stated material thicknesses, and this use does not require any further AEPs to view for up to one minute realtime what lies beyond the screening material. Thereafter, the energy fades, and no further Parascopic Sense is possible without reactivation. To see through thicker material screens, added AEPs must be expended, and each added five AEPs reduces the viewing time by three seconds (one ABC).



Parascopic Scrying

This Extraordinary Power gives the capacity to see over great distance and through material barriers that would otherwise preclude such visual capacity. The activation time is four ABCs. This Power enables the activator to see clearly, as if viewing the scene from a 20 foot distance without being barred by intervening substance, according to the visual capacity of the individual as defined by the otherwise existing conditions. Seeing through a wall might reveal only darkness, if illumination is lacking there and the individual would otherwise not be able to see.

Parascopic sense operates as follows in regards to its range: A well-known person, place, or thing squares the base range. The base range is 10,000 miles minus 1,000 miles for each of the following: five feet of stone, one foot of wood, one inch of metal other than lead or gold, and/or one-tenth inch of lead or gold. The range is reduced by one magnitude for 10 years of time displacement, each probability displacement in the same dimensional set, and for each successive different set of other-dimensional matrix displacement (elemental, para-elemental, astral, ethereal).

This Power costs a base of 10 Activation Energy Points (AEPs) to employ in order to view for up to one minute realtime what lies beyond the screening distance and/or material. Thereafter, the energy fades, and no further Parascopic Scrying is possible without reactivation.

Power Sensing

This Extraordinary Power gives the capacity to "feel" some Extraordinary energy, preternatural or supernatural, dormant or active, within a person, place, or thing. Activation requires one ABC of concentration. This Power is used by exposure of the individual of his or her palms, and the relative strength of the energy can be thus felt from a distance in feet equal to the combined energy of any and all forces therein, from very minimal to extreme. Each Power has a radius in feet of emanation equal to its energy activation cost, two to 12, or even higher, of course. Thus, a hyper-charged area might be sensed from dozens of feet distance. To read Powers within something and know what they do requires at least one second per Grade of Power, for each one active or potentially active.

This costs one Activation Energy Point for one ABC engaged in such use.

Premonition

This Extraordinary Power gives, instantaneously, the capacity to know when you are about to be attacked and from what direction. Thus, the individual possessing it is never surprised, nor attacked from the flank or rear, unless he or she is otherwise engaged frontally and so unable to turn and face in the direction of a new attack. The capacity works automatically and continually. It will awaken the individual from sleep if attack threatens.

Each premonition automatically expends one (combat) to five (slumber) Activation Energy Points (AEPs).

Self Levitation

This Extraordinary Power gives the capacity to levitate oneself and all gear worn and carried, save if the activator is so bound as to preclude this Power being effective. This is accomplished at will, requires a one-ABC activation period, and involves a levitation rate of triple the normal rate—nine feet per ABC realtime. If concentration is broken, the levitated subject is instantly affected by gravity.

The cost is one Activation Energy Point (AEP) per ABC of levitating, rising or "floating".

Self Teleportation

This Extraordinary Power gives the capacity to transfer oneself, and all gear worn and carried (up to 300 pounds), from one place to any other clearly seen or well-known place that is mentally pictured at time of activation. Activation requires one ABC. The transportation is accomplished at will and instantaneously, regardless of distance or dimensions separating the individual from the mentally pictured destination. This transference from place to place occurs without error if the activator can clearly see where he or she is going or else has a special graphic depicted on the floor of the out-of-sight, distant place at which he or she is to arrive. (This can be a special circle or other geometric figure, for example.) If the destination is out of sight and there is no such mnemonic "key", then the activator must succeed in a check against Psychogenic Ability or be teleported randomly as far distant, but in a different direction. If the graphic is altered without the activator's knowledge, random teleportation is automatic.

Random teleportation risks potentially harmful consequences. A check must be made to determine if something of this nature occurs, consulting the following table after rolling d%:

01	Rematerialization fails, teleporter is a spirit
02 - 10	Rematerialize from 10 to 100 feet above surface
11 - 90	Normal, safe rematerialization
91 - 99	Rematerialize from 10 to 100 feet below surface
00	Teleporter slips into another dimensional matrix

A spirit character must be discovered and made material by some Extraordinary means. Rematerialization above a surface results in precipitation to the surface if in the air and subject to gravitational pull, with resulting Harm from the fall commensurate with the distance fallen.

Rematerialization below a surface results in continued downward precipitation to some "empty" space below the surface, if such open space exists within an additional 1,000 feet. "Empty" means any space containing matter less dense than that of the average density of the transportee such as a partial vacuum, air, or water. If no such space exists, the individual is teleported from the destination dimensional

matrix to the nearest adjacent set, with the check above being repeated as to success in rematerialization. (In theory, this process could be repeated one or more times . . .)

Going into another dimensional matrix means whatever the LeJend Master decides. It could be death for the character. It might mean time or probability displacement, with a subsequent series of adventures aimed at enabling return. Similarly, it might be transport to some plane that the teleporter knows and can manage to return from by likewise known means. If concentration is broken, the individual attempting teleportation will fail, and the AEPs are wasted.

The cost is 10 Activation Energy Points (AEPs).

Sensory Acuity

This Extraordinary Power gives the capacity to see, hear, smell, touch, and taste at double the usual human norm. Activation requires four ABCs. Thus, for example, the individual with this capacity will see distinctly and clearly something at 40 feet what anyone else would have to be at 20 feet to so do. For close inspections, it is as if a magnifying glass were being used by a normal person. Slight sounds not heard by ordinary human ears will be noted, and thus the individual possibly alerted. Odors will be detected sooner and more easily identified as to their nature. Any activity demanding delicacy of touch will be performed with a bonus of at least 20 on checks for the individual. Tasting of foods will be done with the ability to note adulterations, the components of a mixture, the inclusion of foreign substances, and so forth. Drugs and toxic substances are possibly identified as such if an Ability check succeeds.

Any special concentration/use costs 10 Activation Energy Points to perform, but this adds a bonus of 10 to any related Precision or Precision-based Ability use, including weapon use.

Sixth Sight

This Extraordinary Power gives the capacity to see otherwise invisible spirits, non-material things, and even other-dimensional creatures normally invisible, that are in the normal vision range of the individual but would otherwise be unseen. Activation is instantaneous. Any such manifestation will be discerned as if it were a semi-transparent material form of the object in question. A ghost, for example, would be seen as a human of insubstantial form, a demon would appear demoniacal, and so forth.

This costs one Activation Energy Point for each ABC engaged in such use, and begins automatically upon a spirit or invisible thing entering into the field of vision of the enabled.

Spirit Barrier

This Extraordinary Power gives the capacity to the individual to completely shield his or her self so as to be unassailable in any Base Rating from an attack of non-physical sort, from any creature or spirit. Upon activation after one ABC of concentration, the individual has an energy shield whose Health value is 10 times that of the amount of AEPs expended to create it. All attacks reduce the Health of the Spirit Barrier, rather than one or more of the Base Ratings of the protected individual, until such time as the Spirit Barrier has zero Health, at which time the protection is drained, and the individual can be affected by attack.

This costs a minimum of 10 AEPs, and as many as desired can be invested in the Spirit Barrier. Regardless of its strength, the energy dissipates after eight hours realtime.

Spontaneous Combustion

This Extraordinary Power gives the capacity to cause, after an activation time of one ABC, a single, inflammable subject to become hot within one ABC, and burst into combustion on the following ABC. The target must be in sight (of any sort) and within 120 feet distance. If it is living, or Living Dead, matter it will burn without flame, and heat will be not radiated beyond a one inch distance from the subject. A non-living target subject will catch fire and burn normally.

The cost to institute combustion and thus Harm the target's Health by one point is 10 Activation Energy Points (AEPs). For each additional one AEP invested at time of activation, 1-2 additional points of Harm to the subject will be caused. Of course, if clothing or other inflammable materials are worn by the target subject, the wearer will suffer Harm from the burning of such material, such Harm being in the range of 3-5 points on the ABC of combustion, 6-8 points the 2nd ABC, 3-5 points the 3rd ABC, and 1-2 points of Harm on the 4th and final ABC. All combustion Harm ignores armor/protection of the subject, save that specifically energized against fire-heat harm.

Teleport Another

This Extraordinary Power gives the capacity to transfer another individual (person, animal, or creature) and all gear that subject normally wears and carries, from one place to any other place that is mentally pictured at the time of activation by the activator. After a one-ABC activation time, this transport is accomplished at will, instantaneously, regardless of distance or dimensions separating the individual from the mentally pictured destination. This transference from place to place occurs without error if the activator has a special graphic depicted on the floor of the place he or she is to arrive at. (This can be a special circle or other geometric figure, for example.) If there is no such mnemonic "key", then the activator must, if attempting a known-location transference, succeed in a check against Psychogenic Ability, or else the subject being transferred will be teleported randomly as far distant as desired, but in a different direction. If a graphic "key" is altered without the activator's knowledge, random teleportation is automatic.

Random teleportation risks potentially harmful consequences. A check must be made to determine if something of this nature occurs, consulting the following table after rolling d%:

01 Rematerialization fails, teleporter is a spirit
02 - 10 Rematerialize from 10 to 100 feet above surface
11 - 90 Normal, safe rematerialization
91 - 99 Rematerialize from 10 to 100 feet below surface
00 Teleporter slips into another dimensional matrix

A spirit character must be discovered and made material by some Extraordinary means.

Rematerialization above a surface results in precipitation to the surface if in air and subject to gravitational pull, with resulting Harm from the fall commensurate with the distance fallen.

Rematerialization below a surface results in continued downward precipitation to some "empty" space below the surface if such open space exists within an additional 1,000 feet. "Empty" means and space containing matter less dense than that of the average density of the transportee such as a partial vacuum, air, or water. If no such space exists, the individual is teleported from the destination dimensional matrix to the nearest adjacent set, with the check above being repeated as to success in rematerialization. (In theory, this process could be repeated one or more times . . .)

Going into another dimensional matrix means whatever the Lejend Master decides. It could be death for the character. It might mean time or probability displacement, with a subsequent series of adventures aimed at enabling return. Similarly, it might be to some plane that the teleporter knows and can manage to return from by likewise known means.

An unwilling subject can avoid being touched by the usual means, such as combat movement (forcing a Precision Base Rating check), dodging (succeeding in a check against Speed Base Rating), and use of Luck Ability.

If concentration is broken, or touch fails, the individual attempting the teleportation of another will fail, and the AEPs are wasted.

The cost is 10 Activation Energy Points (AEPs).

Thought Insinuation

This Extraordinary Power provides the capacity to cause, instantaneously, a single subject, or even several persons, to believe that a single, simple thought from the Psychogenically-able individual's mind is his, or their, own. The thought must be clear, concise, and not one generally unpalatable, deemed impossible, clearly harmful to the subject individual(s), or contrary to the strong beliefs, ethics, and/or morals of the subject(s). In such case as the insinuated thought is not so incompatible with the thought processes of the subject(s), it will be accepted and cause logical following reactions in the subject(s). In combination with personality and the use of some other Ability, the thought insinuation becomes a stronger factor, of course.

The target subject must be within sight and not more distant that 100 feet.

The cost per person to insinuate a thought is 5 Activation Energy Points (AEPs).

Thought Reading

This Extraordinary Power gives the capacity to know instantaneously what is "on the surface and below" of another human's or humanoid's mind when such individual is within sight and no further distant than 120 feet. All such thought reading requires a successful Ability check to operate. The more intelligent and aware the subject, the more difficult the operation, so probing beneath the surface thoughts is a demanding task at best.

This costs one Activation Energy Point (AEP) to perform for each ABC engaged in such use.

Unreadable Mind

This Extraordinary Power gives the capacity to the individual to completely shield his or her thoughts so as to have an unreadable mind. It is instantaneously active upon the possessor so willing. The Psychogenic Power creates random, mundane and banal false surface thoughts and a seemingly muddled "inner mind" from which the would-be mind reader is unable to gain anything of use. This costs 12 Activation Energy Points (AEPs) and remains active for 12 hours realtime.

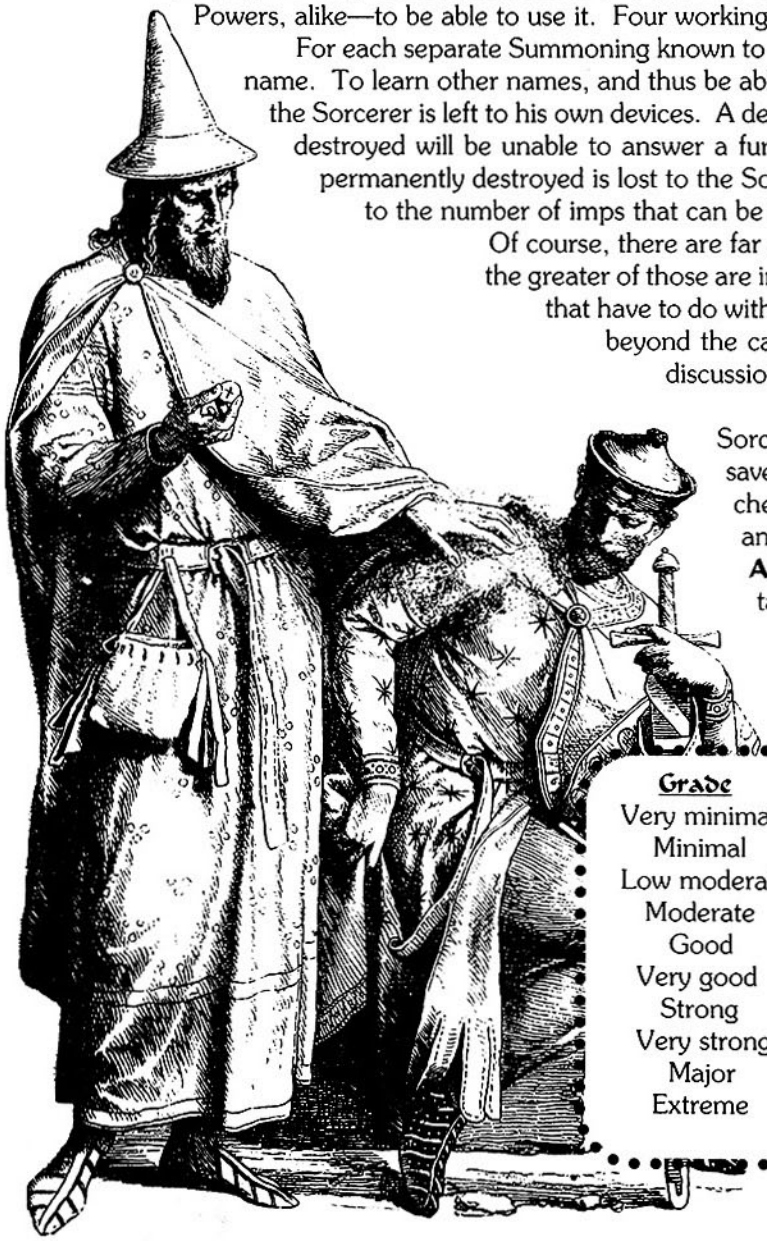


Sorcery Ability

Sorcery requires both a command circle and a protection circle in order to summon a malign, ordinary spirit of the nether dimensions, or to call up a similar imp spirit. If the activator is not within a correct protection circle, then the summoned or called up spirit cannot be released from the command circle without the death of—or great harm to—the summoner. If the spirit is summoned or called up without a command circle, it will simply vanish once activation is completed.

It requires one minute of realtime to prepare a circle of either type, so to create both a circle of command and a circle of protection requires two minutes. It is then possible to activate a Summoning or Calling Up of Sorcerous sort.

There are four separate nether dimensional regions, each reached through a different kind of Summoning or Calling up. One region is that of the spirits known as demons, another that of devils, a third that of fiends, and the fourth of the spirits called onis. To each region is attached certain Powers of personal nature, and to be able to utilize each set of Powers the Sorcerer must be able to access the dimensional region from which its energy is attained—it is necessary that the Sorcerer possess the basic capacity to Summon a spirit from of that region. The Sorcerer also must record, on a Sorcery Memory Tablet, all information about any type of working—circles, Summonings, Calling Ups, and Powers, alike—to be able to use it. Four workings of any of these sorts are recordable on one tablet.



For each separate Summoning known to the Sorcerer, one demon/devil/fiend/oni is attached by name. To learn other names, and thus be able to call up other nether dimensional spirits of this sort, the Sorcerer is left to his own devices. A demon or other such spirit Summoned and then materially destroyed will be unable to answer a further Summoning for one month. A summoned being permanently destroyed is lost to the Sorcerer or Sorceress forever. There is, however, no limit to the number of imps that can be brought through a Call Up.

Of course, there are far more potent nether spirits than are dealt with here, and the greater of those are indeed able to fulfill so-called wishes for material things or that have to do with material time. Such mighty beings, however, are so far beyond the capacity of a mere Sorcerer to deal with that no further discussion is called for here.

Failure of Ability in a check against the individuals's Sorcery Score indicates the AEPs are expended to no effect, save where a Summoning is concerned. In such case a second check is made, and if it fails the protection circle is improper and the summoned creature attacks the Sorcerer.

Activating Powers: Time required is keyed to power tapped.

Grade	Time Cost	Power Cost
Very minimal	1 second realtime	Power cost 2
Minimal	2 seconds realtime	Power cost 3
Low moderate	3 seconds realtime	Power cost 4
Moderate	4 seconds realtime	Power cost 5
Good	5 seconds realtime	Power cost 6
Very good	7 seconds realtime	Power cost 7
Strong	9 seconds realtime	Power cost 8
Very strong	12 seconds realtime	Power cost 9
Major	16 seconds realtime	Power cost 10
Extreme	20 seconds realtime	Power cost 12

Powers by Dimensional Matrix

Demons

1. Summon Demon	Extreme
2. Call Up Demon Imp	Very Strong
3. Bolster Demon Health	Extreme
4. Demon Imp Form	Major
5. Tribute of Demonic Delight	Strong
6. Voyage to Abyssal Realms	Extreme

Devils

1. Summon Devil	Extreme
2. Call Up Devil Imp	Very Strong
3. Bolster Devil Health	Strong
4. Devil Imp Form	Major
5. Tribute of Devilish Desire	Strong
6. Voyage to Hellish Realms	Extreme

Fiends

1. Summon Fiend	Extreme
2. Call Up Fiend Imp	Very Strong
3. Bolster Fiend Health	Moderate
4. Fiend Imp Form	Major
5. Tribute of Fiendish Fare	Strong
6. Voyage to Unspeakable Realms	Extreme

Onis

1. Summon Oni	Extreme
2. Call Up Oni Imp	Very Strong
3. Bolster Oni Health	Very Minimal
4. Oni Imp Form	Major
5. Tribute of Onian Oppression	Strong
6. Voyage to Unnamable Realms	Extreme

General Powers of the Four Summonings

1. Animated Wand	Major
2. Apathy	Minimal
3. Brass Golem	Major
4. Desecrate Consecrated	Extreme
5. Hidden Soul	Extreme
6. Mirdoleb's Hellblast	Strong
7. Mirdoleb's Hellbolt	Moderate
8. Mirdoleb's Infernal Entrance	Extreme
9. Mirdoleb's Shadow Monster	Very Good
10. Pandemonium	Very Strong
11. Poison Fire	Extreme
12. Seduce to Evil	Major
13. Sending	Extreme
14. Sorcerous Circle	Strong
15. Stupidity	Very Good
16. Touch the Weave	Extreme
17. Unhallow Ground	Extreme

Summoning and Powers Descriptions

Demons

Bolster Demon Health: Extreme

This is a Power that enables the activator to increase the Health of a materialized demon spirit by 1-4 points for every two additional points of energy expended at the time of activation. The demon spirit subject must be confined within a command circle for this Power to take effect, and the added Health points are transitory, lasting only as long as the spirit remains under obligatory service to the Sorcerer.

Call Up Demon Imp: Very Strong

This is a chaotic Calling Up that enables the Sorcerer to force a demon imp spirit, a small and relatively weak thing, to appear in proximity to the activator. The conjured spirit imp will take physical form upon activation, and thereafter it will perform up to six demanded services. An impossible demand will deactivate one-sixth of the energy and could release the nether dimensional spirit to do as it will. A demand with clearly multiple portions will be obeyed only insofar as counting towards the requisite six services. No service can be required that commands the spirit imp to directly remain for an extended period of time, material or immaterial in form.

Any demand that would require a week or two to complete is an impossible demand, unless it is keyed to "service upon condition." This is, for example, a service in which the spirit is freed to return to the nether dimensions, but should a specific event occur, it will instantaneously materialize at a specific location, perform the service, and then be released permanently from one service of the six for which it was obligated. Immediately upon fulfillment of all of the demands, the spirit imp vanishes.

Demon Imp Form: Major

By activation of this Power, the Sorcerer is changed instantly into the form of a demon imp. The Power remains active for one hour for each 10 additional Activation Energy Points invested in it at the time of activation. While in this form, the individual has the capacities of the spirit, but retains and adds the individual's own Health Base Rating at the time of change to that of an imp's normal base. Subsequent Harm accrues first to the assumed form's Health, and only after that Health is lost does Harm accrue to the Sorcerer's own Health. It is important to note that should the Sorcerer, while in imp form, be reduced to zero Health, that individual is consigned instantly to the nether dimensions as an imp.



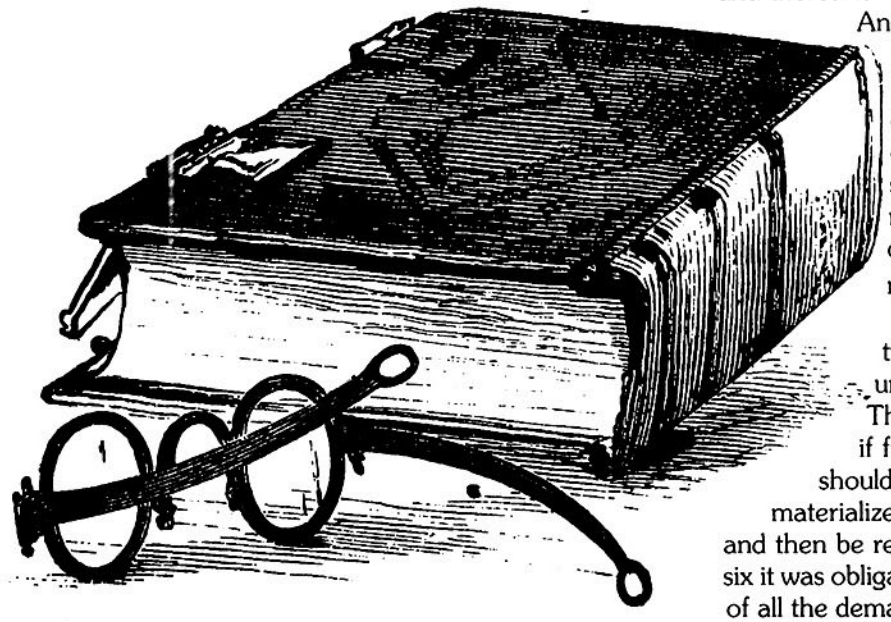
Summon Demon: Extreme

This is a chaotic Summoning that enables the Sorcerer to force a demon spirit of ordinary sort to appear in proximity to the activator. The conjured spirit will take physical form upon activation, and thereafter it will perform one demanded service. An impossible demand will simply deactivate the energy and release the nether dimensional spirit to do as it will. A demand with clearly multiple portions will be obeyed only insofar as the first part is concerned. No service can be required that commands the spirit to directly remain for an extended period of time, material or immaterial in form.

Any demand that would require a day or two to complete is an impossible demand, unless it is keyed to "service upon condition." This is, for example, a service in which the spirit is freed to return to the nether dimensions, but should a specified event occur, it will instantaneously materialize at a specific location, perform the service, and will then be released permanently from all obligation under the service. Immediately upon fulfillment of the demand, the spirit vanishes.

Tribute of Demonic Delight: Strong

Through activation of this Power while a demon is confined within a command circle, a tribute of flesh and blood can be offered to the confined demon. If a roll against four times the activator's Speed Base Rating is successful, the Power succeeds, and the malign spirit will agree to triple the normal service. If the check fails, no agreement to extend service is forthcoming. Only one Power activation of this sort per day for the same subject is possible.



Voyage to Abyssal Realms: Extreme

Through this Power, the Sorcerer, or one whom he selects by touch and is within a command circle of the proper nature, is transported instantly to the nether dimensions of this sort in the form of, and with all capacities of, an ordinary demon spirit. The transported subject will retain all Abilities normal to himself or herself. The sojourn lasts for one hour for each point of additional energy expended at time of activation. An individual destroyed while in the nether dimensions becomes a captive spirit therein, likely soon found and devoured by the denizens of the horrid place. At the expiration of the Power, the individual is instantly returned to the place at which activation occurred.

Note: This is one way that a daring Sorcerer could possibly learn the name of a nether being.

Devils

Bolster Devil Health: Strong

This is a Power that enables the activator to increase the Health of a materialized devil spirit by 2-8 points for every five additional points of energy added to it at the time of activation. The devil spirit subject must be confined within a command circle for this Power to take effect, and the added Health points are transitory, lasting only as long as the spirit remains under obligatory service to the sorcerer.

Call Up Devil Imp: Very Strong

This is an ordered Calling Up that enables the Sorcerer to force a devil imp spirit, a small and relatively weak thing, to appear in proximity to the activator. The conjured spirit imp will take physical form upon activation, and thereafter it will perform up to six demanded services. An impossible demand will simply deactivate one-sixth of the energy and could release the nether dimensional spirit to do as it will. A demand with clearly multiple portions will be obeyed only insofar as counting towards the six services required. No service can be required that commands the spirit imp to directly remain for an extended period of time, material or immaterial in form.

Any demand that would require a week or two to complete is an impossible demand, unless it is keyed to "service upon condition." This is, for example, a service in which the spirit if freed to return to the nether dimensions, but should a specific event occur, it will instantaneously materialize at a specific location, perform the service, and then be released permanently from one service of the six it was obligated to provide. Immediately upon fulfillment of all the demands, the spirit imp vanishes.

Devil Imp Form: Major

By activation of this Power, the Sorcerer is changed instantly into the form of a devil imp. The Power remains active for one hour for each 10 additional Activation Energy Points invested in it at the time of activation. While in this form, the individual has the capacities of the spirit and adds the individual's own Health Base Rating (from the time of change) to that of the imp's own normal base. Subsequent Harm accrues first to the assumed form's Health, and only when it is lost does Harm accrue to the Sorcerer's own Health. It is important to note that should the Sorcerer, while in imp form, be reduced to zero Health, that individual is consigned instantly to the nether dimensions as an imp.

Summon Devil: Extreme

This is an ordered Summoning that enables the Sorcerer to force a devil spirit of ordinary sort appear in proximity to the activator. The conjured spirit will take physical form upon activation, and thereafter it will perform one demanded service. An impossible demand will simply deactivate the energy and release the nether dimensional spirit to do as it will. A demand with clearly multiple portions will be obeyed only insofar as the first part is concerned. No service can be required that commands the spirit to directly remain for an extended period of time, material or immaterial in form.

Any demand that would require a day or two to complete is an impossible demand, unless it is keyed to "service upon condition." This is, for example, a service in which the spirit is freed to return to the nether dimensions, but should should a specific event occur, it will instantaneously materialize at a specific location, perform the service, and then be released permanently from all obligation under the service. Immediately upon fulfillment of the demand, the spirit vanishes.

Tribute of Devilish Desire: Strong

Through activation of this Power while a devil is confined within a command circle, a tribute of a soul can be offered to the confined devil. If a roll against four times the activator's Speed Base Rating is successful, the Power succeeds, and the malign spirit will agree to triple normal service. If the check fails, no agreement to extend service is forthcoming. Only one Power activation of this sort per day for the same subject is possible.

Voyage to Hellish Realms: Extreme

Through this Power, the Sorcerer, or one whom he selects by touch and is within a command circle of the proper nature, is transported instantly to the nether dimensions of this sort in the form of, and with all the capacities of, an ordinary devil spirit, and still retaining all Abilities normal to the individual. The sojourn lasts for one hour for each point of additional energy expended at time of activation. An individual destroyed while in the nether dimensions becomes a captive spirit therein, likely soon found and devoured by the denizens of the horrid place. At expiration of the Power, the individual is instantly returned to the place at which activation occurred.

Note: This is one way that a daring Sorcerer could possibly learn the name of a nether being.

Fiends

Bolster Fiend Health: Moderate

This is a Power that enables the activator to increase the Health of a materialized fiend spirit by 1-4 points for every three additional points of energy added to it at the time of activation. The fiend spirit subject must be confined within a command circle for this Power to take effect, and the added Health points are transitory, lasting only as long as the spirit remains under obligatory service to the Sorcerer.

Call Up Fiend Imp: Very Strong

This is an entropic Calling Up that enables the Sorcerer to force a fiend imp spirit, a small and relatively weak thing, to appear in proximity to the activator. The conjured fiend imp will take physical form upon activation, and thereafter it will perform up to six demanded services. An impossible demand will simply deactivate one-sixth of the energy and could release the nether dimensional spirit to do as it will. A demand with clearly multiple portions will be obeyed only insofar as counting towards the six services required. No service can be required that commands the spirit imp to directly remain for an extended period of time, material or immaterial in form.

Any demand that would require a week or two to complete is an impossible demand, unless it is keyed to "service upon condition." This is, for example, a service in which the spirit if freed to return to the nether dimensions, but should a specific event occur, it will instantaneously materialize at a specific location, perform the service, and then be released permanently from one service of the six it was obligated to provide. Immediately upon fulfillment of all of the demands, the spirit imp vanishes.

Fiend Imp Form: Major

By activation of this Power, the Sorcerer is changed instantly into the form of a fiend imp. The Power remains active for one hour for each 10 additional Activation Energy Points invested in it at the time of activation. While in this form, the individual has all the capacities of the spirit, and adds his own Health Base Rating (from the time of change) to that of an imp's normal base. Subsequent Harm first accrues to the assumed form's Health, and only when it is lost does Harm accrue to the Sorcerer's own Health. It is important to note that should the Sorcerer in imp form be reduced to zero Health, that individual is consigned instantly to the nether dimensions as an imp.

Summon Fiend: Extreme

This is an entropic Summoning that enables the Sorcerer to force a fiend spirit of ordinary sort to appear in proximity to the activator. The conjured spirit will take physical form upon activation, and thereafter it will perform one demanded service. An impossible demand will simply deactivate the energy and release the nether dimensional spirit to do as it will. A demand with clearly multiple portions will be obeyed only insofar as the first part is concerned. No service can be required that commands the spirit to directly remain for an extended period of time, material or immaterial in form.

Any demand that would require a day or two to complete is an impossible demand, unless it is keyed to "service upon condition." This is, for example, a service in which the spirit is freed to return to the nether dimensions, but should a specific event occur, it will instantaneously materialize at a specific location, perform the service, and then be released permanently from all obligation under the service. Immediately upon fulfillment of the demand, the spirit vanishes.

Tribute of Fiendish Fare: Strong

Through activation of this Power while a fiend is confined within a command circle, a tribute of a free-willed human spirit can be offered. If a roll against four times the activator's Speed Base Rating is successful, the Power succeeds, and the malign spirit will agree to triple normal service. If the check fails, no agreement to extend service is forthcoming. Only one Power activation of this sort per day for the same subject is possible.

Voyage to Unspeakable Realms: Extreme

Through this Power, the Sorcerer, or one whom he selects by touch and is within a command circle of the proper nature, is transported instantly to the nether dimensions of this sort in the form of, and with all the capacities of, an ordinary fiend spirit, but will retain all Abilities normal to himself or herself. The sojourn lasts for one hour for each point of additional energy expended at time of activation. An individual destroyed while in the nether dimensions becomes a captive spirit therein, likely soon found and devoured by the denizens of the horrid place. At expiration of the Power, the individual is instantly returned to the place at which activation occurred.

Note: This is one way that a daring Sorcerer could possibly learn the name of a nether being.

Onis

Bolster Oni Health: Very Minimal

This is a Power that enables the activator to increase the Health of a materialized oni spirit by 3-8 (d6 +2) points for every seven additional AEPs added to it at the time of activation. The oni spirit subject must be confined within a command circle for this Power to take effect, and the added Health points are transitory, lasting only as long as the spirit remains under obligatory service to the Sorcerer.

Call Up Oni Imp: Very Strong

This is a mixed Calling Up that enables the Sorcerer to force an oni imp spirit, a small and relatively weak thing, to appear in proximity to the activator. The conjured oni imp will take physical form upon activation, and thereafter it will perform up to six demanded services. An impossible demand will simply deactivate one-sixth of the energy and could release the nether dimensional spirit to do as it will. A demand with clearly multiple portions will be obeyed only insofar as counting towards the six services concerned. No service can be required that commands the oni imp to directly remain for an extended period of time, material or immaterial in form.

Any demand that would require a week or two to complete is an impossible demand, unless it is keyed to "service upon condition." This is, for example, a service in which the spirit is freed to return to the nether dimensions, but should a specific event occur, it will instantaneously materialize at a specific location, perform the service, and then be released permanently from one portion of the six it was obligated to serve under. Immediately upon fulfillment of all of the demands, the spirit imp vanishes.

Oni Imp Form: Major

By activation of this Power, the Sorcerer is changed instantly into the form of a oni imp. The Power remains active for one hour for each 10 additional Activation Energy Points invested in it at the time of activation. While in this form, the individual has all the capacities of the spirit and adds the individual's own Health Base Rating (from the time of change) to that of an imp's normal base. Subsequent Harm accrues first to the assumed form's Health, and only when it is lost does Harm accrue to the Sorcerer's own Health. It is important to note that should the Sorcerer in imp form be reduced to zero Health, that individual is consigned instantly to the nether dimensions as an imp.

Summon Oni: Extreme

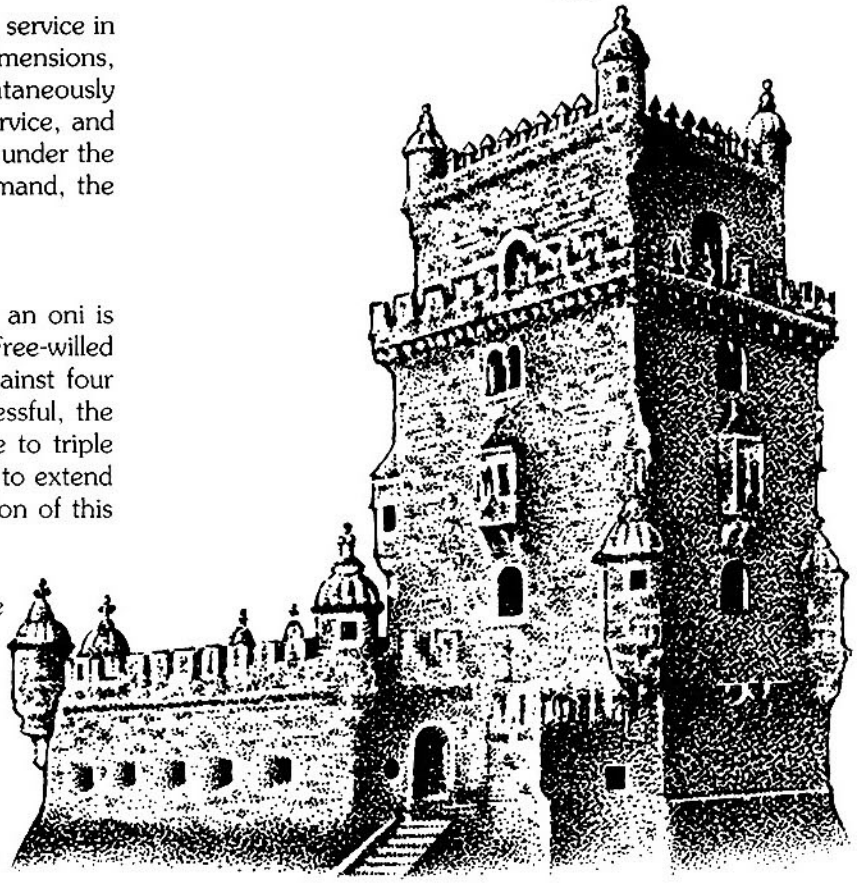
This is a mixed Summoning that enables the Sorcerer to force an oni spirit of ordinary sort to appear in proximity to the activator. The conjured spirit will take physical form upon activation, and thereafter it will perform one demanded service. An impossible demand will simply deactivate the energy and release the nether dimensional spirit to do as it will. A demand with clearly multiple portions will be obeyed only insofar as the first part is concerned. No service can be required that commands the spirit to directly remain for an extended period of time, material or immaterial in form.

Any demand that would require a day or two to complete is an impossible demand, unless it is keyed to

"service upon condition." This is, for example, a service in which the spirit is freed to return to the nether dimensions, but should a specific event occur, it will instantaneously materialize at a specific location, perform the service, and then be released permanently from all obligation under the service. Immediately upon fulfillment of the demand, the spirit vanishes.

Tribute of Onian Oppression: Strong

Through activation of this Power, while an oni is confined within a command circle, a tribute of a Free-willed Living Dead human can be offered. If a roll against four times the activator's Speed Base Rating is successful, the Power succeeds, and the malign spirit will agree to triple normal service. If the check fails, no agreement to extend service is forthcoming. Only one Power activation of this sort per day for the same subject is possible.



Voyage to Unnamable Realms: Extreme

Through this Power, the Sorcerer, or one whom he selects by touch and is within a command circle of the proper nature, is transported instantly to the nether dimensions of this sort in the form of, and with all the capacities of, an ordinary oni spirit, but will retain all Abilities normal to himself or herself. The sojourn lasts for one hour for each point of additional energy expended at time of activation. An individual destroyed while in the nether dimensions becomes a captive spirit therein, likely soon found and devoured by the denizens of the horrid place. At expiration of the Power, the individual is instantly returned to the place at which activation occurred.

Note: This is one way that a daring Sorcerer can possibly learn the name of a nether being.

General Powers of the Four Summonings

Animated Wand: Major

By activation of this Supernatural Power, a Sorcerer can animate one of his or her Extraordinary Item wands in such a way as to give it volition and to enable it to obey his or her mental commands. At activation, the wand animates in the air around the activator (at about shoulder level), where it remains for the duration of the Power's persistency, waving back and forth. Following the ABC of animation, the wand can be utilized by the activator in addition to any other action he or she may wish to take—such as a Power activation, use of another item, etc. The activator must remain within 10 feet of the wand, as well as maintain a path of vision to the wand, for the energy of the Power to continue to cause the functioning of the wand. (The activator does not actually have to look at the Wand, but he or she must maintain a possible line of vision.)

If the activator moves out of this range, the wand is moved out of range, or the activator's vision is completely obscured by any means, the energy ceases and the Power is no longer active. The activator may grab the wand at any time to cease the Power's effect, and others may try to do so as well. A successful check against Precision while the Avatar or character/creature is within 5' of the wand must be made to grab it. The one grabbing the wand then becomes its new possessor—the Power is broken and the energy dissipated. If no one is able to grab the wand at the end of five ABCs, it falls to wherever gravity takes it. A fall of more than 20 feet, or a fall onto a potentially dangerous surface, may damage the wand (at the GM's discretion).

Note that at no time may more than one Wand be animated by the activator, as the link that exists can only sustain the control of a single wand. Activation of this same Power before the end of the original one's cessation will work, but the initial Power is thus automatically cancelled, and the wand affected by it can not be the same wand as affected by the later-activated Power.

Apathy: Minimal

When this preternatural Power is activated, one subject—within sight of, no more distant than 66 feet from, and indicated by the Sorcerer-- will become lethargic. Unless the subject succeeds in a check against Speed Base Rating,

it will do nothing the rest of that ABC, nor the following ABC if action in the first has already been taken prior to activation. For each two extra AEPs expended by the Sorcerer before activation, one additional subject, up to four total, can be affected by the Power. For each two added AEPs expended at time of activation, the effect of the apathy can be extended by one ABC realtime, up to a maximum of six ABCs of effect. In the case of effect beyond a single ABC, each subject is entitled to a check against Speed Base Rating each ABC to attempt to overcome the lethargic force that ABC.

Brass Golem: Major

By activation of this Supernatural Power, the Sorcerer causes a brass (or bronze or tin alloy) statue of at least six feet height to become volitant. Although it has no brain or intelligence per se, the automaton has a directing energy which will enable it to obey a series of three successive commands. For example, one might be required to move in some direction, stop, and to attack anything that moved to within 30 feet of it. Once charged with one or more commands, the golem remains active until destroyed. The golem of brass thus created has the following statistics:

Brass Golem

Armor: 18 pts (90%) sp.

Health	Precision	Speed	Harm
26	39	13	special

This golem attacks with a clubbing strike (inflicting 2-8 points of shock Harm) and a hooking strike (inflicting 1-12 points of penetration Harm) against one or two opponents. Whenever the maximum shock Harm of eight points is indicated for a clubbing strike, the subject struck suffers, regardless of armor protection, 1-4 additional points of Harm and is knocked back three times as many feet in distance as is indicated by the additional damage die roll (3-12 feet). Penetration Harm of 12 from the hooking strike likewise indicates an additional 1-6 points of Harm, regardless of armor, and the target is caught fast and unable to get away or to attack the following ABC, while the golem can loose the hook, and strike with it again. For each 20 AEPs added at time of activation, the golem is given another pair of arms and attacks, up to a maximum of four pairs of arms.

While most attacks are protected against at the indicated 18 point armor value, piercing penetration attacks inflict no Harm at all. Acid and fire-based attacks cause normal Harm. Cold- and water-based attacks cause no Harm.

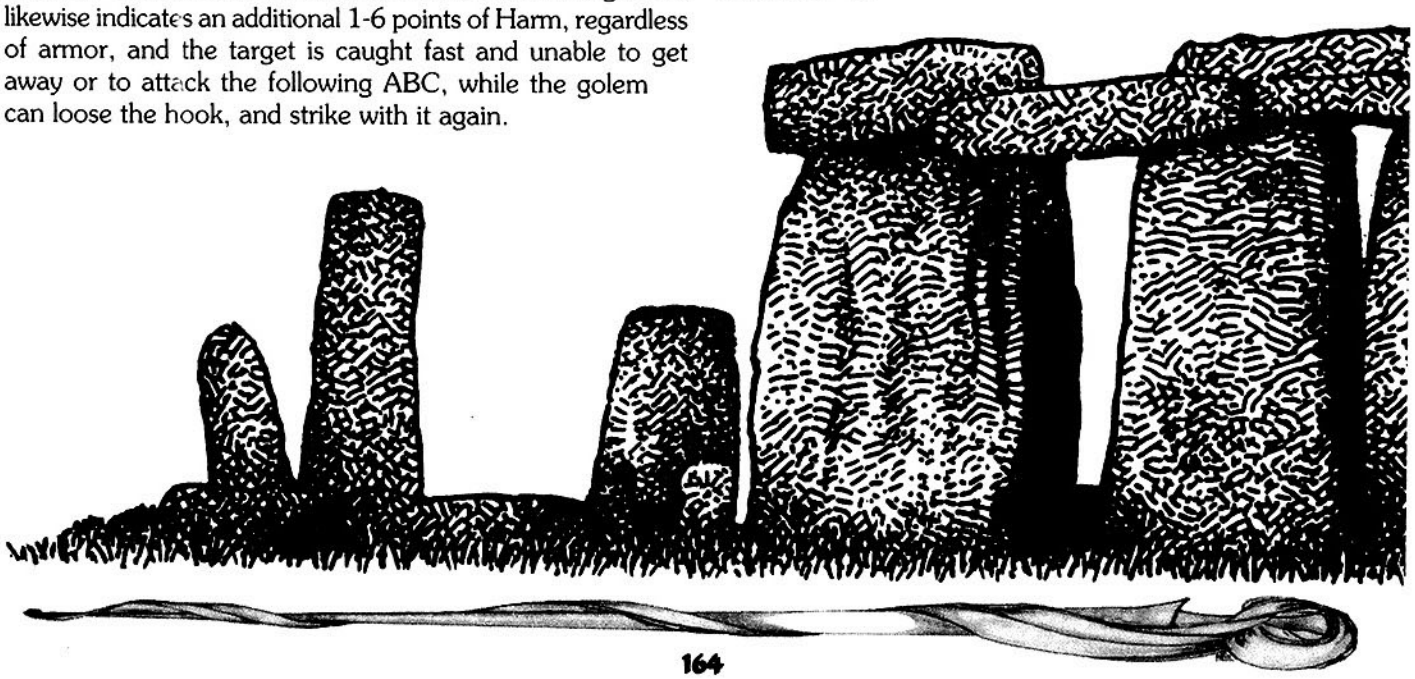
Desecrate Consecrated: Extreme

By means of this Power, the Sorcerer removes any protection given by Theurgy to a place or area made inimical to malign creatures or spirits through theurgical activity. The area of effect is 400 square feet (20 x 20) of floor/ground space (upwards to a height to 20 feet) per Activation Energy Point added to the Power at time of activation. Desecration remains until a re-consecration occurs.

Hidden Soul: Extreme

By means of this Power, the Sorcerer establishes a separate receptacle for his life force. Only one of these Powers may be active for the same individual at the same time. The object in which his life force is to be kept can be virtually anything that is non-living. However, size is important, in that energy must be stored in the object hiding the sorcerer's soul. At the time of activation of this Power, the sorcerer must invest AEPs equal to one-half his or her points of Health Base Rating, plus 12 additional AEPs, plus one Activation Energy Point for every cubic foot, or fraction thereof, of matter comprising the soul object.

If the Sorcerer is harmed so as to reduce Health to zero or negative points, the hidden soul receptacle is triggered. The 12 AEPs are instantly expended in dematerializing the corpse of the individual and bringing it back to the location of the receptacle. As the body materializes, the AEPs equal to one-half the Health Base Rating of the Sorcerer that were invested in



the hidden soul object are expended to restore the body to life at 10% of its normal Health BR. The hidden soul Power is then dissipated, but the Sorcerer is saved from death, and most likely he or she will eventually create a new life force receptacle.

If the hidden soul receptacle is destroyed, the Sorcerer suffers Harm at the immediate moment of that occurring. When the object is destroyed, he or she will instantly lose 20% of total normal Health Base Rating in a backlash of Extraordinary energy. If this loss reduces the individual to below zero Health, death results and there is no reprieve.

Mirdoleb's Hellblast: Strong

By activation of this Supernatural Power, a Sorcerer causes a number of rays of varying color from the low end of the spectrum to spring forth from his or her fingertips to a distance of 30 feet, spreading fan-wise from his hand to a width of 30 feet at the maximum range of the Power's energy. These many small bolts will strike any number of targets in the area of effect. The number of bolts that strike each target is random and is greatly influenced by the creature's size:

Less than one-half man-sized: 25% chance for 1 bolt
One-half man-sized: 50% chance for 1 bolt
Man-sized: 1 bolt
Twice man-sized: 1-2 bolts
Giant-sized or larger: 1-3 bolts

The type (color) of bolt striking the target is determined at random, using a d3 or a d6 to indicate if a Red, Orange, or Yellow bolt strikes. As in the Mirdoleb's Hellbolt Power, the colors and effects of the bolts are:

Red: The subject must avoid the effect by succeeding in a roll against twice his Speed Base Rating or will suffer 9-12 points of Harm from flame, such Harm ignoring all protection save that against fire-based Harm. In addition, any easily combustible material worn or carried will be set afire by the bolt, thus inflicting additional moderate (6-8 points) Harm, also disregarding normal protection.

Orange: The subject must avoid the effect by succeeding in a roll against three times his Speed Base Rating or will suffer blindness for the remainder of that ABC and for the following two ABCs.

Yellow: The subject must avoid the effect by succeeding in a roll against his Speed Base Rating or will turn and flee at fastest movement speed on the following ABC, recovering immediately thereafter so as to act with free will.

Avoidance must be made separately against each bolt striking a subject.

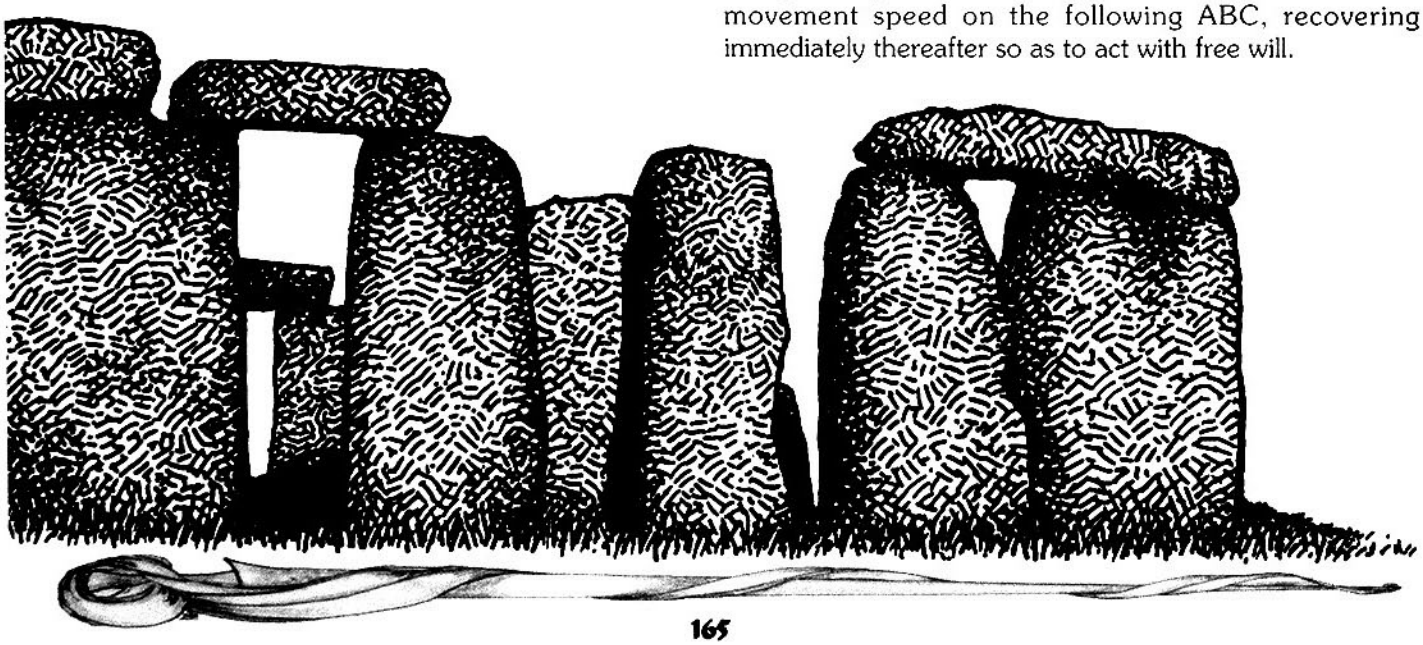
Mirdoleb's Hellbolt: Moderate

By activation of this Preternatural Power, a Sorcerer causes a ray of varying color from the low end of the spectrum to spring forth from his or her fingertips to a distance of 40 feet. It will unerringly strike any one target in range. One of three different colors may be chosen by the caster, that hue to be announced before actual activation. Their individual effects are as follows:

Red: The subject must avoid the effect by succeeding in a roll against twice his Speed Base Rating. Failing in this, he will suffer 9-12 points of Harm from flame, such Harm ignoring all protection save that specifically against such fire-based Harm. In addition, any easily combustible material worn or carried will be set afire by the bolt, thus inflicting an additional 6-8 points of Harm, also disregarding normal protection.

Orange: The subject must avoid the effect by succeeding in a roll against three times Speed Base Rating or will suffer blindness for the remainder of that ABC and for the following two ABCs.

Yellow: The subject must avoid the effect by succeeding in a roll against Speed Base Rating or will turn and flee at fastest movement speed on the following ABC, recovering immediately thereafter so as to act with free will.



Mirdoleb's Infernal Entrance: Extreme

By activation of this supernatural Power, a Sorcerer can open, under a single target creature, a hole in the earth (clay, dirt, sand, stone, etc. but not wet or watery ground). This opening is shaft-like, roughly 12 feet in diameter, and contains a dimensional rift from the mundane dimensions to the nether ones. The activation of the power and appearance of the hole evokes a massive rumbling, a booming sound in the air, and a sulphurous stench. The target of the Power must succeed in a roll against Speed Base Rating or else be subject to the various effects as are explained hereafter. For creatures within the area of effect, but not the direct target, avoidance is made at twice Speed Base Rating if within three feet of the target subject, or at three times Speed Base Rating if from three to six feet distant. In addition, ten percent of a character's Luck Ability Score and/or Minstrelry Ability Score may be added to the chance for success.

Those precipitated into the infernal entrance suffer 1-20 points of shock Harm, disregarding any and all forms of normal protection, from the fall. The distance is 100 feet, but the dimensional warping mitigates against Harm as noted. At the bottom of the pit, the temperature will be either so hot, or so cold (random determination for which), as to cause anything therein to suffer 1-2 points of Harm each ABC spent therein, unless some form of Extraordinary protection against the condition present is possessed by a subject.

On the ABC following precipitation, the manipulative members of various netherbeings (hands, paws, pincers, tentacles, etc.) will begin probing the rift pocket, seeking a delicate morsel to devour. Each subject at the bottom of the pit will suffer 1-4 successful attacks, each attack inflicting 1-30 points of Harm, though normal protection of the subject is applicable. For each ten foot distance the subject is above the pit's bottom, Harm is reduced by 2 points for each attack suffered. A Harm roll of 30 scores only 1-10 points of Harm, but brings a netherbeing into the pit—a demon, devil, fiend, or oni (equal chance for each--other sorts of horrors can be substituted at the LM's option).

At such time as all mundane subjects in the pit are destroyed, any and all netherbeings therein will be precipitated upwards as the Infernal Entrance closes upon itself. Any and all such creatures are free, loosed in whatever dimensional matrix the activator was at the time the Power became active. If the activator is detected by a netherbeing, it will attack him or her in preference to any other subject.

Mirdoleb's Shadow Monster Very Good

See Enchantments, page 82.

Pandemonium: Very Strong

When this Supernatural energy is activated, all other beings, save the Sorcerer or Sorceress, in a 30-foot radius before the activator (180-degree arc) will hear noises, see illusory forms, and be so muddled as to stand and stare (50%), turn from the scene and flee at fastest speed directly away from it (25%), or strike wildly in random fashion (25%) at whomever is closest to them with a weapon or an Extraordinary Ability that was being readied for activation. Intelligent subjects are entitled to an Avoidance Roll against Speed Base Rating. This Power persists for 3-5 ABCs, then fades into nothingness.

Poison Fire: Extreme

The activation of this supernatural Power brings forth a hellish purple and black flame that inflicts 6-8 points of Harm (ignoring all armor/protection not specifically energized against fire or heat) and ignites normally and easily combustible objects of mundane sort. If the subject remains exposed for any further ABCs, such individual suffers a VT attack of 17-20 points of Harm, regardless of armor protection save that preventing that noted, in which case all of the VT Harm can be nullified.

The Poison Fire is a nine-foot-high wall of flame appearing at a distance up to 13 feet from, and centered upon, the spot to which his or her digit points, within 66 feet of the activator and also within sight. The fiery curtain is up to 33 feet in breadth, 13 feet in height, and six feet in depth. It persists for one minute realtime.

Seduce to Evil: Major

This is a Supernatural Power that causes one subject within sight of, and not more distant than 13 feet from, the Sorcerer to become inexorably drawn to that activator. Unless the subject succeeds in a check against twice Speed Base Rating (or Intellect rating, if that optional statistic is employed), that individual is indefinitely committed to being a loyal servant of evil and the willing stooge of the Sorcerer or Sorceress. This commitment remains until the subject has the evil influence removed by some preternatural or supernatural means.

Sending: Extreme

This Supernatural Power of Sorcery enables the activator to direct, to a single destination, a potent and invisible creature of the nether realms. Unless warded by magical protections, this sending will enter the immediate proximity of the target subject(s) named and proceed to attack. If barred from entry, the sending will remain outside awaiting a chance to enter for one hour, attacking anything else that comes within 39 feet of it. If unable to enter thereafter, the nether beast then returns to attack the sorcerer who directed it to the location. If barred from entering the activator's immediate proximity, it is then freed and will return to its own dimensions. The spirit creature has the following statistics:

Nether Beast

H/FW: 60-69. P: 30-35. S: 12-14.

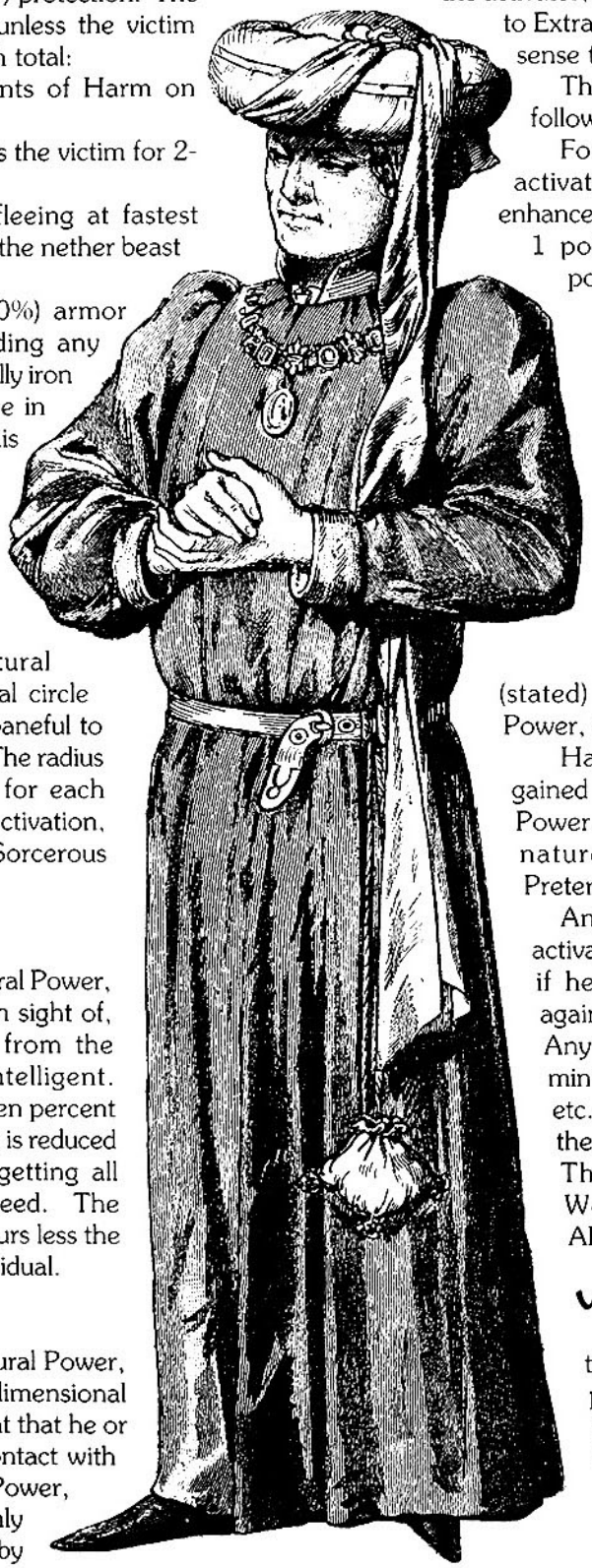
Arms: Supernatural energy enables the materialized nether beast to invisibly deliver, using the beetle-like mandibles on its three arms, a like number of attacks each ABC on targets within a six-foot radius of it. Each successful attack inflicts 6-8 points of Harm, regardless of armor/protection. The attack will also inflict the following, unless the victim succeeds in a roll versus current Health total:

First arm—acid inflicting 17-20 points of Harm on whatever the subject wears

Second arm—VT poison that paralyzes the victim for 2-5 ABCs

Third arm—toxic gas sends victim fleeing at fastest movement possible directly away from the nether beast for 1-4 ABCs.

Armor: The beast has 12 point (60%) armor protection against all attacks, including any Extraordinary ones, except those of wholly iron weapons (any other metal of substance in conjunction with the weapon negates this vulnerability), against which the materialized spirit has no protection whatsoever and suffers full Harm, plus an additional 17-20 points.



Sorcerous Circle: Strong

By means of this Supernatural energy, the Sorcerer creates a magical circle that bars any sending or spirit that is baneful to him or her from passing its perimeter. The radius of this circle is a base 13 feet, and for each additional AEP invested at the time of activation, the radius expands one foot. The Sorcerous Circle persists for six hours time.

Stupidity: Very Good

By activation of this Supernatural Power, the Sorcerer causes one subject, within sight of, and no more distant than 13 feet from the Sorcerer, to become marginally intelligent. Intellect Rating, if employed, drops to ten percent of its actual Rating. The affected subject is reduced to violent physical activity only, forgetting all Abilities based on Health and/or Speed. The energy of the Power persists for 24 hours less the Speed Base Rating of the subject individual.

Touch the Weave: Extreme

By activation of this Supernatural Power, a Sorcerer can manipulate the Multidimensional Weave of the cosmos in such a way that that he or she maintains a constant and fixed contact with it. The Sorcerer, after activating this Power, appears to be in a strong wind that only affects him- or herself. (This is seen by an observer as a rustling of clothes, blowing of hair, etc., as well being surrounded in a dim, golden glow akin to a body halo.) Though cliche, it is not an exaggeration to say that one can literally see the powerful energy coursing through the activator, and anyone remotely connected to Extraordinary Powers and magic can sense the Weave upon the activator.

The effect for the activator is as follows:

For the duration, all Powers the activator uses that inflict Harm are enhanced in effect, inflicting an additional 1 point of Harm per 5 points of possible Harm range. Any Power of other, non-physical Harm sort is at double effectiveness regarding range, or duration, if range is not a factor.

Additionally, the size of the energy field of Powers later activated can be manipulated and molded by the individual, so that they can be up to fifty percent greater or lesser as desired. These new parameters must be set (stated) prior to activating the later Power, of course.

Harm inflicted, or other result gained from a subsequently activated Power, is treated as Supernatural in nature, rather than normal or Preternatural.

Any Power meant to affect the activator is avoided by that individual if he or she succeeds in a check against twice his Speed Base Rating. Any effects that do apply are at the minimum possible—Harm, duration, etc.—when this Power is active on the individual.

The energy of the Touch the Weave Power persists for 10 ABCs.

Unhallow Ground: Extreme

By means of this Power, the Sorcerer removes any protection from an area of ground up to 2,500 square feet (50' x 50'). Unhallowing persists unless a re-hallowing is done.

Theurgy Ability

Theurgy requires that the Avatar be dedicated to a deity, or pantheon of deities, and remain in faithful service thereto in one of two orders—that of Glorification and Hallowing, or that of Service and Care. It is possible to be a member of both Orders of Theurgists. Priests, priestesses, monks, nuns, aspirants, novices, and devoted laity, alike, can qualify for and retain the Ability, as long as they are true to the avowed calling undertaken.

Each Order has separate Rituals for the Invocation of deital minions, and thus separate propitiation materials and votive summoning materials is necessary for each Order. If the activator has not used the correct propitiation materials, then the deital minion will certainly call the activator to account for any and all past transgressions. If the deital minion is summoned without correct votive summoning materials, it will simply vanish once activation is complete. Note well that the Theurge does not have power to deal with the deities per se. Only the lesser minions of such mighty supernatural beings can ever be summoned.

It requires one minute to prepare either propitiation or votive materials for an Invocation, so to properly prepare requires two minutes. It is then possible to activate an Invocation or Rite of Theurgy.

There are two separate Invocations for the summoning of deital minions. There are ten Rites, five for each Order, which hallow or protect. There are also miscellaneous Powers of Theurgy, separated according to Order. The Avatar must know the Invocation for an Order and at least two Rites of that Order as well, to be able to use the Powers of that Order. Without this knowledge, only the General Powers of either Ritual are available to the Avatar.

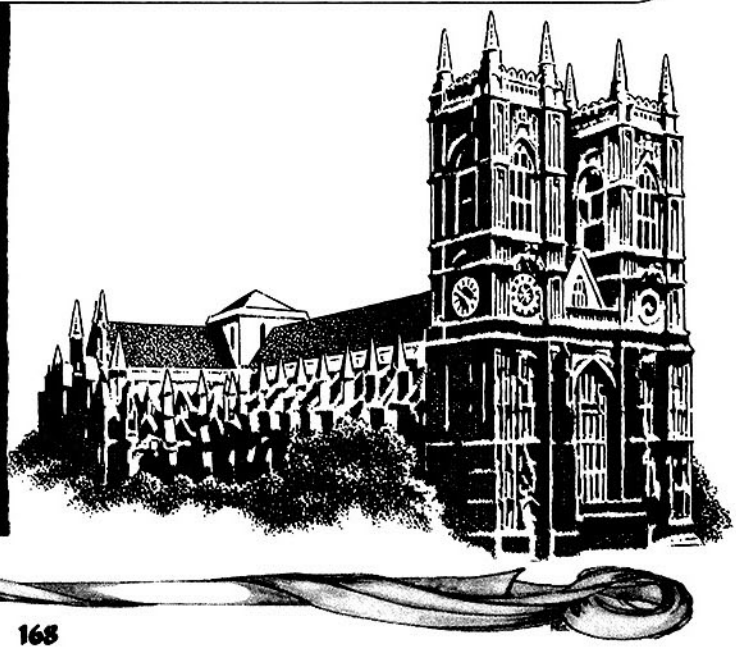
In addition to recording what propitiation and votive materials are necessary, each Invocation, Rite and Power possessed must be recorded on a Theurgy memory tablet, one of which is able to contain any four such scribings. In order to possess a Power, it is necessary that the Theurgist belong to the Order to which it is attuned, and only when the Invocation and Rites are known can the individual then possess a Power that is derived therefrom.

Failure of Ability in a check against Theurgy Score indicates the AEPs are expended to no effect.

Time Required The amount of time required for activating a Power varies according to the complexity and power cost (in AEPs) required:

Grade	Time Cost	Power Cost
Very Minimal	1 second realtime	Power cost 2
Minimal	2 seconds realtime	Power cost 3
Low moderate	3 seconds realtime	Power cost 4
Moderate	4 seconds realtime	Power cost 5
Good	5 seconds realtime	Power cost 6
Very Good	7 seconds realtime	Power cost 7
Strong	9 seconds realtime	Power cost 8
Very Strong	12 seconds realtime	Power cost 9
Major	16 seconds realtime	Power cost10
Extreme	20 seconds realtime	Power cost 12





Theurgy Power Listing

Order of Glorification and Hallowing

1. Invocation of Glory, Order Invocation	Extreme
2. Consecrate Place: Rite	Major
3. Hallow Ground: Rite	Major
4. Revivify: Rite	Major
5. Summon Avenger: Rite	Major
6. Summon Destroyer: Rite	Major

1. Assail Living Dead	Very Minimal
2. Blaze of Glory	Very Minimal
3. Confer Benison	Good
4. Consecrate Fine Oil	Very Minimal
5. Destroy Imp	Extreme
6. Dismay the Unbeliever	Major
7. Dismiss Animal Spirit	Very Minimal
8. Dismiss Restless Dead Spirit	Very Minimal
9. Exorcise Demon	Major
10. Exorcise Devil	Major
11. Exorcise Fiend	Major
12. Exorcise Oni	Major
13. Exorcise Supernatural Spirit	Extreme
14. Grant Might	Low Moderate
15. Grant Puissance	Strong
16. Sanctify Person	Very Minimal
17. Sanctify Place	Very Minimal
18. Sanctify Thing	Extreme
19. Scourge of Attackers	Very Good
20. Smite the Wicked	Very Minimal

Order of Service and Care

1. Invocation of Service, Order Invocation	Extreme
2. Aegis: Rite	Major
3. Restore Body: Rite	Major
4. Save from Evil: Rite	Major
5. Summon Guardian: Rite	Major
6. Summon Protector: Rite	Major

1. Anoint Faithful	Good
2. Armor of Faith	Very Minimal
3. Health Benison	Moderate
4. Confer Righteousness	Very Minimal
5. Consecrate Devotional Object	Strong
6. Consecrate Pure Water	Very Minimal
7. Crown of Belief	Very Good
8. Deny Evil Rest	Extreme
9. Divine Evil Focus	Very Minimal
10. Nullify Burns	Moderate
11. Nullify Toxins	Moderate
12. Nullify Traumas	Moderate
13. Omnivision	Very Minimal
14. Preternatural Vigor	Very Good
15. Rebuff Evil	Very Good
16. Rebuke	Moderate
17. Redeem	Extreme
18. Safe Haven	Minimal
19. Supernatural Vigor	Major
20. Uphold Faithful	Extreme

General Powers of Either Ritual

1. Banish Sickness	Good
2. Bolster	Very Minimal
3. Cleanse	Low Moderate
4. Dismiss Influence	Minimal
5. Exterminate Insect Pests	Very Minimal
6. Exterminate Internal Parasites	Moderate
7. Heal	Low Moderate
8. Pulsion	Extreme
9. Return	Moderate
10. Reverse Shape-Shifting	Extreme
11. Sacred Precincts	Very Good
12. Shelter from the Elements	Very Minimal
13. Undo Activation	Major
14. Undo Petrifaction	Minimal-Extreme

Invocations, Rites and Powers

Glorification and Hallowing

Invocation

Invocation of Glory/Order Invocation Extreme

This is a necessary Invocation of the Supernatural that is enacted prior to any Rite of this order. Without first activating it, no Rite will have any meaning, for through the Invocation an energy channel is opened and through it comes the force for the completion of a Rite. After Propitiation and Votive preparations, activation of the Invocation requires only the normal 20 seconds.

Rites

Consecrate Place Rite Major

This Rite enables the Theurgist to channel benign force to so fill a place-building, chamber, defined space, or the like to make it inimical to any evil creature, including spirit beings. The Rite affects an area of up to 400 square feet (20 x 20) of floor/ground space, upwards to a height to 20 feet, per Activation Energy Point added to the Rite at time of activation.

No consecration is possible if any evil or malign force remains in the place to be made so.

Hallow Ground Rite Major

This Rite enables the Theurgist to channel benign force to bless and imbue soil with benign energy as to make

it inimical to any evil creature, including spirit beings. The Rite affects an area of up to 400 square feet (20 x 20) of soil per Activation Energy Point added to the Rite at time of activation.

No hallowing is possible if any evil or malign force remains in the place to be made so.

Revivify Rite Major

This Rite enables the Theurgist to channel benign force to revive one who has met an untimely death, restoring the corpse to life and returning the individual's spirit to the body. The Rite affects only the remains of one that has met death through accident, attack, illness, disease, or the like, and not the remains of one who has died of old age. As there is a penalty of 50 to the Ability check due to the difficulty of this Rite, only the most expert of Theurgists dare to attempt activation of the Revivify magic. Failure to activate the energy means the individual subject can never be restored to life.

There is also an additional cost in Activation Energy Points. Revivifying the corpse costs AEPs equal to one-half the former Health Base Rating of the individual to be brought back to life. In addition, for each day passed since death occurred there is a cost of 1 AEP cumulative, so that one day costs but a single point, two days cost three points, three days cost six points,and so on, as the spirit becomes progressively harder to call back to the flesh.

The revivified individual will be at one-half normal Health, and he or she must then have complete rest for one week, plus one additional week for each day the spirit was separated from the body (to a maximum of seven weeks), before being capable of normal activity.

Summon Avenger Rite Major

This Rite enables the Theurgist to bring a deital Avenging Minion, a spirit taking form as a human with the following statistics:

Health: 112 Precision: 77 Speed: 17 (68 AEPs)
Abilities at 112: Planning, Ranging, Urbane
Abilities at 77: Hunt, Scrutiny, Stealth, Weapons
Abilities at 68: Theurgy (any Glory Order Power) and devotional object with 22 AEPs
Arms: Supernatural bow (+20% to both distance and Precision, +7 Harm), 17 supernatural arrows (+20% Precision, +7 Harm), supernatural dagger (Darkspirits' Demise, +20 Precision and +7 [+35 vs. spirit] Harm), and a Supernatural, piercing sword (+25 Precision and +17 Harm).
Armor: Supernatural full leather for 12 points (60%) of protection against all Harm.
Invulnerabilities: The minion is immune to any and all fear, leeching of Base Rating points, and possession.

The Avenging Minion will seek out one individual of any sort—Avatar, creature, human, spirit, no matter—who is destructive and/or malign in regards to the deity the minion serves and who has attacked, or otherwise substantially harmed, the activating Theurgist or one of the faithful followers of the deity which the Theurgist serves, and do its utmost to slay such designated individual. The Avenging Minion will remain material and perform service for one day (24 hours) for each seven AEPs expended by the Theurgist at the time of activation of the Rite.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

The exact appearance of the entity materializing will vary according to the deity from whom it is sent in answer to the Theurgist's activation.

Summon Destroyer Rite Major

This Rite enables the Theurgist to bring a deital Destroying Minion, a spirit taking form as a human with the following statistics:

Health: 77 Precision: 112 Speed: 12 (48 AEPs)
Abilities at 112: Minstrelry, Stealth, Weapons
Abilities at 77: Chivalry, Hunt, Waylaying
Abilities at 48: Theurgy (any Glory Order Power) and devotional object with 17 AEPs.
Arms: Supernatural axe (Unhallowed Bane, +20 Precision, +12 [+35 vs. spirit] Harm), and a Supernatural, heavy, cutting sword (+25 precision and +17 harm).
Armor: Supernatural, full, steel mail armor providing 18 points (90%) protection against all Harm.
Invulnerabilities: The minion is immune to any and all fear, leeching of Base Rating points, and possession.

The Destroying Minion will accompany the Theurgist and assail, in company with that individual, any and all who are destructive or malign in regards to the deity the minion serves, and who are opposed to, and have, or would, substantially Harm the activating theurgist. The Destroying Minion will remain material and perform thus for one hour time for each seven AEPs expended by the Theurgist at the time of activation of the Rite.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

The exact appearance of the entity materializing will vary according to the deity from whom it is sent in answer to the theurgist's activation.

Powers

Assail Living Dead: Very Minimal

Through the activation of this Power, the Theurgist is able to attack by Activation Energy use any one of the living dead who is within 120 feet and perceived by the theurgist. For each additional AEP expended at the time of activation, the Theurgist inflicts 1-2 points of Harm to the living dead subject's Health, and if this reduces it to zero Health, it is permanently destroyed and its soul released to its proper dimensions for cleansing or punishment.

Blaze of Glory: Very Minimal

This Power enables the Theurgist to generate a blazing sphere of intense light that is equal to full sunlight and hot enough to inflict low-moderate (3-5 points) Harm to all exposed to its effect for one ABC, or fraction thereof, only armor protecting from Supernatural heat reducing this Harm. The sphere appears instantaneously before the outstretched palm of the Theurgist and then travels—in one second—in the direction the theurgist points to a distance of up to 70 feet. The diameter of the sphere is one foot per point of energy invested by the Theurgist at the time of activation, and its persistence is one second per foot of diameter. For example, a 20-foot diameter sphere persists 20 seconds, and all within its area suffer 3-5 points of Harm per ABC therein.

Confer Benison: Good

This is a dual-purpose Power that enables the Theurgist to either bless himself, or another whom he or she touches, or else to give another the capacity to break some Extraordinary bond that is preventing action. The blessing confers a Preternatural armoring effect (2 points armor) that will absorb up to 17 Harm points and will last until so doing. The bond-breaking applies to such effects as that caused by the touch of a peccant, or to an attachment or possession such as that of a mundane spirit.

Consecrate Fine Oil: Very Minimal

This Power enables the Theurgist to especially imbue fine natural vegetable oil with a beneficent energy, one ounce being so charged for each point of Activation Energy added by the Theurgist to the Power at the time of its activation. This consecration can be performed no more frequently than once per month. Oil so consecrated inflicts Harm on many sorts of evil creatures and spirits.

Consecrate Devotional Object: Strong

This Power enables the Theurgist to especially imbue any item of the form and material held sacred by his belief canon so as to make it inimical to evil and nether-dimensional creatures and spirits. For each point of Activation Energy added by the Theurgist to the Power at the time of its activation, this devotional object will also retain a store of up to 12 Activation Energy Points that can be utilized in extremis by the Theurgist when contending against malign, evil, and/or nether-dimensional foes. Such drawing off of energy destroys the consecration of the devotional object, making it a mundane one instantly. This consecration can be performed no more frequently than once per month. No more than a single devotional object may ever be worn or carried by any person.

Destroy Imp: Extreme

Through this agency, the Theurgist need only point his or her right hand at any imp perceived within up to 12 feet distance. The imp is instantly destroyed if the Theurgist succeeds in a roll against four times Speed Base Rating, with the theurgist gaining a bonus of 12 to the check.

Dismay the Unbeliever: Major

This is a Power that emanates from the Theurgist's right hand and affects a foe at which the Theurgist points at up to 120 feet distance. The subject is so filled with dread that all Abilities (or Precision/Powers in the case of creatures lacking abilities) are immediately reduced to one-half normal and remain reduced for the following 4 ABCs. Its energy then disappears, and the subject is restored to normal functioning.

Dismiss Animal Spirit: Very Minimal

Through the activation of this Power, the Theurgist is able to cause the instant dematerialization and flight of an evil animal spirit that is within 120 feet and perceived by the theurgist. For each additional AEP expended at the time of activation, the Theurgist inflicts five Harm points to the spirit's Health, and if this reduces the spirit to zero health, its attachment to the world is permanently destroyed and it is released to its proper dimensions.

Dismiss Restless Dead Spirit: Very Minimal

Through the activation of this Power, the Theurgist is able to inflict two points of Harm to the Health of, and cause the instant dematerialization and flight of, any single Human Restless Dead Spirit (but not one of Supernatural kind). The affected spirit must be within 120 feet and perceived by the theurgist. For each additional AEP expended at the time of activation, the Theurgist either causes another like (same kind) spirit to be harmed and dematerialize and flee or inflict an additional five Harm points to the Health of one subject spirit. If Harm inflicted reduces a spirit to zero Health, its attachment to the world is permanently destroyed and it is released to its proper dimensions.

Exorcise Demon: Major

This Power allows the exorcist to attempt to destroy a demon in any and all forms of its existence, in whatever set of dimensions both Theurgist and nether spirit coexist in at the moment of activation. If those dimensions are the spirit's native realm, the Power destroys the spirit permanently. In other dimensions the Power merely sends the spirit back to its own dimensions for a number of years as decided by the Ability check. For each point that the Ability check roll succeeds by, the spirit is banished one year, with an additional year added to the count. For example, if 30 is the target for the check, a roll of 30 equals one year of banishment, a roll of 29 equals two years, etc.

The check is against four times the Theurgist's Speed Base Rating, plus seven, less the nether dimensional spirit's current Health total at the time of exorcism. Each additional AEP invested by the Theurgist reduces the counted Health total of the nether dimensional spirit by one. An offering of consecrated oil reduces the counted Health total of the nether-dimensional spirit by one for each ounce so offered, up to a maximum of 12.

A failed roll automatically draws all AEPs from any devotional object, worn or otherwise on the person of the Theurgist, in order to further reduce the counted Health of the spirit. Regardless of the final outcome, the devotional object is thus effectively destroyed.

Exorcise Devil: Major

This Power allows the exorcist to attempt to destroy a devil in any and all forms of its existence, in whatever set of dimensions both Theurgist and nether spirit coexist in at the moment of activation. If those dimensions are the spirit's native realm, the Power destroys the spirit permanently. In other dimensions the Power merely sends the spirit back to its own dimensions for a number of years as decided by the Ability check. For each point that the Ability check roll succeeds by, the spirit is banished one year, with an additional year added to the count. For example, if 30 is the target for the check, a roll of 30 equals one year of banishment, a roll of 29 equals two years, etc.

The roll is based on four times the Theurgist's Speed Base Rating, plus seven, less the nether dimensional spirit's current Health total at the time of exorcism. Each added AEP invested by the Theurgist reduces the counted Health total of the nether dimensional spirit by one. An offering of consecrated oil reduces the counted Health total of the nether dimensional spirit by one for each ounce so offered, up to a maximum of 12.

A failed roll automatically draws all AEPs from any devotional object, worn or otherwise on the person of the Theurgist, in order to further reduce the counted Health of the spirit. Regardless of the outcome, the devotional object is thus effectively destroyed.

Exorcise Fiend: Major

This Power allows the exorcist to attempt to destroy a fiend in any and all forms of its existence, in whatever set of dimensions both Theurgist and nether spirit coexist in at the moment of activation. If those dimensions are the spirit's native realm, the Power destroys the spirit permanently. In other dimensions the Power merely sends the spirit back to its own dimensions for a number of years as decided by the Ability check. For each point that the Ability check roll succeeds by, the spirit is banished one year, with an additional year added to the count. For example, if 30 is the target for the check, a roll of 30 equals one year of banishment, a roll of 29 equals two years, etc.

The roll is based on four times the Theurgist's Speed Base Rating, plus seven, less the nether dimensional spirit's current Health total at the time of exorcism. Each added AEP invested by the Theurgist reduces the counted Health total of the nether dimensional spirit by one. An offering of consecrated oil reduces the counted Health total of the nether dimensional spirit by one for each ounce so offered, up to a maximum of 12.

A failed roll automatically draws all AEPs from any devotional object, worn or otherwise on the person of the Theurgist, in order to further reduce the counted Health of the spirit. Regardless of the outcome, the devotional object is thus effectively destroyed.

Exorcise Oni: Major

This Power allows the exorcist to attempt to destroy an oni in any and all forms of its existence, in whatever set of dimensions both Theurgist and nether spirit coexist in at the moment of activation. If those dimensions are the spirit's native realm, the Power destroys the spirit permanently. In other dimensions the Power merely sends the spirit back to its own dimensions for a number of years as decided by the Ability check. For each point that the Ability check roll succeeds by, the spirit is banished one year, with an additional year added to the count. For example, if 30 is the target for the check, a roll of 30 equals one year of banishment, a roll of 29 equals two years, etc.

The roll is based on four times the Theurgist's Speed Base Rating, plus seven, less the nether dimensional spirit's current Health total at the time of exorcism. Each added AEP invested by the Theurgist reduces the counted Health total of the nether dimensional spirit by one. An offering of consecrated oil reduces the counted Health total of the nether dimensional spirit by one for each ounce so offered, up to a maximum of 12.

A failed roll automatically draws all AEPs from any devotional object, worn or otherwise on the person of the Theurgist, in order to further reduce the counted Health of the spirit. Regardless of the outcome, the devotional object is thus effectively destroyed.

Exorcise Supernatural Spirit: Extreme

This Power allows the exorcist to attempt to destroy a Human Supernatural Restless Dead Spirit of any kind, in any and all forms of its existence. Sprinkled offering of 10 ounces of consecrated oil must be made immediately before activation of this Power.

The roll to succeed is based on four times the Theurgist's Speed Base Rating, less the spirit's current Health total at the time of exorcism. Each added AEP invested by the Theurgist reduces the counted Health total of the spirit by one.

A failed roll automatically draws all AEPs from any devotional object, worn or otherwise on the person of the

Theurgist, in order to further reduce the counted Health of the spirit. Regardless of the outcome, the devotional object is thus effectively destroyed.

Grant Might: Low Moderate

This Power enables the Theurgist to place upon the weapon of one or more associates a Preternatural energy that conveys additional Harm to foes when the weapon scores a hit. If more than one individual is to be so given greater might, the Theurgist must, at time of activation of the Power, add two points of Activation Energy per added individual—thus, for instance, four weapons to receive this bonus would require 10 AEPs investment at time of activation. Each weapon empowered gains a Harm bonus of 6-8 points. The energy persists for five minutes.

Grant Puissance: Strong

This Power enables the Theurgist to place upon a normal weapon of one or more associates a Supernatural energy that conveys additional Harm to foes when the weapon scores a hit. If more than one individual is to be given greater puissance, the Theurgist must, at time of activation of the Power, add four points of Activation Energy per added individual. For instance, four weapons to receive this bonus would require 20 AEPs investment at time of activation. Each weapon empowered gains a 17-20 point Harm bonus. The energy persists for five minutes.

Sanctify Person: Very Minimal

This Power is generally transitory and enables the theurgist to do diverse things:

1) The Theurgist may confer on himself, or another believer by touch, an immunity from attacks by Living Dead or spirit creatures that affect Health, Precision, Speed, or any Ability through an agency other than direct physical attack and Harm. This protection lasts for a period of two minutes, plus one additional minute for each point of energy added at time of activation.

2) The Theurgist may confer likewise, instead, a Supernatural armor protecting against any physical Harm to Health from an evil/malign creature or spirit. The armor reduces Harm by five points regardless of the amount delivered; the armor endures for two minutes, plus one additional minute for each added point of energy at time of activation.

3) The Theurgist may evict any weak evil/malign spirit or thing that the recipient of the Power is unwillingly hosting.

4) The Theurgist may bless a dead body so as to shield it against evil, in regards to its spirit or body, so as to be immune to necrourgy. Unless countered by a malign energy, this sanctification lasts indefinitely.

No sanctification is possible if any evil or malign force remains in the person to be sanctified—a powerful one is unaffected by the energy, and no effect is possible when the heart of the person is of evil or malign intent.

Sanctify Place: Very Minimal

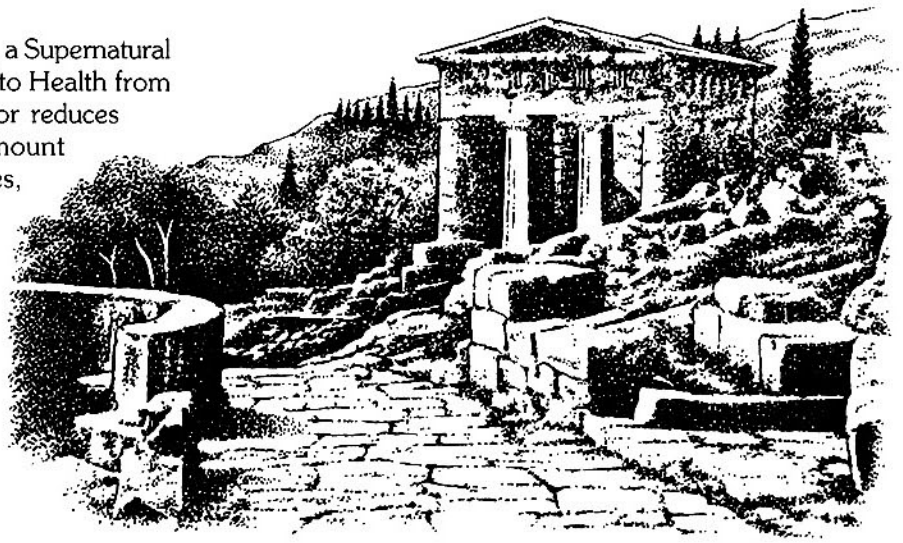
This is also a transitory Power that allows the Theurgist to affect a building, structure, or area as if consecrating and hallowing it on a temporary basis. The area affected is 100 square feet (10' x 10') per AEP added to the Power at the time of activation. The beneficent energy then lasts for one year, or until it is made unholy through the actions of the evil and malign. This latter includes the draining of energy through conferring Harm at the rate of one point per second to each and every such creature thereupon or in; each point of this Harm reduces the time of sanctification by one day.

No sanctification is possible if any evil or malign force remains in the place to be made so.

Sanctify Thing: Extreme

This Power enables the Theurgist to fill a normal item with beneficent force so that any creature or spirit of evil cannot touch or use it without suffering seven points of Harm. The item so affected can be as large as 100 cubic feet in volume, but it must be a separate, distinct and identifiable object (such as a sword, chair, bed, gate, etc.). The beneficent energy then lasts for one year, or until it is made unholy through the actions of the evil and malign. This latter activity (making the item unholy) includes the draining of energy through conferring Harm as noted in the Sanctify Place description, and each point of Harm delivered reduces the time of sanctification by one day.

No sanctification is possible if any evil or malign force remains in the thing to be made so.



Scourge of Attackers: Very Good

Through the agency of this Power, the Theurgist is able to cause a hail of Preternatural arrows to strike an area under observation that is no further than 120 feet away. The area of effect is of 70-foot width and depth, and each target subject within it will suffer attack from the Supernatural missiles raining down. Targets smaller than half human-size suffer one attack, larger targets up to twice the size of a man suffer two such attacks, and any targets larger than twice the size of a man suffer three attacks. The Harm inflicted is dependent on additional AEPs expended at activation by the theurgist. If none are so expended, the Harm inflicted per missile is 2-7 points only, but for each seven AEPs added, this Harm range is doubled (4-14, 6-21, and so forth to a maximum of 22-77).

Smite the Wicked: Very Minimal

This Power enables the Theurgist to evoke a Supernatural force that resembles a metal rod of brightly glowing electrum. It appears in his or her hand and is wielded as easily as a willow wand by the activator. Anyone touched by it is struck as if by a mighty Supernatural mace, suffering a base damage of 5-20 points, plus an additional 9-12 points, from such a blow. The Theurgist gains a bonus of 25 to Weapons Ability Score while using this force. The Power remains active for 2 ABCs, plus 1 ABC for each additional AEP invested at the time of activation.

The rod has the following statistics:

Harm / Class	Range	Speed	Weapon Bonus
5-20 + 9-12 / shock	3	1	25

Service and Care Invocation

Invocation of Service/Order Invocation Extreme

This is the necessary Invocation of the Supernatural that is enacted prior to any Rite of the Order. Without first activating it, no Rite will have any meaning, for through the Invocation an energy channel is opened and through it comes the force for the completion of the Rite. After Propitiation and Votive preparations are made, actuation of the Invocation requires only the normal 20 seconds.

Rites

Aegis Rite Major

As with a hallowing, this Rite enables the Theurgist to channel benign force to so fill a place as to make it inimical to any evil creature, including spirit creatures. This Rite, however, affects an area of up to one square mile of generally contiguous dwellings and buildings of a community. The cost in Activation Energy Points added at the time of activation is one per square furlong of area to be protected by the Aegis, there being 64 square furlongs in a square mile. The beneficent energy then lasts for one year, or until it is made unholy through the actions of the evil and malign. This latter includes the draining of energy through conferring Harm at the rate of one point per second for each and every such creatures thereupon or in, and each point reduces the time of sanctification by one day.

No hallowing is possible if any evil or malign force remains in the place to be hallowed.

Restore Body Rite Major

This Rite enables the Theurgist to channel benign force to restore to perfect condition one who has lost organs or limbs of the body. The Rite causes the regeneration of such things as eyes, kidneys, the liver, etc., and such body parts as arms, ears, feet, fingers, hands, legs, nose, teeth, etc. The Power works on those parts that have been lost due to unnatural causes brought about through accident, attack, disease, illness, etc.

As there is a penalty of 30 to Ability due to the difficulty of this Rite, only the most expert of Theurgists dare to attempt activation of the Restore Body magic. Failure to activate the energy means the individual subject can never have his or her missing portions regenerated.

There is an additional cost in Activation Energy Points. Regrowth costs AEPs equal to one quarter the Health Base Rating of the subject individual, plus 20 AEPs for each organ to be regenerated, 10 AEPs for each limb, and 5 AEPs for appendages (ear, finger/fingers, foot, hand, lip/lips, nose, scalp, toe/toes, tooth/teeth, etc.)

The restored individual must rest and recuperate for one full day for each AEP expended in regeneration of body parts; a minimum rest of seven days is required and a rest of 30 days is the maximum required.

Save from Evil Rite Major

This Rite of mass sanctification enables the Theurgist to channel benign force to so bless all people and creatures before him or her. It confers upon all assembled believers, and their animals, an immunity from attacks by Living Dead or spirit creatures that affect Health, Precision, Speed, or any Ability through an agency other than direct physical attack and Harm. The protection lasts for a period of one week. The cost in Activation Energy Points added at time of activation is one per seven subjects.

Summon Guardian Rite Major

This Rite enables the Theurgist to bring a deital Guardian Minion, a spirit taking form as a human with the following statistics:

Health: 111 Precision: 77 Speed:17 (68 AEPs)
Abilities at 111: Chivalry, Evaluation, Mechanics, Pantology
Abilities at 77: Hunt, Minstrelry, Weapons
Abilities at 68: Theurgy (any Service Order Power) (devotional object with 34 AEPs)

Arms: Supernatural ranging sling (+20 Precision, +6-8 points of Harm inflicted; 22 blessed sling bullets adding +7 to Harm inflicted on malign targets, added Harm bypassing armor) and a Supernatural fighting staff (+20 Precision, +12 Harm, +7 Lucky Hit bonus, added Harm bypassing armor).
Armor: Supernatural full cloth garment for 10 points protection against all Harm.
Invulnerabilities: Any and all fear, leeching of Base Rating points, and possession.

The Guardian Minion will stay within an area under Aegis Rite placed by the Theurgist and watch and assail any and all who are destructive, and/or malign in regard to the deity the minion serves, and who are opposed to and have, or would, substantially harm those protected by the Aegis. The Guardian Minion will remain material and perform thus for one day for each seven AEPs expended by the Theurgist at the time of activation.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

The exact appearance of the entity materializing will vary according to the deity from whom it is sent in answer to the Theurgist's activation.

Summon Protector Rite Major

This Rite enables the Theurgist to bring a deital Protecting Minion, a spirit taking form as a human with the following statistics:
Health: 77 Precision: 111 Speed: 12 (48 AEPs)
Abilities at 111: Evaluation, Pretense, Ranging
Abilities at 77: Hunt, Minstrelry, Stealth, Weapons
Abilities at 48: Theurgy (any Service Order Power) and devotional object with 24 AEPs
Arms: Supernatural hafted hook (+20 Precision, +9-12 points Harm, the added Harm bypassing armor).
Armor: Supernatural full leather armor (12 points protection) and supernatural buckler (Warding Palm targe for+25/-5) against all attacks.
Invulnerabilities: Any and all fear, leeching of Base Rating points, and possession.

The Protecting Minion will stay with the Theurgist and watch and defend him with weapon and shield against any and all who are destructive and/or malign in regard to the deity the minion serves, and who are opposed to and have, or would, substantially harm him. The Guardian Minion will remain material and perform thus for one hour for each seven AEPs expended by the Theurgist at the time of activation.

If destroyed in material form, the minion simply becomes non-material and returns to the exalted other-dimensional sphere of the deity whom it serves.

The exact appearance of the entity materializing will vary according to the deity from whom it is sent in answer to the Theurgist's activation.

Powers

Anoint Faithful: Good

This Power enables the Theurgist to confer upon one of the same faith, the Theurgist included, a dual-purpose energy that confers, by touch, one of two benefits. The first is a Preternatural addition to Speed BR of +3 points that lasts 8 ABCs. The second benefit grants the capacity to be free of some ordinary bonds (such as ropes or spider webs), or even an Extraordinary bond that is preventing action (such as the touch of a peccant), or an attachment or possession (such as that of a mundane spirit).

Armor of Faith: Very Minimal

Through the agency of this Power, the Theurgist is able to confer to himself or herself, and a number of assembled others of like faith, a Preternatural armor providing 2 points of protection against all physical Harm, even caused by evil living dead creatures and spirits seeking to draw any form of Health, Speed, or Precision from the protected individual. The armor lasts until it has absorbed 44 points, then dissipates. For each 5 AEPs expended at the time of activation, one individual can be protected.

Confer Health Benison: Moderate

This Power enables the Theurgist to remove any physical Harm inflicted upon, or suffered by, another during the previous four ABC, up to a maximum of 20 Harm points, The subject must be touched by the Theurgist and not dead.

Confer Righteousness: Very Minimal

This Power enables the Theurgist, by laying on of hands, to temporarily enable one not of the same faith as he or she, but not otherwise of evil or malign heart, to become as one in faith regards to the deital energies and agencies the Theurgist channels. The Power thus enables other sorts of Powers to be active on the individual and also shields that individual from possible ill effects or Harm from other subsequently Theurgist-activated Powers. This righteousness remains in force for one full day (24 hours).

Consecrate Devotional Object: Strong

This Power enables the Theurgist to especially imbue any item of the form or material held sacred by his belief canon, making it inimical to evil and nether-dimensional creatures and spirits. For each point of Activation Energy added by the Theurgist, this devotional object will also retain a store of up to 17 Activation Energy Points that can be utilized in extremis by the Theurgist when contending against malign, evil or nether-dimensional foes. Such drawing off of energy destroys the consecration of the object, making it mundane instantly. This consecration can be performed no more than once per month.

No more than a single devotional object may ever be worn or carried by any person.

Consecrate Pure Water: Very Minimal

This Power enables the Theurgist to especially imbue clean, sweet and unpolluted water with a beneficent energy, three ounces being so charged for each point of Activation Energy added by the Theurgist to the Power at the time of its activation. This consecration can be performed no more frequently than once per month. Water so consecrated inflicts Harm on many sorts of evil creatures and spirits.

Crown of Belief: Very Good

The Theurgist, or a subject touched by the Theurgist, protected by this Power is able to reverse the effect of any insidious attack aimed at draining off his or her Health, Precision, or Speed Base Rating Points. The creature or spirit attempting such attack itself suffers double the amount of attempted draining. Not only is the protected subject unharmed, but actually gains a number of points equal to those that would have been lost to the attack, provided this gain does not exceed the Base Rating total. The Power remains active on the individual for one hour.

Deny Evil Rest: Extreme

Through this Power, the Theurgist is able to assail an evil/malign creature or spirit that is seen or perceived and that is within 24 feet of the activator. If the Theurgist succeeds in an Ability check (Theurgy Score +12, subtracting the Speed BR of the target), the subject of the Power's energy must depart immediately—at utmost speed—to another location at least 700 feet removed if underground, or 7,000 feet removed otherwise. If for any reason the potential subject is absent from a place that is otherwise its location or focus, the Power succeeds automatically without an Ability test.

Divine Evil Focus: Very Minimal

The Theurgist employs this agency to discover the focus or lair of any creature or spirit of intense evil/malign sort, such as one of the living dead, restless dead, or even nether spirits. Upon activation, the Power will immediately lead the Theurgist toward the strongest evil within 70 feet underground or indoors, or 700 feet above ground and outdoors. Thereafter, the Theurgist must continue to expend an additional 2 AEPs per 12 seconds (one AB) to keep the Power active and continue to provide the direction of the evil/malign focus/lair. Upon arriving at a place where the site is in view, and that site being no more that 12 feet distant underground or indoors (120 feet distant above ground and outdoors), the Theurgist will perceive a dark and sinister emanation of vapor-like sort arising from that spot.

Nullify Burns: Moderate

This Power enables the Theurgist to restore all Health lost to acid, caustic, fire, flame, heat, and like Harm-causing things. One subject, the Theurgist or another individual touched, can be treated by this Power. For each two energy points added to it at time of activation, five points of Health lost to the stated cause or causes are restored, up to a maximum of 50 points. This Power can be used no more frequently than once per day on the same subject.

Nullify Toxins: Moderate

This Power enables the Theurgist to restore all Health lost to poison, toxins, venom, and like Harm-causing things, whether contacted, ingested, inhaled, or injected. One subject, the Theurgist or another individual touched, can be treated by this Power. For each two energy points added to it at time of activation, five points of Health lost to the stated cause or causes are restored, up to a maximum of 50 points. This Power can be used no more frequently than once per day on the same subject.

Nullify Traumas: Moderate

This Power enables the Theurgist to restore all Health lost to abrasions, breaks, bruising, contusions, cuts, fractures, punctures, sprains, tears, and like Harm-causing and injurious happenings. One subject can be treated by this Power. It automatically heals five points of lost Health Base Rating, and for each extra AEP added to it at activation, an additional three (3) points of Health lost to one or more of the stated causes are restored, up to a maximum additional 60 points Health. This Power can be used no more frequently than once per day on the same subject.

Omnivision: Very Minimal

The Theurgist employs this Power to have the capacity to see, through his own eyes, all things within a range of 24 feet as they actually are. While the Power is active, the Theurgist will see all things otherwise invisible or Extraordinarily masked or disguised as they are without such veiling. For instance, a vampire masquerading as a normal human will be unmasked instantly to the Theurgist, or a lurking spirit will be seen. The Power lasts only for 1 ABC, but for each two additional AEPs invested at activation, it will extend for another 2 ABCs (6 seconds).

Preternatural Vigor: Very Good

By activation of this Power, the Theurgist confers upon any subject touched a healing power that enables lost Health to be restored at triple the normal rate. Three points of Health are restored to the subject for each day of rest spent in recuperation. The Power persists for 27 days.

Rebuff Evil: Very Good

This Power enables the Theurgist, or any normal subject of like faith touched by the Theurgist, to have a Supernatural agency that assists him or her in attacking and fends off all attacks from evil/malign creatures and/or spirits.

The Power confers an attack bonus of +7 and a defense bonus of +7. The Power lasts for seven minutes.

Rebuke: Moderate

This Power causes any who would attack the Theurgist to suffer like Harm, although only seven points maximum from any one attack will be so inflicted on the attacker. While it does not protect the Theurgist directly from suffering Harm, it does cause the one harming him or her to be rebuked by suffering exactly the same sort of Harm, up to the stated maximum amount of seven points. The Power remains active for 7 ABCs and cannot be extended; it must be activated through a new activation if desired again.

Redeem: Extreme

This Power enables the Theurgist to restore to himself or herself, or any other normal human of the same faith as the Theurgist, any Base Rating points otherwise permanently lost by the subject due to an attack from some evil/malign creature or spirit within the past week. The cost in additional Activation Energy Points is 10 per point of Health to be restored, and 20 per point of Precision or half-point of Speed to be restored. This Power can be used only once per month on the same subject.

Safe Haven: Minimal

Activation of this Power creates an other-dimensional refuge for the Theurgist. For each additional point of Activation Energy expended at activation, space for one additional individual is provided in this haven. The activator and all others provided for are instantly drawn from their current location into the refuge. They can remain sheltered against all intrusion for 27 hours, although the activator can negate the energy at any time and precipitate all within back to their starting place. No energy can enter or leave the haven while it is active, and although Powers can be employed within it, no greater Extraordinary activity can be used, and even Powers are limited to the extent of the refuge.

Those within the refuge can see the material world around them as if observing things of transparent sort, but they can not touch anything "outside." While "shifted" from the mundane dimensions, those in the Safe Haven refuge can move elsewhere in the material world at only a normal human walking movement speed. However, if the activator determines the Safe Haven is insecure and wills movement within the special Dimensions of the refuge, it shifts in a random direction (d8) for a distance of 7-12 miles.

Supernatural Vigor: Major

By activation of this Power, the Theurgist confers upon any one subject touched a healing power that allows for lost Health to be restored at five times the normal rate. Five points of Health are restored to the subject immediately upon touch, and thereafter Health is regained at the rate of five points for each day of rest spent in recuperation. The effect persists for 27 days.

Uphold Faithful: Extreme

The force of this Power enables the Theurgist to recall the departed spirit of a faithful believer to the dead body. This Power will be effective only if it is activated within 77 minutes after the subject met death. The return of the spirit to the dead body automatically restores the Health thereof to the absolute minimum necessary to sustain the body: -10% of normal Health Base Rating. An additional agency must then be employed within the next seven minutes to restore the subject's Health to one point, and no agency can cause it to exceed one point under these circumstances. The subject must immediately thereafter be carried or similarly removed to a place of rest and recuperation within 24 minutes after being returned to one point of Health. Thereafter, restoration of Health is at the normal (or extraordinarily accelerated) rate, but in no case can the subject spend fewer that seven days in complete rest. Any failure to meet these requirements results in the irrevocable death of the subject.

General Powers of Either Ritual

Banish Sickness: Good

This Preternatural energy enables the Theurgist to remove any disease, infection, illness, sickness, etc. from one subject he or she touches while activating the Power, or who is then subsequently touched within the following ABC. The energy of this Power assails the sickening agent and begins immediately to remove it. However, it requires an amount of time equal to the time of sickness endured before activation of the Power to completely cure the subject. During this time of recovery, the individual can do nothing more strenuous that walk slowly for no more than a quarter hour at a time. The subject must rest for at least half of the time needed to totally remove the sickness.

Bolster: Very Minimal

This is a Preternatural Power that enables the Theurgist to enhance a single feature of him- or herself, or of any other single subject touched, at time of activation. It is neither broad nor general, save in regards Base Ratings and Intellect. It will not enhance an entire Ability, only some single feature of it. For each factor (see hereafter) of bolstering, say one point of Health BR, or one point of Intellect, one additional AEP must be expended by the Theurgist at the time of activation.

The energy of this Power will temporarily add to any of the following:
up to 20 points (in increments of 2) Health Base Rating,
up to 12 points Intellect Rating,
up to 10 points Precision Base Rating,
up to 12 points Speed Base Rating,
up to 3 points (in .25 increments) Stealth Ability,
up to 20 points (in increments of 2) Weapon Ability, (one weapon only).

The Game Master can easily interpolate and adjudicate any other attempts to employ bolstering, basing such on the above listing.

The energy of the Power lasts for one minute only, and it then dissipates.

Cleanse: Low Moderate

By activation of this Preternatural energy, the Theurgist removes all that makes the subject he or she touches physically unclean. The subject can be living or non-living, and of a size up to that of a large human. Larger subjects require expenditure of one AEP per added area equal to a human. (For example, an elephant would require about 24 additional points, a horse merely five or so.) All dirt, filth, foreign substances, impurities, soil, stains, and so forth are removed instantly from the subject. It is then perfectly clean and also odorless, although odor will return, of course.

Dismiss Influence: Minimal

This Preternatural energy enables the Theurgist to remove any evil or malign energy from one subject he or she touches while activating the Power, or who is then subsequently touched within the following ABC. The energy of this Power dissipates the effect of any evil or malign energy then active on the subject, removing it instantly.

Exterminate Insect Pests: Very Minimal

This Preternatural energy will enable the Theurgist to kill any, and all, insects upon the person and clothing/gear of one subject he or she touches while activating the Power, or who is then subsequently touched within the following ABC. The energy of this Power eliminates such insects instantly, and their withered corpses drop harmlessly from the subject.

Exterminate Internal Parasites: Moderate

This Preternatural energy enables the Theurgist to remove any, and all, harmful internal parasites and similar foreign life forms, animal or vegetable (including eggs, larvae, pupae, spores, etc.), inhabiting the body of one subject he or she touches while activating the Power, or who is then subsequently touched within the following ABC. The energy of this Power kills such parasites instantly without harm to the subject, and their remains are thereafter eliminated normally from the subject's body.

Heal: Low Moderate

The Preternatural energy conveyed by the activation of this Power returns 3-12 points of Health Base Rating lost by the subject touched. For each added AEP invested at time of activation, to a maximum of an additional six AEPs, the Theurgist restores an additional 1-4 points of Health to the subject. The points of Health lost can be from any sort of Harm, and restoration is immediate. This Power may be used no more than once per day upon the same subject. In addition, no Health total above full normal Base Rating can be gained thus.

Pulsion: Very Good

By activation of this Supernatural Power, the Theurge can cause a single living, intelligent subject to come under the theurge's control. The subject must be within hearing range and sight of the Theurge and must also be able to understand what is said. The subject can be no farther from the Theurge than one half of the Theurgy Score, in feet. The Theurge must expend additional AEPs so as to equal or exceed the Speed Base Rating of the subject.

Investment of AEPs insufficient to equal or exceed the Speed BR of the subject automatically negates the Power's energy. The affected subject can avoid this control if a check against its Speed Base Rating succeeds.

The subject under control is compelled to stand fast, be silent, and listen. If the activator is interrupted in the process of speaking this command, then the Power is negated.

The following conditions apply to a controlled subject:

- The Power is geas-like and compels the subject to obey a command of appropriate sort for a geas or quest that is of no more than three sentences (or over 50 words) long.
- The command given must be obeyed, except that if it is such that obedience obviously (immediately, proximately) threatens the life of the subject, or the life of a companion (someone cared for, respected, and/or loved), the subject will have another chance to avoid the command by succeeding in a check against twice Speed BR. A command whose obedience is obviously suicidal or murderous to a companion, as detailed above, provides the subject a bonus of 20 on the avoidance check.
- If the Pulsion is unavoided, the subject must do his or her utmost to zealously and exactly follow the Pulsion command until it is fulfilled or for at least three times as many days of time as the activator invested additional AEPs in the Power.

If additional AEPs equal to, or exceeding, twice the subject's Speed BR are invested at time of activation, then a second avoidance check is made at Speed BR, and the suicidal act bonus is only -10 on the dice. Furthermore, the time that the subject is under compulsion to obey is counted in weeks of time per additional AEPs expended for this purpose.

Of course, as with any magical quest or geas, other Powers can intervene to break the compulsive, impulsive, propulsive, and/or repulsive nature of this one.

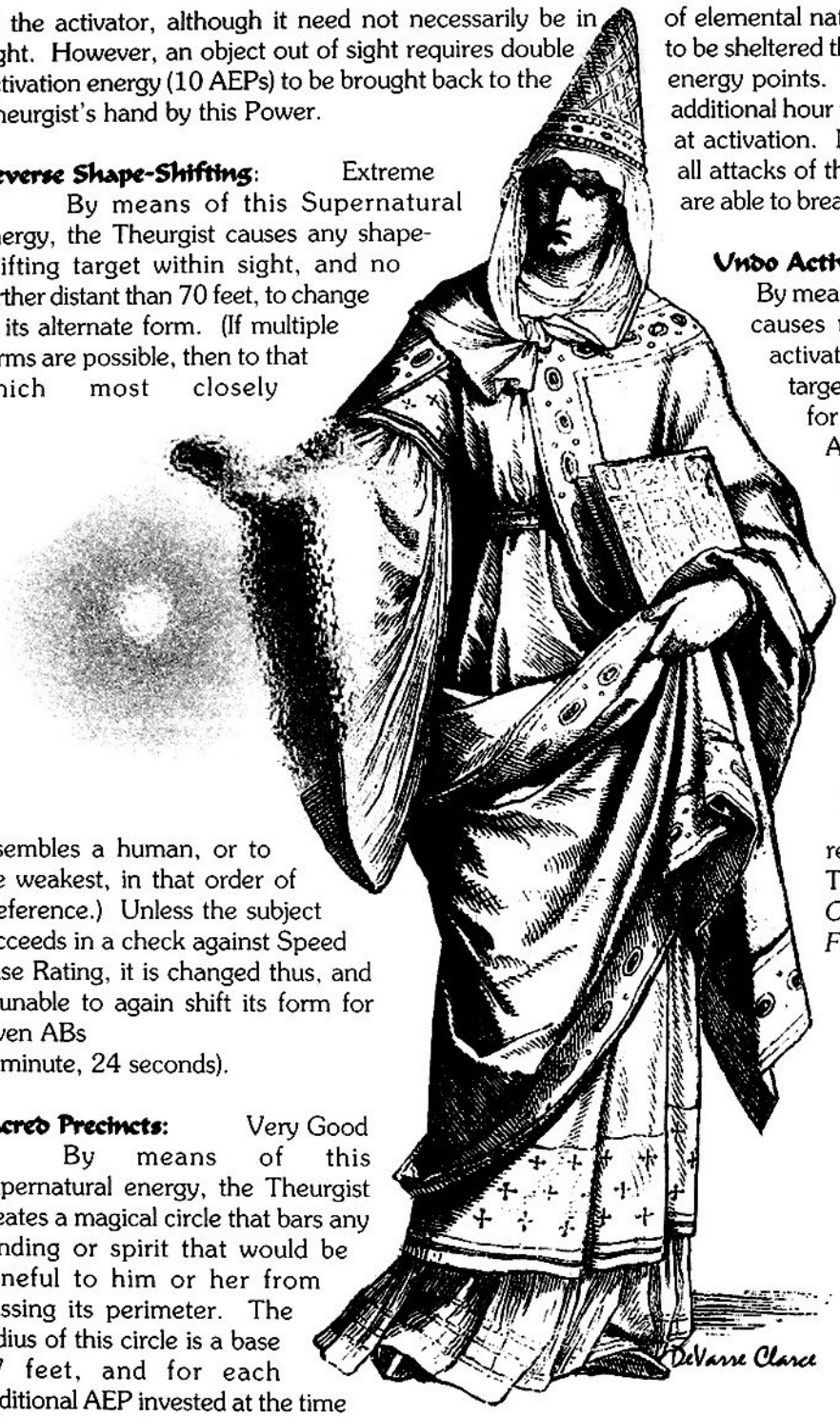
Return: Moderate

The Preternatural energy conveyed by the activation of this Power enables the Theurgist to cause the return to his or her hand of any object that he or she held or possessed within the last hour. The object must be within visual range

of the activator, although it need not necessarily be in sight. However, an object out of sight requires double activation energy (10 AEPs) to be brought back to the Theurgist's hand by this Power.

Reverse Shape-Shifting: Extreme

By means of this Supernatural energy, the Theurgist causes any shape-shifting target within sight, and no further distant than 70 feet, to change to its alternate form. (If multiple forms are possible, then to that which most closely resembles a human, or to the weakest, in that order of preference.) Unless the subject succeeds in a check against Speed Base Rating, it is changed thus, and is unable to again shift its form for seven ABs (1 minute, 24 seconds).



Sacred Precincts: Very Good

By means of this Supernatural energy, the Theurgist creates a magical circle that bars any sending or spirit that would be baneful to him or her from passing its perimeter. The radius of this circle is a base 17 feet, and for each additional AEP invested at the time of activation, the radius expands one foot. The Sacred Precinct persists for eight hours.

Shelter from the Elements: Very Minimal

Activation of this Power confers upon the subject, or subjects, the ability to withstand winds, cold, earth-based attacks, fire, heat, water, ice, and so forth, including those of elemental nature. Each subject other than the Theurgist to be sheltered thus demands an investment of two additional energy points. The power is active for one hour, plus one additional hour per two AEPs per subject added to the Power at activation. Note that protected subjects are immune to all attacks of the nature indicated as well as to flames, and are able to breath normally in water or elemental substances.

Undo Activation: Major

By means of this Supernatural energy, the Theurgist causes the energy of an existing, non-persistent activation to dissipate instantly. If is it directed to a target subject who is in the act of readying a Power for activation, that activity is disrupted, and all AEPs invested by the subject in the Power not yet activated are lost. The subject must be in visual/perceptual range of the Theurgist and no more distant than 120 feet.

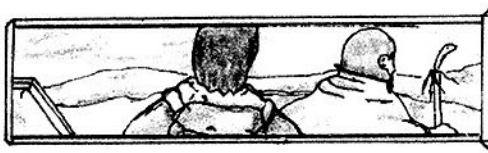
Undo Petrifaction: Minimal-Extreme

By activation of this Supernatural Power, the Theurgist can, by touch, remove the effects of any petrifaction, including that from Swetlana's Petrifying Gaze of Animosity. The grade of the Power and its AEP cost and time for activation depend on the mass of flesh-turned-to-stone to be restored to normal living animal tissue. The general mass ranges are:

Cubic Feet	*Power Grade*	*Size Examples*
1	2	small cat, rat, small snake,
4	3	lynx, turkey, coyote
9	4	kobold, average canine, goat
14	5	avg. human, large canine
27	6	black bear, tiger, major oaf
54	7	brown bear, horse, buffalo
81	8	large crocodile, gaur, hippo
135	9	rhinoceros, exceptional giant
243	10	elephant

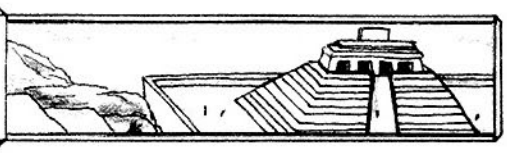
Vegetable subjects of twice the mass ranges above can likewise be restored to their own natural state.

The thinking subject so restored will remember nothing from the time of transformation until the current moment. Otherwise, Health and other factors will be exactly as they were at time of petrifaction.



The Journey

(Rules for General Play)





Having created a suitable Avatar, the player is now ready for adventure! The Legend Master will prepare a suitable scenario for play and the stage is set for the player to assume the role of the Avatar and venture forth into the imaginary world to confront mighty beasts and confound scheming foes. A great deal of the success of the Avatar rests in the numbers generated during the creation process, and the use of those numbers is explained throughout this section of rules. This section of the rules contains the heart of the game system, the general rules that support play.

Each of the numbers generated during the creation of an Avatar has meaning and will be used during play. The Avatar's Ability Scores will obviously affect the success of attempted actions, but the character's Base Ratings will be called on to determine odds of success at other times. Using an Extraordinary Ability involves more than using an Ability of more mundane sort, and all of the Abilities can be improved during play. Each player should understand how each of these ratings is used in play.

Improvement—or the lack thereof—comes in the form of rewards garnered from playing the Avatar. Merits may be gained and used to improve Ability Scores, although poor play can garner Demerits. The actions of the Avatar during an adventure can result in Repute for the character, with heinous deeds resulting in suitable Disrepute. These are the direct rewards the player earns, for good or ill, and the player should be conversant with each of them.

These core areas will each be discussed hereafter, and an understanding of these rules will enable the player to fully engage in play of the Lejendary Adventure game.

Game Numbers

Many times during the course of play the Game Master will need to check to see if the player's Avatar, or some GM-controlled character, can perform a specific action. The Base Ratings and the Ability Scores generated for the Avatar are the numbers used for checks of this sort. While Ability Scores are used in most instances, some occasions will require that a Base Rating serve to establish the odds of successfully completing the action.

The player will not need to figure odds and roll dice every time the Avatar attempts an action. In most instances, it will be assumed that the character is capable of performing what is intended, provided that the act involves using a known skill or is of simple enough nature that success would be considered automatic. In times of stress, however, or those times when the nature of the task would be a challenge of some degree for the character, the GM will call for a check and the dice will be rolled.

Using Base Ratings

Some of the checks required by the Game Master will involve actions not covered by any of the Abilities possessed by the character or even described in the game. These checks will be made using the character's Base Ratings to determine the odds of success. Such checks are typically detailed in an adventure scenario or else are called for by the Game Master as he sees fit.

A percentile dice roll is used for Base Rating checks. Each of the Base Ratings may be used in this fashion. Examples of the sorts of actions each Base Rating would govern can be found below:

- Health might be used to check to avoid some disease or withstand a shock to the system.
- Precision might be used to check for hand-eye coordination or physical-neural coordination—an action such as balancing on a fence.
- Speed might be used to check for reacting before another can act or react, or in avoiding something (See Hazard Avoidance below). Speed Base Rating multiplied times four might be used during a Speed check.

Optional Rule:

- Intellect might be used to check for reasoning or memory recall that can't be reasonably role played by the player. In addition, Intellect can be augmented by any one Ability score, or some percentage thereof, that is directly pertinent to a specific situation requiring a check, as determined by the Game Master.

Hazard Avoidance

In general, the Speed Base Rating is used to determine if an Avatar or other character manages to avoid an attack or other hazard when reaction speed is necessary. If the Avatar is clearly aware of the threat, the Speed Base Rating multiplied by four is likely the applicable rating.

Where Harm is concerned, and the effects of the Harm are sought to be mitigated, then either the Luck Ability, Speed Base Rating, or a combination of both is used. In life or death situations where some massive harm is concerned,

the Lejend Master may wish to modify the results of the hazard according to the dice roll result:

- If a check against modified Speed Rating succeeds, all Harm is avoided.
- If the result is above the Speed Rating, but no greater than twice the Speed Rating, then only one-half the indicated Harm is suffered.
- 10% of Luck Ability can be added to the modified Speed BR.
- Luck can also be used to modify the result, so a total failure becomes a partial success (if a check against Luck succeeds) or a partial failure becomes a successful avoidance.

Using Abilities

Using Abilities is a straightforward process, and involves both the player and the Lejend Master. The LM will determine if a player's suggestion that the general use of an Ability of his or her Avatar is appropriate and possible according to circumstance, and allow a check against the indicated Ability Score if so. If the LM believes a different Ability is better suited to the task, then that Ability will serve as the basis for the check. An attempt to use an Extraordinary Ability will involve checking against only that Ability, the possibility of substituting another not existing.

The use of Extraordinary Abilities is essentially the same as that of using normal Abilities, but there are further modifiers to the check for success and an additional step is required beyond that of succeeding at an Ability check. The specifics of using Extraordinary Abilities will be explained after the discussion of normal Ability use.

Using Normal Abilities

In average situations, the base chance for succeeding in employment of most Abilities is the Ability Score expressed as a percentage chance for success. A roll of equal to or less than the Ability Score means the Ability was correctly used by the character. This chance will be adjusted for those situations involving a greater or lesser challenge.

A percentile dice roll is used for Ability checks.

The dice roll for the check may indicate an automatic failure of the attempt. When checking against an Ability Score to determine successful use of an Ability, an unadjusted roll of 100 (00) indicates failure, except when the Ability Score equals or exceeds 100. In those cases, a check with an unadjusted result of 100 (00) then requires a second d% check, and a roll above the Ability Score indicates a failure. Likewise, the roll of the dice may indicate great success for the attempt. When a check results in a roll of 01, then the Avatar has performed the task perfectly, whatever that task might be. It is performed with the maximum efficiency possible, in terms of time or any and all other effects. It is performed as quickly as possible, as quietly as possible, and as thoroughly as possible, with the best results possible!

Modifiers to Ability Use

Not every action attempt will involve an average challenge for the Avatar. Some situations will require that the chances of success be modified in some fashion, whether for good or ill. The LM may decide that the attempt will be more challenging or less demanding than others and assign modifiers to the check.

Severe Constraints to Ability Use: +31 to +50 (or more).

In cases where the use of an Ability is marginal, the task is unusually challenging, and/or there are severe impediments to performance, the LM will penalize rolls to determine if the Ability is employed correctly, by addition of from 31 to 50 points (more if appropriate) to the number rolled, but still allowing some small chance for successfully using the Ability (perhaps 0.5%—an unmodified d% roll of 01 followed by a d6 roll of 1-3).

Constraints to Ability Use: +10 to +30.

In cases where the task is demanding and/or some impediment(s) to performance exist, the LM will penalize rolls to determine if the Ability is employed correctly, by addition of from 10 to 25 points to the number scored. A slight chance, say 2%, should still be allowed for successfully using the Ability.

Enhancements to Ability Use: -1 to -15.

In cases where the task is usual and/or some minor enhancement(s) to performance exist, the LM will benefit rolls to determine if the Ability is employed correctly, by subtracting from 1 to 15 points from the number rolled. If a negative number results (roll minus modifier equals <0) then the LM may allow an added bonus for exceptional use of the Ability by the character. (This bonus is discretionary to the LM and should be relatively small, a Merit perhaps, as explained in this section immediately following this one.)

Special Enhancements to Ability Use: -16 to -30.

In cases where the task has been performed frequently and correctly in the past by the character, and/or some considerable enhancement(s) to performance exist, the LM will benefit rolls to determine if the Ability is employed correctly by subtracting from 16 to 30 points to the number rolled. If a negative number results (roll minus modifier <0) then the LM may allow an added bonus for exceptional use of the Ability by the character. (Again, this bonus is discretionary to the LM and should be relatively small, a Merit perhaps.) An example of this type of bonus to Ability performance: combat use of Weapons against an adversary whose flank is exposed to the attack.

Extraordinary Enhancements to Ability Use: -31 to -50.

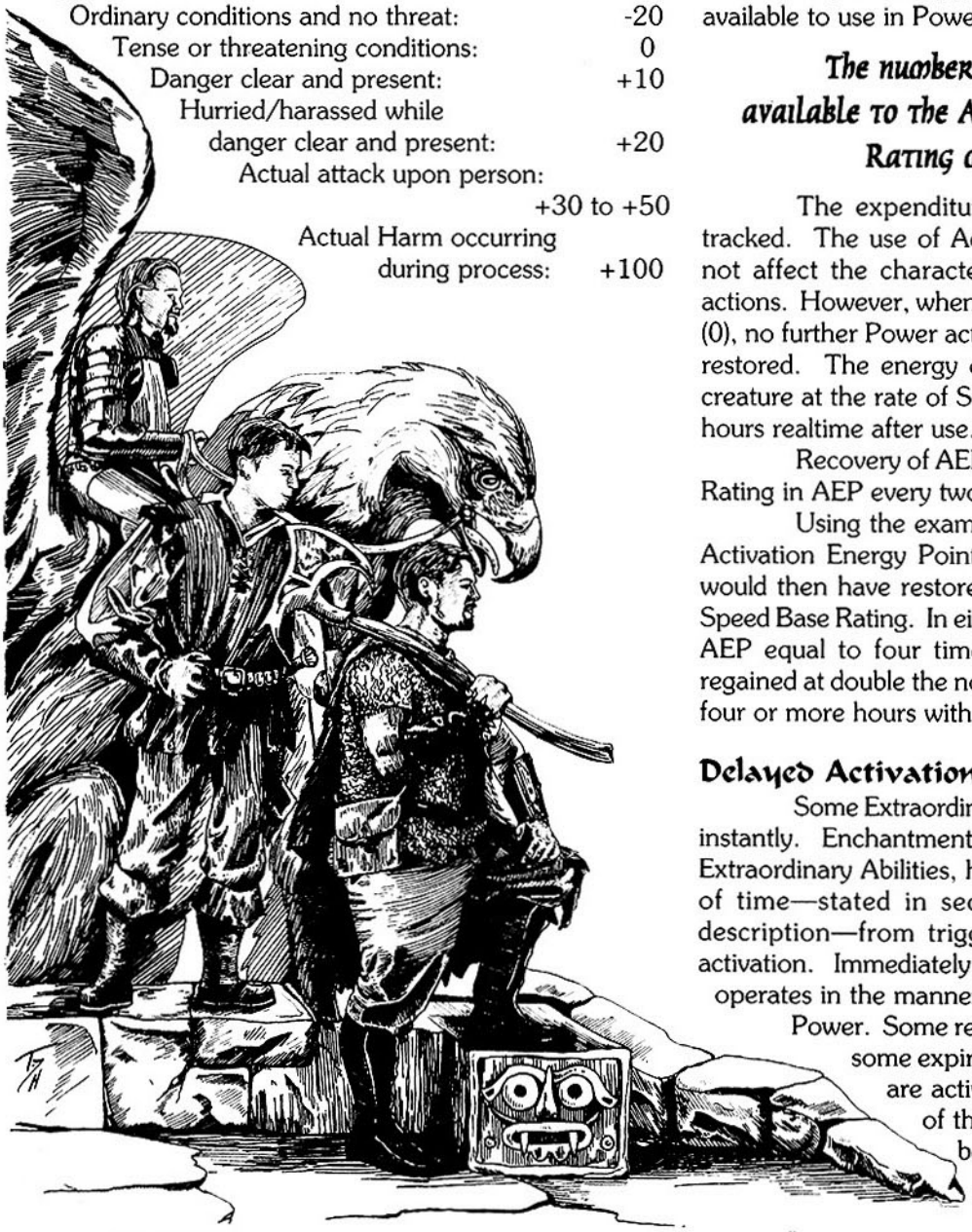
In cases where the task has been in the past performed frequently and correctly by the character, and some very considerable enhancement(s) or Extraordinary enhancement to performance exist, the LM will benefit rolls to determine if the Ability is employed correctly by subtracting from 31 to 50 points to the number rolled. If a negative number results (roll minus modifier <0) then the GM may

allow an added bonus for exceptional use of the Ability. (Once again, this bonus is discretionary to the LM and should be relatively small, a Merit perhaps.) An example of this bonus to Ability performance: combat use of Weapons against an adversary whose back is exposed to the attack or who is prone and unresisting.

Using Extraordinary Abilities

Successful activation of an Extraordinary Ability also requires a check against the Ability score. The chances of success depend greatly on the amount of stress the Avatar is under, however, in relation to normal Ability usage. In general, the following bonuses and penalties are used to modify the dice roll score when using an Extraordinary Ability:

Very favorable conditions:	-30 to - 50
Ordinary conditions and no threat:	-20
Tense or threatening conditions:	0
Danger clear and present:	+10
Hurried/harassed while danger clear and present:	+20
Actual attack upon person:	+30 to +50
Actual Harm occurring during process:	+100



Activation Energy Points

Activation of most Extraordinary Ability capacities, such as an Enchantment Power, costs energy. This energy is supplied by the individual who is triggering the Ability, or, in the case of an item with some Extraordinary energy contained within it or channeled through it, all, or most of, the energy required to activate it is contained within it. The energy required for activation is measured in terms of Activation Energy Points, or AEP, and the description of the Ability dictates how many AEP are required. In regards to characters and able creatures, the energy source for activating a Power or the like is derived from the Speed Base Rating. Just as in the case of determining Abilities using this Base Rating, the individual's Speed is multiplied by 4. The total arrived at by so doing gives the number of points of energy available to use in Power activation.

The number of Activation Energy Points available to the Avatar is equal to the Speed Rating multiplied by four.

The expenditure of Activation Energy Points is tracked. The use of Activation Energy Points (AEP) does not affect the character's Speed Rating, movement, or actions. However, when the Avatar's AEP total reaches zero (0), no further Power activation is possible until the AEP are restored. The energy expended returns to the Avatar or creature at the rate of Speed Base Rating in points per two hours realtime after use.

Recovery of AEP is at the rate of the Avatar's Speed Rating in AEP every two hours realtime in the game.

Using the example of an Avatar who expended all Activation Energy Points two hours earlier, the individual would then have restored a number of points equal to the Speed Base Rating. In eight hours the character would regain AEP equal to four times Speed Base Rating. AEP are regained at double the normal rate if the individual sleeps for four or more hours without awakening.

Delayed Activation

Some Extraordinary Items have a Power that is active instantly. Enchantments and the various Powers of other Extraordinary Abilities, however, are delayed some amount of time—stated in seconds of realtime in the Power description—from triggering by energy expenditure to activation. Immediately upon becoming active, the Power operates in the manner specified in the description of the Power. Some remain active for an unspecified time, some expire after a set time period, and others are active only for a moment. Regardless of the duration of effect, Power activity begins after the energy is expended, and then usually after a one-second or longer realtime delay.

Improving Abilities

Abilities do not increase as Base Ratings do. The initial Ability Score can only be increased when Avatar performance earns Merits that can be used to gain a point of Ability score, or because the LM awards an addition to an Ability because of absolutely astounding performance. The details of using Merits to improve Ability Scores are presented later, in the Merits discussion.

Optional Rule: Intellect

The Intellect Rating increases two points with the addition of an Ability from the list used in figuring the Intellect Rating (see Avatar Creation). If an Avatar has one of the listed Abilities, and the rating in that Ability should reach a rating of 100, the Avatar gains another two points of Intellect Rating.

Gaining Abilities

Through accumulation of sufficient Merits to expend to acquire a new Ability, or through GM-determined award, the Avatar can gain more Abilities, one at a time, to the initial set the Avatar possesses at the beginning of play. The LM will always decide if a player's Avatar can possess any new Ability, of course, based on the character's general nature and past performance. In most cases, there is no reason to assume that an Ability addition will not be allowed.

Each new Ability gained will be at 20% of the applicable Base Rating—Health, Precision, or Speed—as noted for each the Ability in the description. Remember that Speed-related Abilities use the Speed Rating muliplied by four as the applicable Rating.

New Abilities have a Score of 20% of the related Base Rating.

Non-human Avatars may begin the game possessing Extraordinary Powers but without the corresponding Extraordinary Ability. If, and when, the Ability is gained, through Merit purchase or otherwise, an addition of the Avatar's Speed Rating is added to the normal opening Score. This bonus reflects the innate affinity the character has for the Ability.

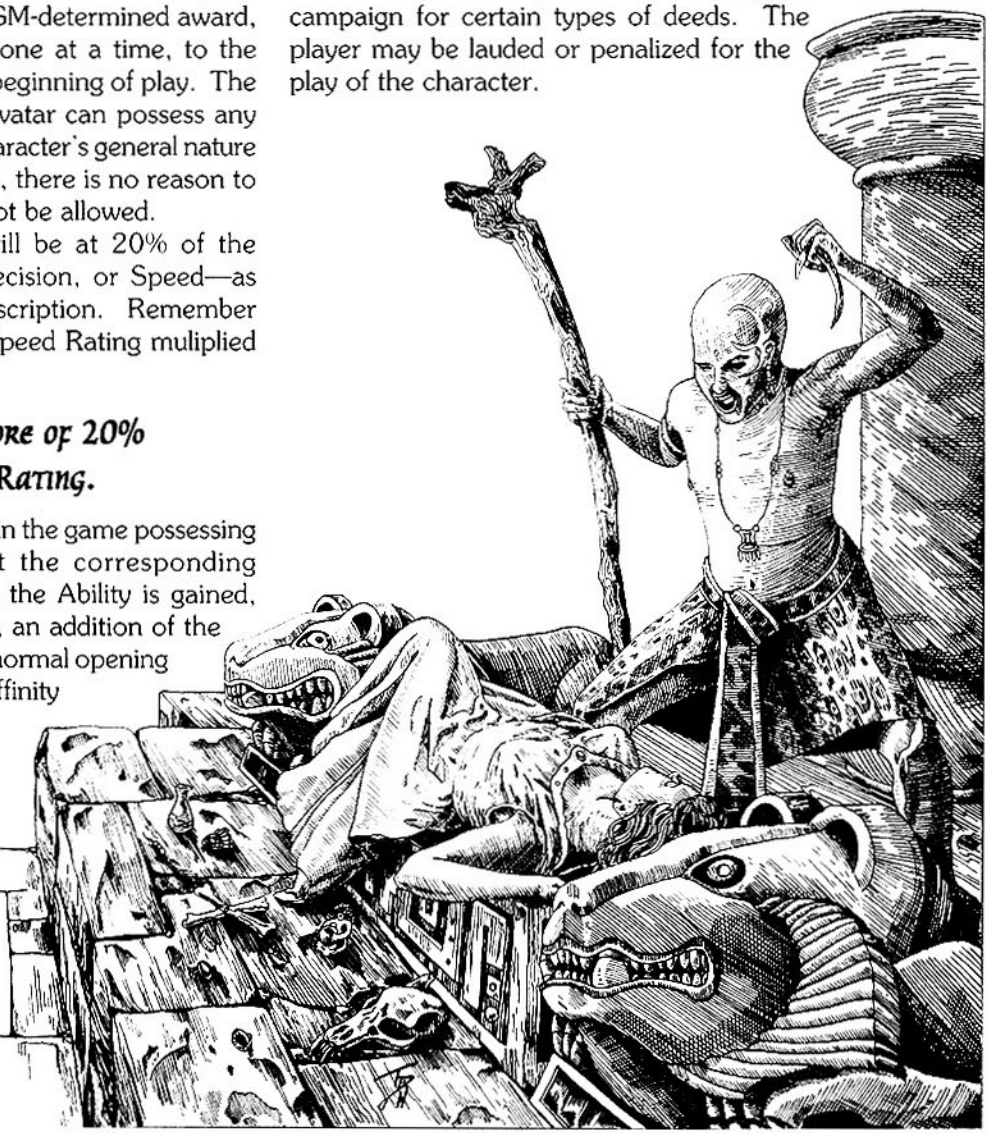
Deciding Checks

There will be many situations that arise in play wherein the LM may use either a Base Rating or an Ability as the basis for a check. A check of an Avatar's perception, for example, may involve using the character's Speed Rating. The check might instead use an applicable Ability such as Scrutiny, Hunt, Savagery, Nomadic, or Urbane, depending on the location and circumstance. The player may suggest the applicability of a specific Ability, but the LM, as always, has final say in the matter.

Game Rewards

The player is rewarded in two fashions for his play of an Avatar in the game. These rewards serve to both help the player develop the Avatar further, increasing Abilities or Base Ratings, and to provide feedback in the game setting for how the character is played. Merits are used to develop the character in terms of capabilities, and Repute measures how the Avatar is regarded in the campaign setting. These two measures are awarded by the Game Master based on the play of the character.

The reward system also takes into account poor play on part of the player and heinous deeds on part of the character. While Merits are awarded, the player may also gain Demerits for poor play. Likewise, the Avatar may be saddled with Dark Repute or even Disrepute in the campaign for certain types of deeds. The player may be lauded or penalized for the play of the character.



Merit

The reward for excellence of play, or even good deeds on the part of the Avatar, and for the player's expertise in managing overall play of the Avatar, is the award of one or more Merits to the character. The penalty for poor play, or even bad deeds on the part of the Avatar, and for the player's inept handling of overall play of the Avatar, is the award of Demerits to the Avatar.

Demerits cancel out a like number of Merits, whether existing or later awarded, making it impossible for an Avatar to have both Merits and Demerits.

Merits are awarded for each adventure session, an adventure session being a play episode of reasonable length after which action ends for the day. Assuming a mean of 250 Merits for an average session, then a highly successful adventure session with expert performance might gain 375 Merits, or a really dreadful session with poor performance by the player as few as 25 Merits! In the case of a critical edpisode of play, up to double the number of Merits may be awarded. In the case of a conclusive, end-of-the-whole-adventure episode, the scale may be tripled.

Vsing Merits

Merits may be used to increase Ability Scores, increase Base Ratings, or gain new Abilities. Each of these requires a number of Merits to be accumulated and then expended in the increase, with the number of Merits required varying widely.

- 200 will buy 1 additional point for any single Ability with a base Score of 19 or less.
- 250 will buy 1 additional point for any single Ability with a base Score from 20 to 50.
- 300 will buy 1 additional point for any single Ability with a base Score from 51 to 75.
- 350 will buy 1 additional point for any single Ability with a base Score from 76 to 100.
- 400 will buy 1 additional point for any single Ability with a base Score of 101 or more.
- 1,000 will buy 1 additional point of Health.
- 1,500 will buy 1 additional point of Precision.
- 2,500 will buy one new Ability.
- 3,000 will buy one point of Speed or one new Psychogenic Power for an Avatar with existing capacity (already possesses the Extraordinary Ability associated with the Power) and with fewer Powers than tens of points in the Ability.

Ability-Specific Merits

It is recommended that the Lejend Master also award Ability-Specific Merits as a special award for effective use of an Avatar's Abilities during the course of an adventure. In general, for a play episode, 1-25 Merits (10 being a good average) may be given for especially effective use of an Ability, or 26-100 Merits if the use was absolutely outstanding—e.g. used to save the entire party or solve a vital riddle, etc.

Ability-Specific Merits may only be used to increase the Score of the indicated Ability. Furthermore, the GM will no longer award Ability-Specific Merits for Abilities with Scores rated at 76 or higher.

Special Merit Award

If an Avatar is successful at performing an action requiring an Ability that the Avatar does not possess, or shows special interest in—and spends time pursuing that interest—an Ability not possessed, the GM may, at his discretion, make a Special Merit Award. The Special Award provides the Avatar with the Ability in question at a rated Score of 1, 2, or 3 points. This is not a generous award, but it does enable the Avatar to expend Merits to increase the Score, and also to gain Ability-Specific Merits for improvement.

Repute

The Game Master may award special recognition to individual Avatars, or to a group acting in concert. Such recognition reflects the popular conception of the individual or group in question in regards their actions and deeds. In general, assume that normal sorts of individuals and groups will be positively influenced by Repute and negatively affected by known Disrepute.

When a brave and remarkable deed is done, such act is noted and the performer or performers gain in repute. An Avatar may gain such repute slaying a giant to save a town, for instance. A darker sort of renown may also be had by performing generally beneficial acts that are harmful to some parties, such as clearing the countryside of outlaws and attacking a disgruntled—but otherwise law-abiding—citizen while so doing. Very brave, heroic, daring, and generally benign or helpful acts will gain one point of Repute.

Deeds that have an agathocacological nature, both good and bad, will garner Dark Repute. This form of renown tends to frighten ordinary and average folks, sometimes more than a little. Those of sturdier sort will be a bit suspicious of an Avatar or group with Dark Repute, and will tend to deal cautiously and watchfully with such characters. Daring and desperate deeds that serve an overall beneficial end, but are also to some degree destructive, savage, or deal death to the undeserving and so forth bring a point of Dark Repute.

Disrepute

Disrepute is altogether different from either previously mentioned form of repute. Especially ignoble, vile, and terrible acts will bring one point of Disrepute to each Avatar involved. Again, assume that normal sorts of individuals will be negatively influenced by Disrepute, while positively affected by known Repute. Gaining Disrepute will affect the Avatar's ability to deal with others in the game world negatively.

Using Repute

Perspective is of great importance when dealing with Repute and Disrepute. In regards to group interests (such as politics), Repute in the eyes of one group might be Disrepute in the eyes of another, and vice versa. However, the Lejend Master will measure the matter in the ethical terms used in history, and to some extent that found in our contemporary society, to award points and to gauge the effect of this renown or notoriety on those encountered.

Both Repute/Dark Repute and Disrepute are subject to "inflation" through use of Avatar Abilities and player ingenuity so as to make some act or deed seem greater than actual, and thus gain a point or more. Again, the GM will determine this considering both the Ability use and the public relations, disinformation, or propaganda campaign outlined by player on behalf of the Avatar.

Failure to live up to either form of Repute, or Disrepute, will not merely cause the Avatar to fail to gain an additional point, but will bring about a negative result, lowering either factor by a point for each such failure. Run away from derring-do and lose Repute; fail to be fearsomely bad, and lose a point of Disrepute.

Because Repute, Dark Repute, and Disrepute are rare, even for Avatars, the GM will determine if such considerations will come into play, and why they do so. There are guidelines showing what will bring such factors into play:

- A feat of arms—fighting and slaying a renowned person or creature with others as witnesses.
- As above, sans witnesses, but with a trophy to prove the deed was done.
- Elimination of some deadly peril to those around—and this is applicable to any sort of renown as malign groups are threatened by the benign.
- Service to a great overlord at risk of life and limb.
- Some act of great generosity that brings weal to many in need, or its reverse.
- Recovery of some great treasure through cleverness and despite adversity.

Action and Combat

The Avatar will be able to wander far and wide, exploring new lands and conversing with strange people using nothing but the rules for general play presented in the last section. Sooner or later, however, the Avatar will need to engage in a bit of derring-do or attempt to slay a dangerous foe. The rules for these types of sequences use the Ability checks described previously, but also deal with all the details encountered in action sequences and fights.

The player will soon find his Avatar in a situation where how fast the character can move is important. Very stressful situations—such as a rousing fight—will demand that the actions of the Avatar and other participants be described and resolved in some detail, using short units of time to regulate the whole. The game uses Activity Blocks and Counts when the action begins, and which participant is the quickest to act may decide the outcome.

Fighting involves a great deal of action, and many modifiers apply to how well a character or creature can attack in different situations. The weapons involved and the armor worn will affect the outcome, as will the capabilities of those involved in the fracas. The rules for all of this sort of action are also explained in this section.

Game Movement

The Avatar's ability to move will normally not be subject to a great deal of scrutiny. If the player wishes the Avatar to walk across town to a merchant's house, it is assumed that the character can indeed do so in a nominal amount of time and play continues on without much consideration of the matter. At other times, however, the speed at which the character moves will be of some importance.

General Movement

The Speed Base Rating indicates both relative movement and reaction capacities. (Reaction capacity is dealt with in detail later and also in the Lejend Master's Lore™ book.) In regards to movement, Speed multiplied by twelve equals the number of yards the character (or creature) would cover at normal walking pace in two minutes realtime, carrying a moderate amount of weight, and for a sustained amount of time. At a trot, this same base distance could be covered in one-third that time, or about 40 seconds. A run is twice trotting Speed.

Speed Rating x 12 is the rate in yards for two minutes of walking.
Trotting is movement at 3x the rate of walking.
Running is movement at twice the rate of trotting.

For example, using a Speed of 10 and multiplying by 12, basic movement rates can be deduced:

Walk = 120 yards covered in 120 seconds, or 1 yard (pace)/second.
Trot = 120 yards covered in 40 seconds, or 3 yards/second.
Run = 120 yards covered in 20 seconds, or 6 yards/second.

Exterior Movement

The Avatar's rate of exterior travel, when exploring new areas and carrying a load of equipment, can be determined from the general rates of travel.

- Cautious but normal movement = 180 feet/minute
- Careful or rough-surface movement = 120 feet/minute
- Search or very rough surface movement = 60 feet/minute

Multiply the distance traveled by 3 for trotting or 6 for running, using the condition applicable. A run on very rough ground is not as fast as a normal trot, for instance.

Subterranean Movement

In subterranean exploring, movement will generally be at a very cautious walk. Moving along underground is at a slightly reduced rate because of the amount of care being taken. Figure that for one minute realtime, the rate will drop to 50 paces and the distance covered will be 50 yards or 150 feet. The other rates will be adjusted accordingly.

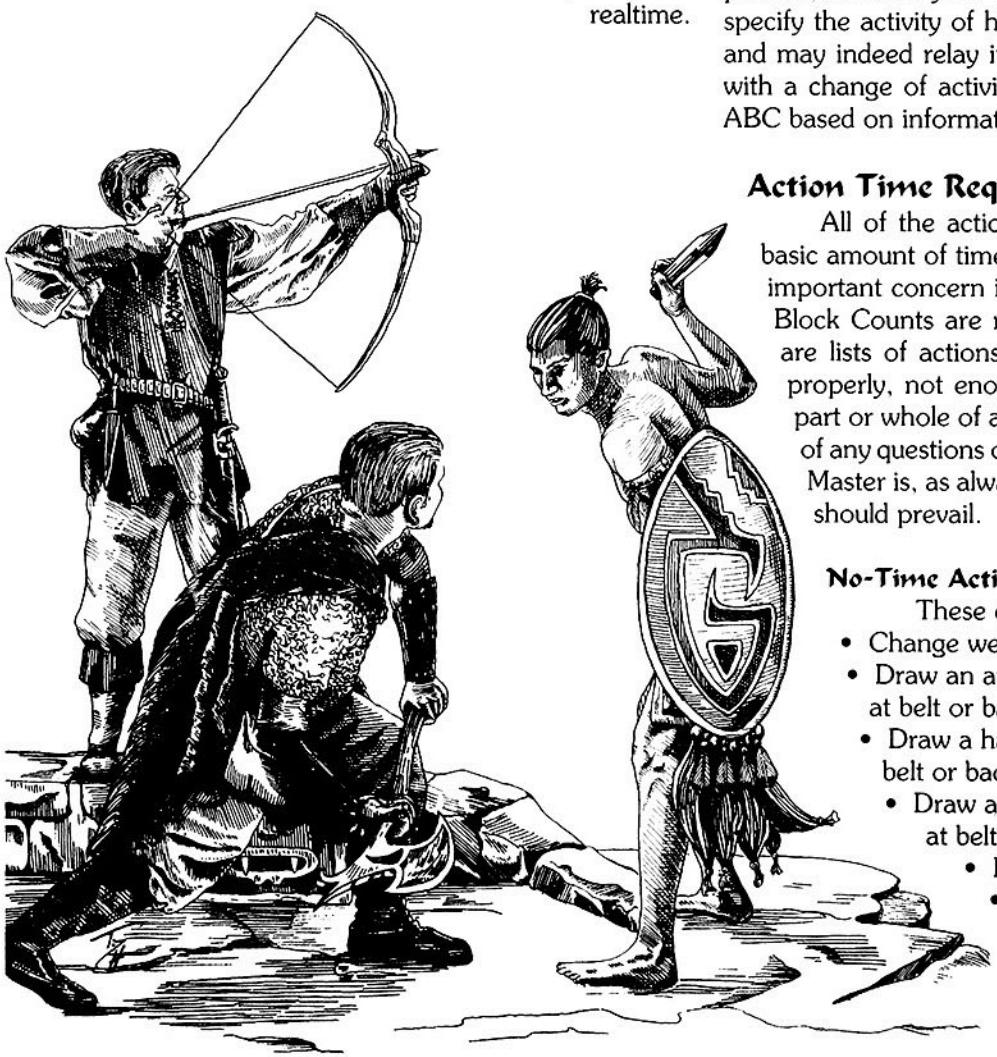
Running = 900 feet/minute realtime or 15 feet per second realtime

Trotting = 450 feet/minute realtime or 7.5 feet per second realtime

Cautious, normal movement = 150 feet/minute realtime or 2.5 feet per second realtime

Careful or rough-surface movement = 100 feet/minute realtime or 1.67 feet per second realtime

Search or very rough surface movement = 50 feet/minute realtime or 0.83 feet per second realtime.



Activity Blocks

In order to structure and quantify periods of intense interaction, the GM will refer to short segments of realtime as "Blocks". These Blocks serve to regulate how much activity one character or creature can attempt while all the other characters and creatures involved are also attempting various actions. The blocks are long enough to allow significant action while being short enough to break that action into manageable bursts.

There are five general Activity Blocks (ABs) of time in one minute realtime. Up to four separate and different actions can occur in an Activity Block. This allows three seconds realtime for an action. Attacks and defenses, advances and retreats, use of Extraordinary Ability capacities such as Enchantments Powers and other like capacities, can all quantified in such a period. These small divisions in the Activity Blocks are called Counts, or Activity Block Counts (ABCs).

The smallest division, the Activity Block Count, is the basis for all player direction in most confrontational periods, and always in combat situations. The player must specify the activity of his or her Avatar for 1 ABC period, and may indeed relay it for as many as four such periods, with a change of activity being allowed at the end of any ABC based on information relayed by the GM.

Action Time Requirements

All of the actions attempted by Avatars require a basic amount of time to complete, obviously. The most important concern in play is to rate how many Activity Block Counts are required for each action. Provided are lists of actions that require essentially no time—properly, not enough time to consume an ABC—or part or whole of an Activity Block Count. In the case of any questions or disputes, the decision of the Game Master is, as always, final. Common sense and logic should prevail.

No-Time Actions

These can be done at no ABC cost:

- Change weapon hands
- Draw an arrow carried ready in a quiver at belt or back.
- Draw a handy weapon carried ready at belt or back.
- Draw a quarrel carried ready in a case at belt or back.
- Drop something.
- Touch something in hand to or with a proximate fire source.

General Actions

The amount of time required for major activities is noted below, and from these benchmarks the GM can interpret the time for any activity suggested by a player for his or her Avatar. Of course, these are not absolutely actual times, but those required for the game based on averages, common sense, and balance.

- Advance hastily to attack: 21 and one-half feet/ABC
- Advance prudently to attack: seven and one-half feet/ABC
- Apply wound dressing: 1 ABC
- Climb five feet up a ladder: 1 ABC
- Climb three feet up a rope: 1 ABC
- Climb up or down six stairs: 1 ABC
- Cock a crossbow: 1 ABC
- Cock, and trigger a repeating crossbow: 0.5 ABC
- Cock and trigger a gnome/hand catapult: 0.5 ABC
- Cock, trigger and reload a small crossbow: 1 ABC
- Crossbow, other, loading of a quarrel and cocking: 1 ABC
- Draw forth an arrow, nock, draw and release from a bow: 0.5 ABC
- Find an item in a pouch: 1 ABC
- Find an item in a removed and open backpack: 1 ABC
- Kick once: 1 ABC
- Load three rounds of any sort of ammunition: 1 ABC
- Move back facing opponents: two and one-half feet/ABC
- Move sideways facing opponents: five feet/ABC
- Open a removed backpack: 1 ABC
- Power activation: According to time stated for each specific one
- Punch twice: 1 ABC
- Remove a backpack: 1 ABC
- Slide 15 feet down a rope: 1 ABC
- String a bow: 1 ABC
- Throw a throwing dagger, knife, or throwing star: 0.5 ABC
- Throw any other sort of weapon or object: 1 ABC
- Turn away and run: 30 feet in the initial ABC, 45 feet/ABC thereafter
- Uncase a bow: 1 ABC
- Unsling back-slung shield: 1 ABC
- Use a sling of any kind: 1 ABC
- Weapon discharge or wielding to attack and defend: 1/ABC

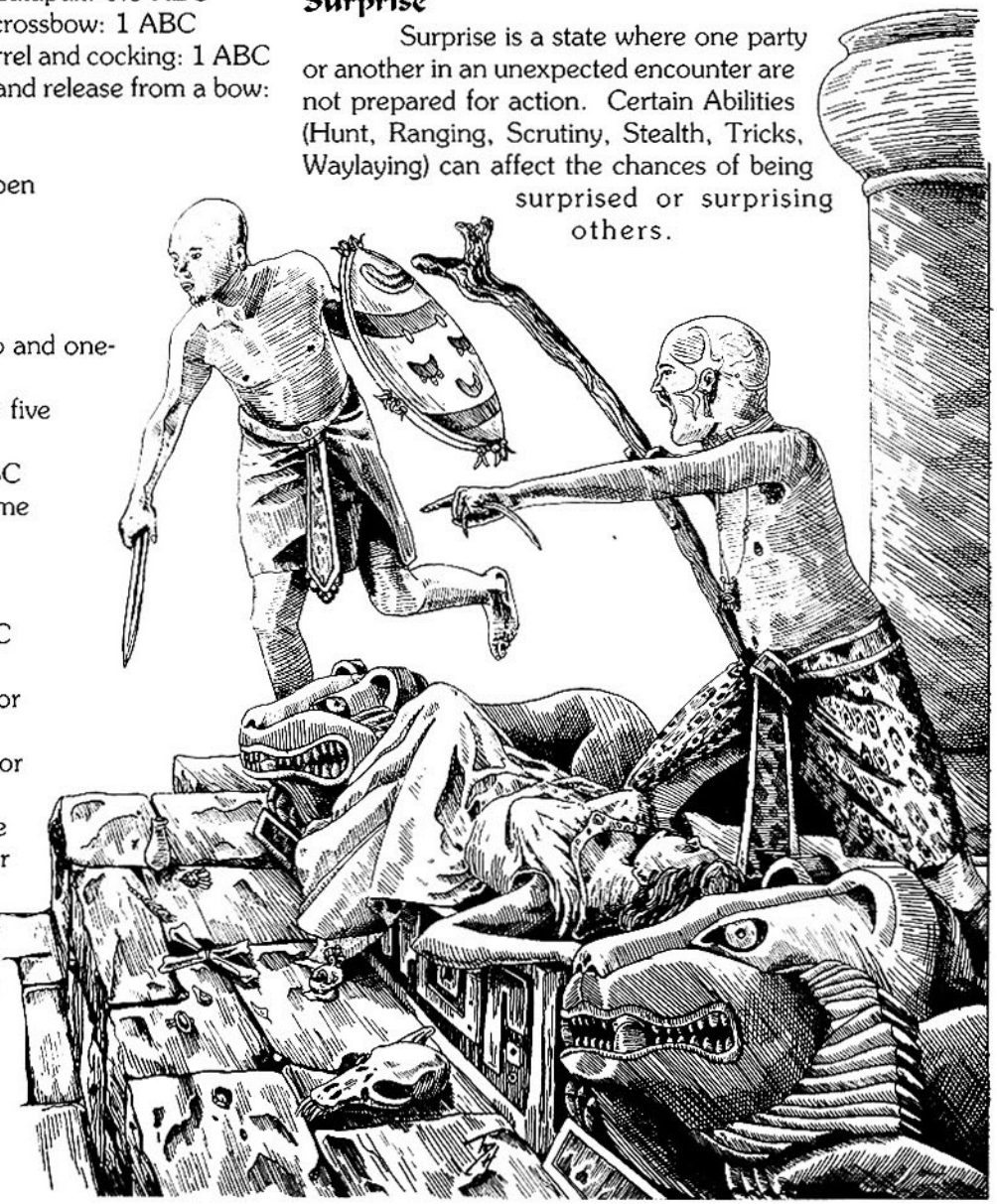
Base Initiative

At the beginning of each Activity Block, the order in which the Avatars (and others involved) act must be determined, for the action of the quickest may have great effect on the actions of the slower characters. The Game Master will be the arbiter of how initiative is determined, but generally, a roll of 1d10 will be used, with the lower number being the holder of initiative. In instances of tied rolls, the character or creature with the highest Speed Rating will act first.

Weapons speed factor can be used to modify initiative, but this is typically applicable only when human or human-like characters are engaged in single combat. The Game Master may wish to consider the length of the weapons involved and other details of circumstance.

Surprise

Surprise is a state where one party or another in an unexpected encounter are not prepared for action. Certain Abilities (Hunt, Ranging, Scrutiny, Stealth, Tricks, Waylaying) can affect the chances of being surprised or surprising others.



A surprised party will not have initiative, and sometimes such a party will be unable to take any action at all for one or more ABCs of time. Again, all of this will be handled by the GM, with players rolling for their Avatars as directed.

Combat Resolution

There will always be villains to confront and dragons to slay in the worlds of fantasy, and the inclusion of rules to guide such combat is a necessity for a fantasy game.

Combat involves using the general system rules explained in the previous section and also the previously described rules for the action system. A great deal of the action after melee has begun will, of course, deal with specifically attacking or defending. The procedure for resolving such martial conflict is explained hereafter.

Each Activity Block Count of three-second length will have a combat exchange, generally an exchange of attacks, possibly with defensive counter-measures being taken, between two or more antagonists engaged in deadly exchange. The order used for the resolution of the various attacks is determined using the initiative rolls.



1. Figure the Attacker Situation Precision base.
2. Add the Weapon Precision Bonus to Weapon Ability or Precision Rating.
3. Add Attacker Situational Adjustments.
4. Add Defender Situational Adjustments.
5. Determine success or failure by rolling d%.
6. If the number scored is otherwise a miss, see if a Lucky Hit occurs.
7. Find the Harm to Health by Weapon type and any bonuses.
8. Adjust actual Harm for Precision, Physique, and armor.
9. Determine morale of opponents.

The process is straightforward, as shown by the step listing above. The capability of the attacker is considered and adjusted by the situation, and then the capability of the defender is considered. After all pertinent modifiers have been figured, the attacker rolls the dice to find the final result. If the attack is successful, then the attacker determines how much Harm is done by the weapon being used and the defender subtracts Harm absorbed by his defenses. The opponents may decide to exercise the better part of valor after an effective attack.

Attacker Situation Precision (ASP)

The attacker's ASP is equal to the Weapons Ability Score for those using weapons, or Precision Rating for those using natural weapons. This base number will be adjusted by later steps in the process.

- All Avatars use the Weapons Ability score as base.
- Creatures and characters without specific Weapons Ability listed use their Precision Base Rating as a base.

Weapon Precision Bonus

The bonuses for weapons listed on the Weapons Table do not consider any Extraordinary Power, and when such power is a condition of the weapon, the power-derived bonuses to Precision and/or Harm are added to the basic bonuses shown on the table. The Precision Bonus listed is added to the ASP from the first step.

Attacker Situational Adjustments

The GM will assess the situation the combatants find themselves in and make Attacker Situational Adjustments, if applicable or desired, to the ASP. Avatars may find themselves having a momentary advantage or disadvantage due to circumstance.

Attacker Situational Adjustments Table

- shooting, motionless, back or weapon braced: +10
- shooting and moving rapidly: -10
- shooting and moving erratically and rapidly: -20
- striking and moving erratically/rapidly: -10
- striking from above: +5
- striking from behind: +20
- striking from flank: +10
- striking prone defender: +15
- striking unresisting defender in any position: +60.

Defender Situational Adjustments Table

- being shot at and motionless: +10
- being shot at and moving: -5
- being shot at and moving erratically/rapidly: -10
- being shot at while in camouflage dress: -5
- being shot at and with 30% cover: -10
- being shot at and with 60% cover: -20
- being shot at and with 90% cover: -30
- being struck at motionless: +10
- being struck at and defending from above: -5
- being struck at and moving: -5
- being struck at and moving erratically/rapidly: -15

Defender Situational Adjustments

Circumstances not only affect the attacker directly, but can also affect the ability of the defender to defend himself. The Defender Situational Adjustments, if applicable or desired, are added to the ASP

Determine Success of Attack

The success or failure of the attack is determined by the roll of the dice. The percentile dice are rolled and the result is compared to the adjusted ASP. If the roll equals, or is less than, the ASP, then the attack is successful. If the roll exceeds the ASP, then the attack has failed to inflict significant damage and is said to have missed.

If the final adjusted ASP exceeds 99, then a successful strike is scored automatically, and every point of Weapon Ability or Precision in excess of 100 accrues as additional points of Harm scored on the target. It is possible for those possessing exceptional skill—or those taking advantage of circumstance—to quickly overwhelm opponents.

Example Attacks

Case One

The Avatar, Helmar, has a Weapons Ability of 47. He is shooting a heavy bow (+20) while motionless with his back braced (+10). The target has his back turned (+20). Helmar has a Preternatural bow (+10), and is shooting a like arrow (+10), so the final Weapon Ability score total is:

47 +20 +10 +20 +10 +10 = 117.

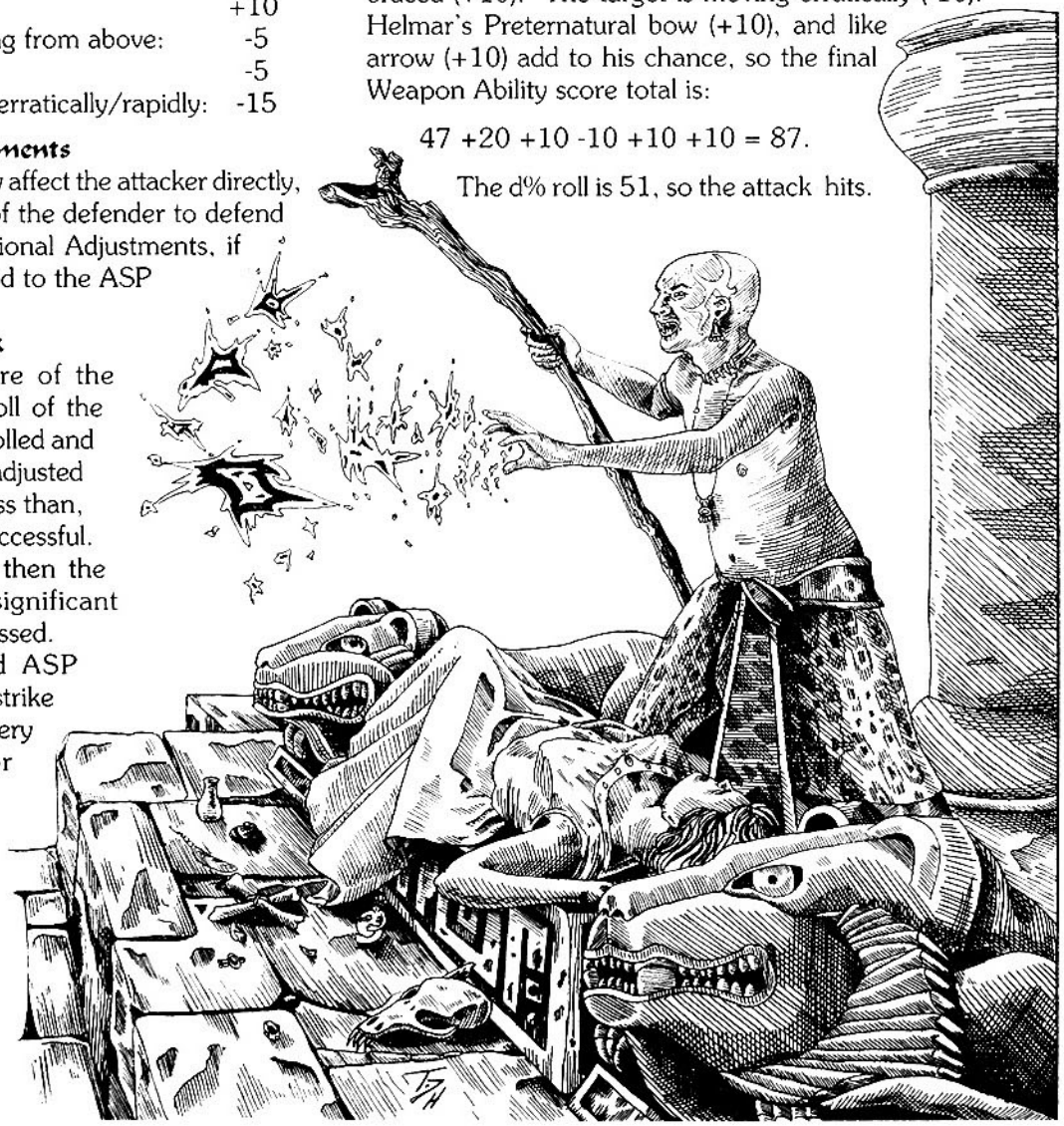
The d% is not rolled. The attack is an automatic hit inflicting Harm as determined by the roll of d20 +17-the number of points by which Helmar's final Weapon Ability score total exceeded 100 (a bonus of + 3-5 for the preternatural bow and +3-5 for the Preternatural arrow should also be added).

Case Two

Now the Avatar, Helmar, weapons Ability 47, is shooting his heavy bow (+20) while motionless with his back braced (+10). The target is moving erratically (-10). Helmar's Preternatural bow (+10), and like arrow (+10) add to his chance, so the final Weapon Ability score total is:

47 +20 +10 -10 +10 +10 = 87.

The d% roll is 51, so the attack hits.



Case Three

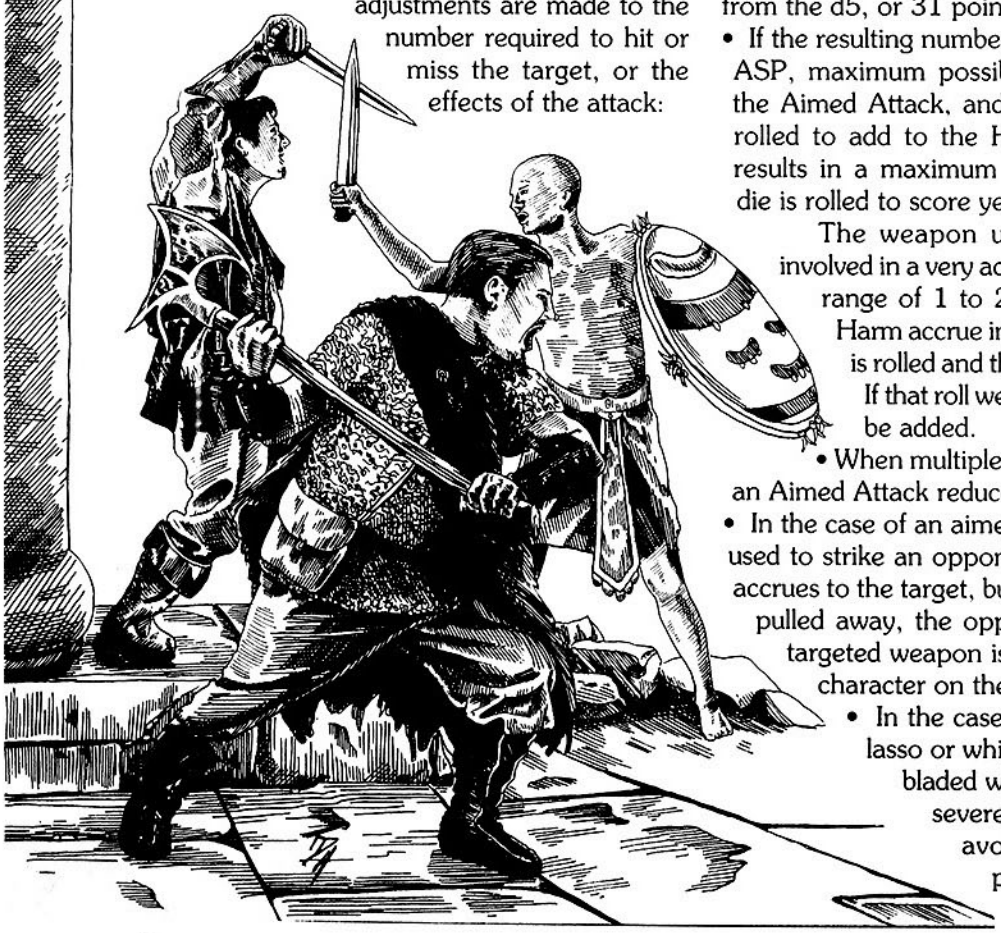
Finally, the Avatar, Helmar, with Weapons Ability of 47, has a third target. He is again shooting a heavy bow (+20), but this time while moving rapidly (-10). The target is behind cover most of the time (equals 90% covered, -30) and moving erratically when appearing (-10). Helmar's Extraordinary bow (+10) and like arrow (+10) are again added, yet now the final Weapon Ability score total is far worse: 47 +20 -10 -30 -10 +10 +10 =37. The d% roll is 51, so the attack is a miss.

Special Case

A blowpipe shooting a dart can hit despite all armor worn by the target, magical or otherwise. After all adjustments simply assume a further -30 Weapon Ability score or Precision reduction for 90% target cover, and if this further adjustment allows a positive number, then that number is the chance for the dart to hit exposed flesh and cause harm.

Aimed Attack Adjustments

The attacker can choose to name the exact portion of a target, or a single target, to be struck by an attack if such portion or target is known and identifiable (by sight or feel, or similar reasonable means) to the attacker. In this case, the following adjustments are made to the number required to hit or miss the target, or the effects of the attack:



- The final ASP is lowered by 20 points. If this results in a zero or negative ASP, the attack automatically fails.
- If the ASP is at least +01, then the dice are rolled, and a hit results in Harm to the specified area or single target.
- The Harm inflicted by an aimed attack is at least half the amount that the weapon is capable of inflicting, plus one. This is derived by rolling a die of half normal range and adding half the possible Harm to the result.

For example, an aimed attack using a weapon rated at 1 to 20 points of Harm is successful. Instead of rolling a d20 for damage, the player rolls a d10. The roll is added to one-half the normal damage range, or 10 points, to find the total Harm damage rendered.

- Furthermore, because of the accuracy involved in aimed attacks, additional damage may accrue. If the damage rolled is the maximum possible, then an additional die half the size of the normal damage die is rolled and added. Another maximum roll would result in another die of one-quarter value to be rolled.

To continue the example from above, if the d10 rolled results in a 10—the maximum possible—then another d10 would be rolled and added. If that also results in a roll of 10, then a d5 would be rolled and added to the total Harm inflicted. (The Harm in this case would be 10 plus the first roll of 10 plus the second roll of 10 plus at least a roll of 1 from the d5, or 31 points minimum Harm.)

- If the resulting number is equal to or less than 10% of the ASP, maximum possible harm accrues to the target of the Aimed Attack, and a die of half the normal range is rolled to add to the Harm inflicted. Again, if that die results in a maximum number score, another half-value die is rolled to score yet more harm.

The weapon used in the examples above was involved in a very accurate aimed attack. It has a normal range of 1 to 20 Harm inflicted, so 20 points of Harm accrue immediately. A half-range die, a d10, is rolled and the result added to the Harm inflicted. If that roll were a 10, then another d10 roll would be added.

- When multiple attacks are available to an attacker, an Aimed Attack reduces the number of attacks by one.
- In the case of an aimed attack with a lasso or whip being used to strike an opponent's hand-held weapon, no harm accrues to the target, but instead the weapon is caught and pulled away, the opponent being then disarmed. The targeted weapon is in the possession of the attacking character on the following ABC.
- In the case of missing an aimed attack with a lasso or whip against an opponent's hand-held bladed weapon, the lasso or lariat has been severed. (Luck Ability may be used to avoid this result, but the 20 point penalty applied to the Aimed Attack also applies to this check.)

- A Lucky Hit check can be applied if the aimed attack misses, but a successful Lucky Hit will not allow the Harm bonuses for an aimed attack. The die/dice roll for determining normal Harm scored can result in the maximum, of course.

Lucky Hits

If the number rolled on the percentile dice would indicate a miss, there exists a chance that a Lucky Hit will occur. All Avatars, including non-player Avatars, have a chance for a Lucky Hit that is equal to 10% of their base Weapons Ability, rounded down to a whole number. Avatars possessing the Luck Ability also add 10% of that Score, again rounded down, to the chance to score a Lucky Hit.

The dice are again rolled, and if the number generated is equal to or less than the Lucky Hit number, then the attack succeeded after all.

A second attack roll at 10% of the adjusted ASP can result in a Lucky Hit.

Optional Rule: Lucky Creatures

The GM may, at his option, give creatures of one type, several types, or all types a Lucky Hit chance. The chance must not exceed Precision, save where indicated for the character or creature in the rules, or the GM specifically rules otherwise stating why the limit can be logically exceeded.

Optional Rule: No Such Luck

Of course, the GM may disallow any attempt for a Lucky Hit on part of every Avatar or creature. The GM isn't obligated to provide second chances.

For example, in Case Three above, Helmar missed. The Lucky Hit chance for him is only 4%. If he also had Luck Ability at 40, then Helmar would have an 8% chance of getting a Lucky Hit.

Harm by Weapon Type

Each player should have listed on the Avatar Record sheet the Avatar's weapons and all information pertinent to them (See the weapons listing). The die to be rolled for Harm inflicted is generally a d20, with a possible minimum result. The minimum simply indicates that all rolls of a lesser number are assumed to be equal to the minimum. A range of 3 - 20 indicates that rolls of 1 and 2 on the d20 inflict 3 points of Harm.

Adjusted Harm

The amount of Harm inflicted in an attack is adjusted after the basic amount of Harm is generated by rolling the die. All bonuses to Harm that are conferred through Abilities and other means such as Venom or Toxin (VT), and/or by some Extraordinary Power or similar means are added to the result. (Bonuses from Extraordinary means are explained in the Extraordinary Ability descriptions found in this book and in the Lejend Master's Lore book.)

- Each point of Precision Rating in excess of 100 adds a point of Harm.
- Each point of Weapons Ability Score in excess of 100 adds a point of Harm.
- Each ten points of Physique Ability Score adds a point of Harm.
- Each point of Extraordinary bonus adds a point of Harm.

The amount of Harm inflicted may also be reduced by the protection worn by the target. Armor and Extraordinary Powers or Items all may also reduce the Harm taken in an attack.

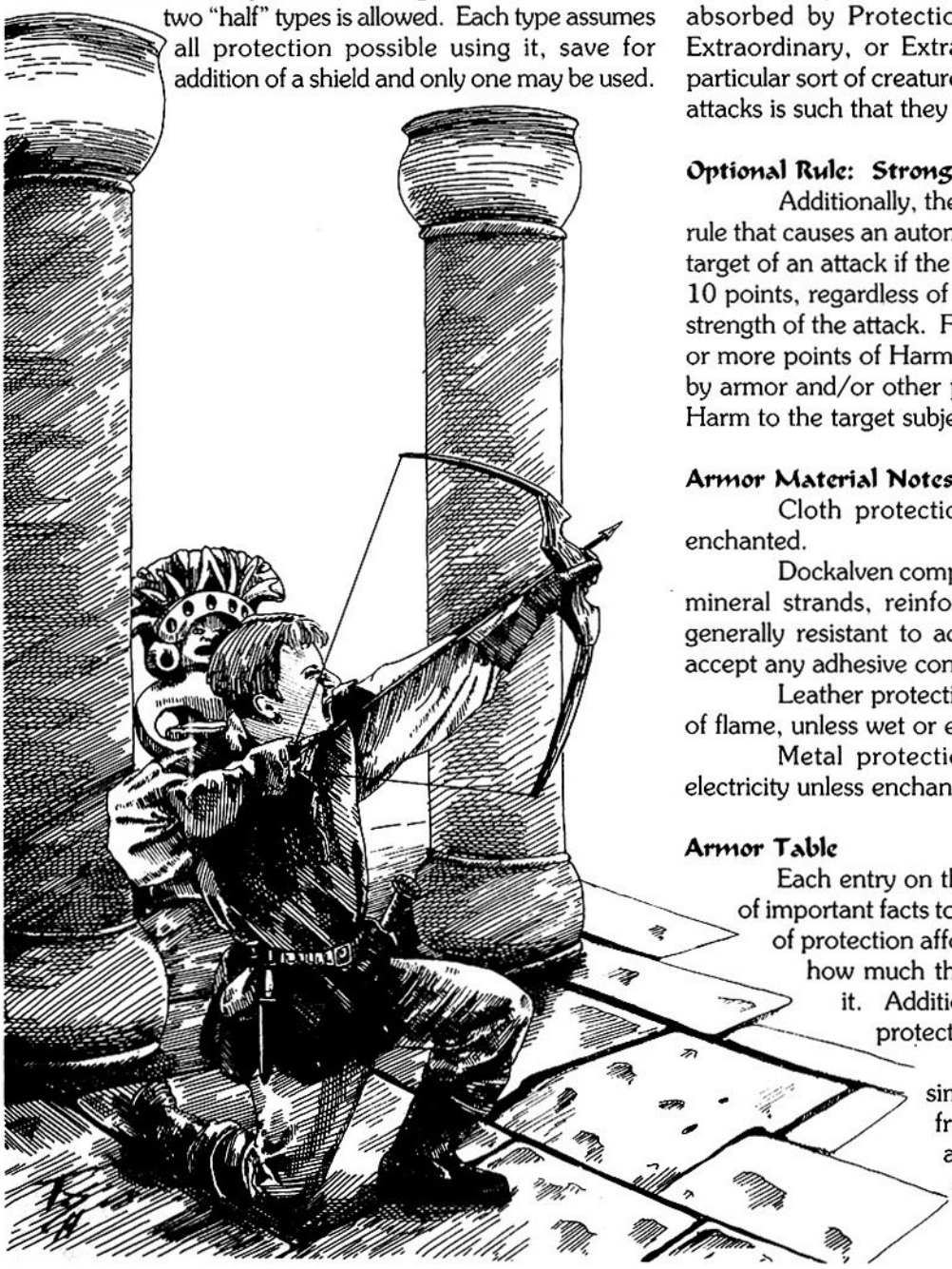


- Each 5% of Armor Protection Percentage reduces the Harm by one point.
- Each point of Extraordinary protection reduces the Harm by one point.

A table is provided later to accomplish the latter portion of this step. Note that Enchanted armor is detailed in the Extraordinary Items section of the GM book. Again, players should have all armor information recorded for their Avatars, so as to have it ready when called for by the GM.

Armor Information

Only one type of armor can be worn at a time, and no combination of any sort, including the combination of two "half" types is allowed. Each type assumes all protection possible using it, save for addition of a shield and only one may be used.



Easy Resolution of Armor Harm Deduction Option

For each 5% of Protection reduce the Harm inflicted by 1 point. For example. a "cloth full garment" reduces Harm from each separate attack by up to 6 points maximum. A shield likewise reduces the Harm inflicted by 1 point per 5% of the protection it provides.

Normal armor and shield can provide up to 20 points of protection from Harm until the Health of one is destroyed by absorbing Harm. During the interim period, little or no harm will be accruing to the wearer of the Protection. (This is not incompatible with actual combat of ancient periods.)

Additional Harm inflicted as a bonus due to the Extraordinary nature of a weapon or an attacker is never absorbed by Protection of any nature—normal, non-Extraordinary, or Extraordinary—save as noted for the particular sort of creature or Protection. The nature of these attacks is such that they will always Harm the target Avatar.

Optional Rule: Strong Attacks

Additionally, the Game Master may use an optional rule that causes an automatic point of Harm to accrue to the target of an attack if the Harm scored by the attack exceeds 10 points, regardless of the protection available, due to the strength of the attack. For example, an attack delivering 11 or more points of Harm, all of which is otherwise absorbed by armor and/or other protection, still causes one point of Harm to the target subject.

Armor Material Notes

Cloth protection is inflammable, unless wet or enchanted.

Dockalven composite armor, made of spidersilk and mineral strands, reinforced at key points with chitin, is generally resistant to acid and fire, and will not normally accept any adhesive contacting it. It can not be repaired.

Leather protection is inflammable under great heat of flame, unless wet or enchanted.

Metal protection is subject to cold, heat, and electricity unless enchanted.

Armor Table

Each entry on the Armor Table provides a number of important facts to be used by the player. The amount of protection afforded by the armor is reported, as is how much the armor slows the Avatar wearing it. Additional information about armor and protection is also explained here.

The Protection Percentage is simply the amount of Harm deducted from the total scored by a successful attack. The Harm thus absorbed accrues to the armor instead of the Avatar.

The number following a shield listing is the number of opponents it can be used against, assuming these foes are generally in front of the defender. The Avatar can protect against specific attacks or else the protection will apply immediately against the rated number of attacks and thereafter be discounted.

Some forms of armor offer two sets of values for Protection points and Speed Loss. When using the first value for Protection Points, also use the first value for Speed Loss. Likewise, when using the Second value for one characteristic, use the second value for the other. The Speed Loss rating is the reduction from the Avatar's Speed Base Rating for purposes of movement and action while wearing the armor.

Armor Type/Shield	Protection Points	Speed Loss	Health (Harm absorbable)
cloth full garment	6 or 7	1	66
cloth half garment	3 or 4	0	44
dockalven composite full	8 or 10	1	300
dockalven composite half	4 or 5	.5	200
leather full armor	8 or 9	1 or 1.5	120
leather half armor	5 or 6	0.5	80
steel mail full armor	10 or 11	3 or 3.5	390
steel mail half armor	7 or 8	2 or 2.5	260
steel plate full armor	12 or 13	2.5 or 3	660
steel plate half armor	9 or 10	1.5 or 2	440
buckler/targe, metal (1)	6	1	100
shield, large, composition (3)	8	3	100
shield, standard, comp. (2)	8	2	80

The armor's Health is the total amount of harm the armor can absorb before being destroyed and useless. If all Armor Health is not lost, it can be repaired, as explained later.

Optional Rule: Armor Protection

Armor protection is expressed as a number of points that are absorbed by the armor. The protection offered may be expressed as a protection percentage by multiplying the number of points by five. The resulting number is the percentage of Harm absorbed from attacks.

Other Protection

Other forms of protection are available to some creatures. These are grouped into ordinary and Extraordinary protection.

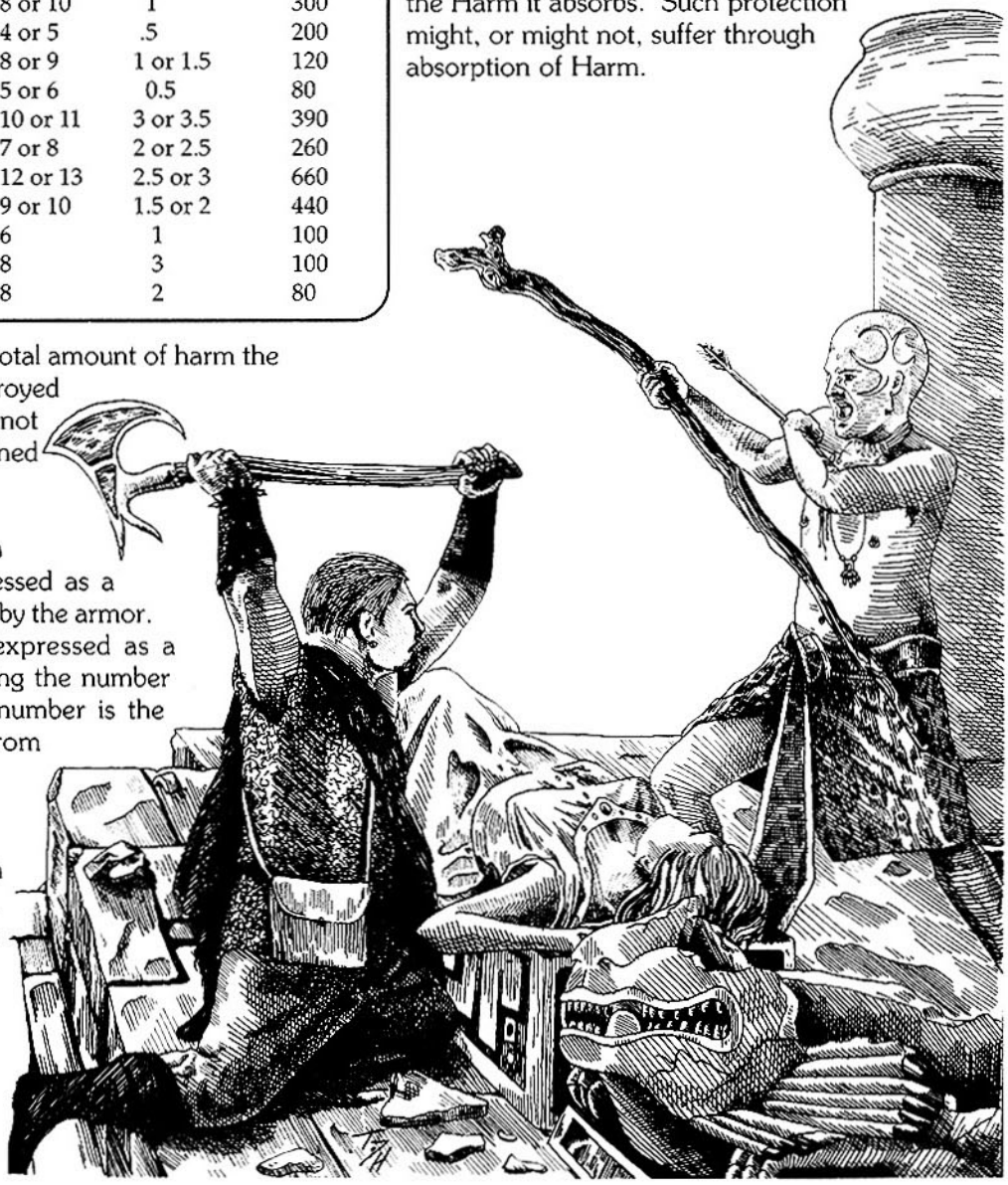
Ordinary Protection given to the defender because of size, speed, agility, etc. is treated as a constant Protection. It will not suffer destruction through absorption of Harm.

Ordinary Protection Bonuses

Creature Size	Points (Percentage) Harm Reduction
mouse-size or smaller	-7 (35%)
about house cat size	-5 (25%)
about coyote size	-2 (10%)
about horse size	-3 (15%)
about buffalo size	-4 (20%)
about rhinoceros size	-6 (30%)
about small elephant size	-8 (40%)
about large elephant size	-10 (50%)
much larger than elephant-size	-12 (60%)

Extraordinary Protection

Extraordinary protection given to the defender because of magical armor or a Power is treated according to the specifications for such in regard to the Harm it absorbs. Such protection might, or might not, suffer through absorption of Harm.



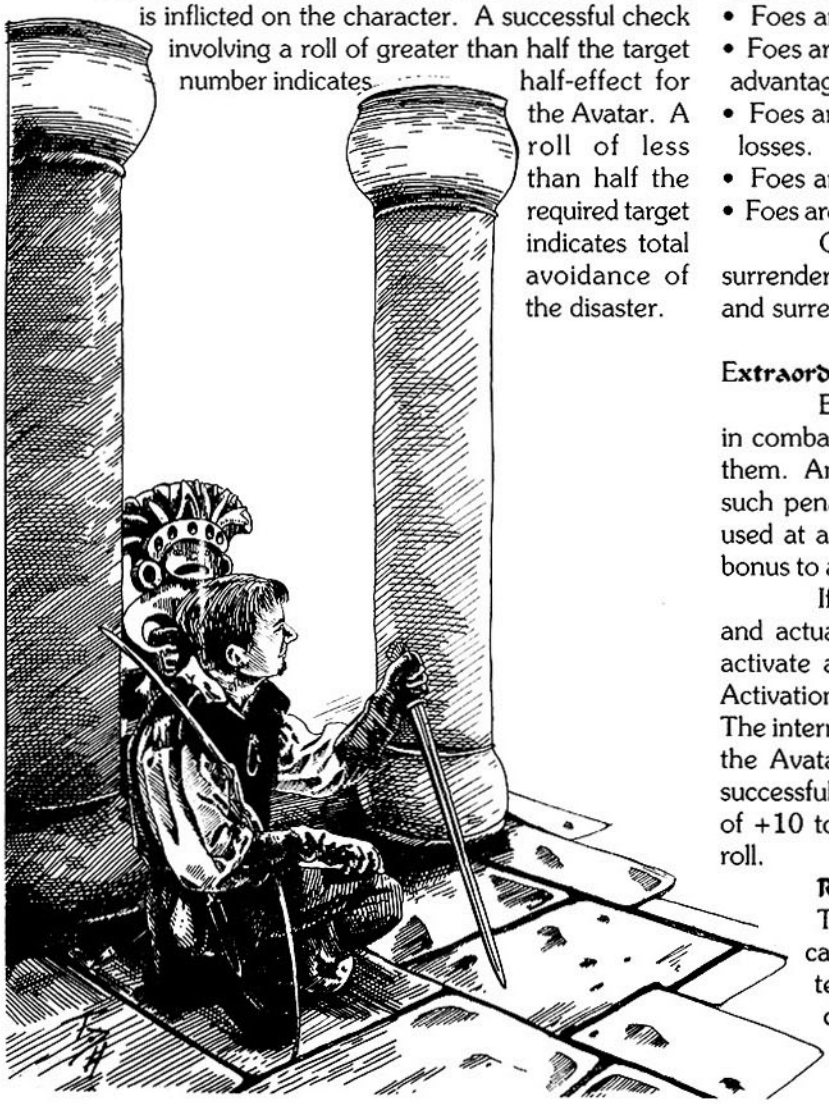
However, both normal and Extraordinary Harm bonuses are not absorbed by Extraordinary protection and still accrue to the subject of the attack, unless the target is otherwise immune due to some special nature—Extraordinary protection of a nature somehow superior to that of the attack, as supernatural is superior to preternatural.

Disaster Avoidance

The Harm or baneful effect from a deadly Extraordinary attack—such as one enabled by Extraordinary Ability, Power, or innate capacity such as exhalation or glare of eye—may be mitigated by a successful check against the Avatar's Speed Rating. This procedure does not apply when faced with an attack of inescapable sort, such as VT (venom or toxin) delivered by contact or injection.

This Disaster Avoidance Check is rolled against the Avatar's Speed Rating multiplied by four, and ten percent of the Avatar's Luck Ability Score may modify the odds, as will any other factors cited by the GM.

Failing in the check indicates the full Harm or effect is inflicted on the character. A successful check involving a roll of greater than half the target number indicates half-effect for the Avatar. A roll of less than half the required target indicates total avoidance of the disaster.



Morale Determination

After all of the combatants have acted and the effects of all attacks have been applied and tallied, the Game Master will check to see if the non-player Avatars and/or creatures possess strong enough morale to continue with the battle. The player will control the actions of the Avatar, in almost every instance, and decide whether to continue or to flee.

The details of the morale checks for non-player opponents are left for the LM's book, but the general principles will be stated to allow the player basic understanding of the matter. Wise is the player that understands how best to weaken the foe! The enemy can prove resilient...

- Seasoned foes are less likely to break ranks and flee.
- Elite forces are also less likely to break.
- Foes are less likely to break when fighting from protected positions.
- Foes are less likely to break when with an inspiring commander.
- Foes are less likely to break if they appear to be winning.

...or the foe can prove weak.

- Foes are more likely to break if inexperienced.
- Foes are more likely to break if attacked from a position of advantage.
- Foes are more likely to break when suffering significant losses.
- Foes are more likely to break when their leader is lost.
- Foes are more likely to break if surrounded or outnumbered.

Opponents losing morale may decide to flee or surrender. Fleeing opponents may discard their weapons, and surrendering opponents most certainly will.

Extraordinary Ability Use in Combat

Extraordinary Abilities of applicable sort can be used in combat by those Avatars and creatures capable of using them. An Extraordinary Ability can be used in combat with such penalties as the LM chooses. The Ability is typically used at a rate equal to the Ability Score in melee with no bonus to aid success and the assigning of penalties common.

If an Avatar is attacked successfully by an opponent and actually suffers Harm in the course of attempting to activate an Extraordinary capacity of any sort, then the Activation is +100% to the check roll or the attempt fails. The interruption hinges on greater Harm being inflicted than the Avatar's armor (or other protection) can absorb. A successful attack inflicting no actual Harm causes a penalty of +10 to +30 to be applied to the Power activation dice roll.

Restoring Lost Base Ratings Points

The many types of attacks, Powers, and Disasters can lead to the loss of Base Rating Points, on both a temporary basis and a permanent basis. Most damage inflicted during combat affects a creature or character's Health Rating. Special attacks and effects can cause a loss of Precision or Speed.

Health loss from any cause is restored normally at a rate of 1% of the Base Rating per game day through natural healing. Thus, an Avatar reduced to zero Health will not regain full Health again until 100 days time have elapsed, regardless of the actual normal Base Rating. Various Extraordinary means will restore points immediately or increase the rate of normal healing.

Precision and Speed Rating points lost can only be restored through Extraordinary means such as the application of a Power, unless the description of the cause states otherwise. Temporary impairments to Precision and Speed are possible, but most combat attacks affecting these two Base Ratings inflict damage of permanent sort.

The player may improve a Base Rating through the use of Merits, even after suffering a permanent loss in Rating. The loss does not preclude later improvement of the Rating.

Weapon Statistics Tables

The Weapon Statistics Tables offer several pieces of information about each weapon listed:

Harm Base: The Harm Base is the usual amount of Harm a weapon will inflict. The Harm Base is given as a range of results and generally assumes the roll of a single die. The die to be rolled is determined by the highest number listed for the range of damage. A listed range of 1- 20 indicates a d20 to be used, for example.

Where the initial number of the listed range is greater than one, a roll of less than the initial number will be adjusted upwards to equal the number. A listed range of 3 - 20 involves rolling a d20 for assessing Harm inflicted, but no result may be less than a 3. Rolls less than 3 result in 3 points of Harm being inflicted.

Optional Rule: Bonus Damage

If the maximum Harm amount is rolled, another die of half-size will be rolled and the result added to the Harm total. For example, rolling a 20 for a weapon with a Harm Base of 1 - 20 would result in a d10 being rolled for bonus damage.

Harm Class: Weapons are classified as to the type of effect used in delivering damage to targets. They can be penetrating weapons, shock weapons, use both types of effect, or involve special effects. Some types of armor vary in their capacity to protect against the different Harm Classes due to style, quality or craftsmanship

Range: Three ranges are identified for each missile weapon; short, medium, and long. The distances listed for each are given in measurements of feet. The missile weapons having but one range listed have this as a maximum range, and have no range-based modifiers within that range.

At long ranges, hand-type missile weapons deduct 25% of Harm inflicted. This is done by discounting Harm rolls of greater than 75% of the maximum; e.g., for Harm Base 20, rolls over 15 count as 15 Harm.

With regard to hand-held striking weapons, the number listed is the effective reach of the weapon in combat. The weapon with the higher rating (length) strikes first when at maximum range from the opponent and last in the event the shorter weapon is within striking range—this indicating the shorter-ranged weapon wielder has closed the range. However, the wielder of the longer weapon can, after striking second, move back to extend the range again. This provides a pattern of combat along these lines:

Long weapon attacks and short weapon counter-attacks; short weapon attacks and long weapon counter-attacks while moving back; long weapon now attacks again, and so forth.

Radius: Any targets within the radius are affected by a weapon with a radial effect. A thrown net, for instance, will open and cover an area of ground.

Speed Class: This is a comparative rating of the handiness and speed of a weapon in flight or in use. It is provided for those cases where simultaneous action is taking place and the order of hits must be determined. The reach of the weapons or the initiative system used by the Legend Master will determine the order in other cases.

Precision Bonus: This is a bonus to the wielder's Weapon Ability Score or Precision, whichever is applicable, when employing the weapon. Some weapons are easier to wield in combat than others.



Striking Weapons Table

Name of Striking Weapon	Harm Base	Harm Class	Range/ Radius	Speed Class	Precision Bonus
axe	5 - 20	penetration	2	5	5
axe, battle	7 - 20	penetration	3	7	5
axe, belt	2 - 20	penetration	1	4	10
bident/military fork	4 - 20	penetration[1]	6	3	0
bident driven at charge	2 - 30	penetration[1]	6	3	10
caltrop, large	1 - 6	penetration	spec[2]	spec[2]	0
caltrop, small	1 - 3	penetration	spec[2]	spec[2]	0
chain	2 - 6	shock	3	7	0
cleaver	3 - 20	penetration	1	4	0
cleaver, great	5 - 20	penetration	2	6	5
club	1 - 20	shock	2	4	0
club, huge[3]	5 - 20	shock	4	6	0
club w spikes	3 - 20	pen/shock	3	6	5
club, great, w spikes[3]	8 - 20	pen/shock	5	7	0
dagger, long	1 - 20	penetration	1	3	10
dagger, short	1 - 20	penetration	1	2	5
fighting staff	1 - 20	shock	4	4	10
flail	4 - 20	pen/shock	2	7	0
flail, long	6 - 20	pen/shock	3	8	0
flail, extra long[3]	11 - 20	pen/shock	6	10	0
foot (2 attacks/ABC[4])	1 - 6	shock	2	2	5
foot, giant-sized[3]	2 - 20	shock	5	6	0
hand (3 attacks/ABC[4])	1 - 4	shock	1	1	20
hand w/ brass knuckles	2 - 8	shock	1	1	20
hand, giant-sized[3]	5 - 10	shock	3	4	10
harpoon	1 - 20	penetration[5]	4	4	0
hammer	2 - 20	shock	1	4	0
hammer, battle	6 - 20	shock	2	6	10
hatchet	3 - 20	penetration	1	4	0
hook, hand-held	1 - 10	penetration[6]	1	3	0
hook, hafted	1 - 10	penetration[6]	2	3	0
javelin	1 - 20	penetration	3	4	0

Footnotes

1. Target subject suffers normal Harm to Health and on a roll of maximum Harm (20) the target subject is caught on the barbs and thus effectively immobilized for as many seconds realtime as the weapon remains in place–until the weapon haft is broken or the individual using the weapon is killed.

2. Caltrops are dangerous in that any subject stepping on one loses 10% of pedal movement base per point of Harm sustained; stepping on multiple caltrops is likely to immobilize a victim. Large caltrops are easily visible to those afoot, but not to those mounted and moving faster than a walk. A human-sized foot should have a 5% probability for getting impaled for each caltrop in a one square yard area. (20 scattered in a three by three foot square area have a near-certain chance of scoring a hit, say 90%.) One check for impalement is made for each 5 caltrops in an area. If there are 20, the subject will have four d% rolls, and scores of 90 or less indicate a hit resulting in Harm and movement speed loss.

3. This huge weapon can be wielded only by a character of seven and one-half or more feet height and with Physique Score of 100 (+10) or greater.

4. No increase in attack rate for any Ability, so two "foot" or three "hand" weapon attacks are the maximum possible for an Avatar under normal circumstances.

5. Target subject suffers normal Harm to Health and is effectively immobilized for as many seconds realtime as the harpoon line remains in place–until it is cut free or the individual using the harpoon is killed.

6. Target subject suffers normal Harm to Health and a roll of maximum Harm (10) indicates the target subject is caught and effectively immobilized for the following ABC.

7. The wielder has the choice of which type to apply–striking with the point of the pick or the head of the hammer.

8. Usable against a target with exposed and unarmored neck. Shock Harm is 50% transitory, 50% normal from weapon trauma. Transitory Harm is recovered at the rate of 1 point per one minute realtime.

9. Sword Identifiers:
Sword, cleaving: falchion, machete
Sword, cutting: broad sword, cutlass
Sword, cut. & thrust: katana, long sword
Sword, cutting, curved: saber, scimitar, tulwar, yatagan

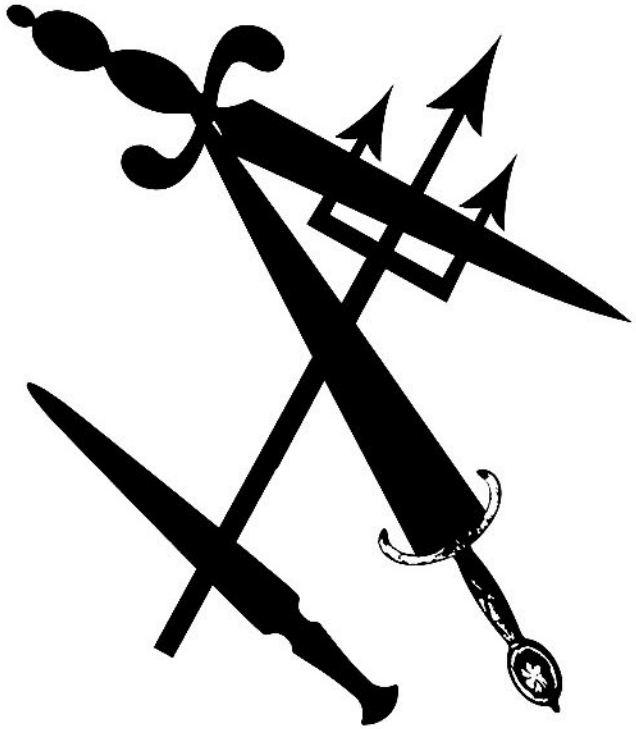
Name of Striking Weapon	Harm Base	Harm Class	Range/ Radius	Speed Class	Precision Bonus
knife	1 - 20	penetration	1	2	0
knife, heavy	3 - 20	penetration	1	3	0
lance	1 - 20	penetration[6]	8	5	0
lance, driven at charge	1 - 40	penetration	8	2	10
mace	5 - 20	shock	1	6	5
mallet, great[3]	11 - 20	shock	7	8	0
maul	3 - 20	shock	2	8	0
military pick/hammer	2 - 20	pen/shock[7]	2	6	5
pike	1 - 20	penetration	14	8	0
pole-arm, long	2 - 20	penetration	9	9	0
pole-arm, short	4 - 20	pen/shock	5	9	0
sap	1 - 20	shock[8]	1	1	0
scythe	1 - 12	penetration	3	9	0
sickle	1 - 10	penetration[6]	1	4	0
spear, light/throwing	1 - 20	penetration	3	3	0
spear, long	1 - 20	penetration	9	5	0
spear, huge and long[3]	11 -20	penetration	12	6	0
spear, short	2 - 20	penetration	5	3	5
staff	1 - 8	shock	3	3	5
staff, big sapling[3]	4 - 20	shock	10	8	5
sword, cleaving[9]	7 - 20	pen/shock	2	4	15
sword, cutting[9]	6 - 20	pen/shock	3	5	10
sword, cut. & thrust[9]	4 - 20	penetration	3	4	10
sword, cutting, curved[9]	3 - 20	penetration	3	3	10
sword, cutting, heavy[9]	11 - 20	pen/shock	5	9	0
sword, thrusting[9]	3 - 20	penetration	4	3	20
sword, thrusting, short[9]	2 - 20	penetration	3	3	20
torch, flaming	1 - 10	shock[10]	2	4	0
trident	3 - 20	penetration[1]	4	4	0
whip, c. 8' length	0 - 2	special[11]	5	5	5
whip, c. 14' length	0 - 2	special[11]	6	7	0
whip, staff c. 10' length	1 - 8	special[11]	5	7	0
garrote	special[12]	special[12]	0	3	40

Sword, cutting, heavy: two-handed sword
Sword, thrusting: rapier
Sword, thrusting, short: short sword, small sword

10. A hit on the target causes additional Harm of 3-5 points of fire-related sort regardless of armor protection. If an adjusted attack roll of 01 is scored, then fire Harm is increased to 6-8 points and the following ABC the target suffers an additional 3-5 points; this Harm continues for each following ABC until the flames are extinguished, if the subject has inflammable covering.

11. Target subject suffers normal Harm and is immobilized for as many seconds realtime (up to 6 maximum) as the whip remains in place, unless the wielder looses it, it is cut free, or the individual using it is killed. Harm from the whip staff used as a staff is 1-20 and without this (whip) immobilization effect.

12. Target subject must be attacked from behind, be surprised/unaware, and have no physical armor protecting the throat. The victim suffers Harm at the rate of 6-9 points per ABC until dead or the individual using the garrote is killed.



Missile Weapon Table

Name of Missile Weapon	Harm Base	Harm Class	Range/ Radius	Speed Penalty	Precision Bonus
acid, hurled container	5 - 10	special[1]	30	3	0
axe	4 - 20	penetration	20	3	0
axe, belt	3 - 20	penetration	30	2	0
arrow/bow, light[2]	1 - 20	penetration	50-150-300	1	5/0/0
arrow/bow, medium[2]	2 - 20	penetration	75-225-450	1	10/5/0
arrow/bow, strong[2]	3 - 20	penetration	150-300-900	1	20/10/0
bola	1 - 10	shock[3]	60/6'	5	0
cleaver	2 - 20	penetration	30	2	0
club	3 - 10	shock	20	3	0
dagger	1 - 20	penetration	40	2	0
dart/blowpipe	1	penetration[4]	60	3	10
flame, hurled container	5 - 10	special[5]	30/3'	3	0
harpoon, small	2 - 20	penetration[5]	20-40-60	3	5/0/0
harpoon, whaling-type	10 - 30	penetration[5]	10-20-30	3	5/0/0
hatchet	2 - 20	penetration	30	2	0
hammer	4 - 20	shock	30	3	0
javelin	1 - 20	penetration	30-75-180	3	0
javelin from launcher	3 - 20	penetration	45-90-250	3	5
knife	1 - 20	penetration	40	2	0
knife, throwing	1 - 20	penetration	50	2	5
lasso (lariat)	1	special[6]	30/3'	4	0
net, weighted throwing	1	special[7]	10/4'	4	0
quarrel/catapult, hand	1 - 20	penetration	60-120-180	1	20/0/0
quarrel/crossbow	3 - 20	penetration	180-360-720	4	15/5/0
quarrel/crossbow, small[2]	2 - 20	penetration	75-150-300	4	10/0/0
shuriken	2 - 20	penetration	50	1	5
shuriken/launcher	2 - 20	penetration	20/40/60	2	15/10/5
sling/bullet	3 - 20	shock	50-150-300	3	0
sling/stone	1 - 20	shock	30-90-180	3	0
spear, short	3 - 20	penetration	30	2	0
spear, light throwing	1 - 20	penetration	60	2	5
staff sling	4 - 20	shock	50-100-200	3	0
stone, hand-hurled	1 - 6	shock	60	3	0
stone, lg., hand-hurled	4 - 10	shock	10	4	0
stone/rock-thrower	1 - 20	shock	25/75/150	5	0
throwing stick	1 - 12	shock	30-60-90	3	10/0/0

Footnotes

1. The acid causes Harm to the target subject and twice the amount of Harm to garments worn, including armor. Extraordinary (enchanted) armor takes normal (non-doubled) Harm only if Preternatural in nature, half of normal Harm if Supernatural in nature.

2. With bows, if the user's Speed Rating is 17 or greater and his Archery Score is in excess of 80 (or combined Archery and Weapon Abilities in excess of 120) two attacks per ABC are possible. Similarly, if a repeating crossbow is used, a Speed Rating of 15 or better and Archery Ability in excess of 50 (or combined Archery and Weapon Abilities in excess of 75) indicates two attacks per ABC are possible.

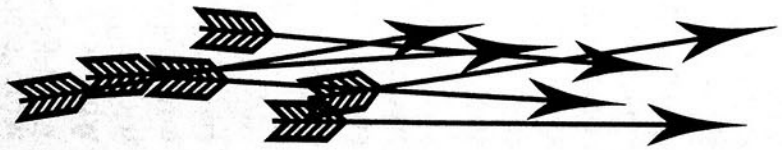
3. Target subject takes damage to Health and is immobilized for from 7-12 seconds realtime.

4. The dart is poisoned, so add 9-12, 13-16, or 17-20 (1d4+8, +12, or +16) Harm to Health on the following AB Count for VT entering the target's system.

5. Target subject suffers normal Harm to Health and is effectively immobilized for as many seconds realtime as the harpoon line remains in place—until it is cut free or the individual using the harpoon is killed.

6. Target subject suffers only 1 point of Health Loss but is immobilized for as many seconds realtime as the lasso remains in place—until it is cut free or the individual using the lasso is killed.

7. Target subject suffers only 1 point of Health Loss but is immobilized for as many seconds realtime as the net remains in place.



Siege Weapon Table

Name of Siege Weapon	Harm Base	Harm Class	Radius	Speed Class	Precision Bonus
battering ball[1]	11-30 +26-35	shock	x - x - 60	10 ABCs	0
bolt, hv. eng.[2]	11-30 +9-12	pen/shock	240-480-960	4 ABCs	0
bolt, lt. eng.[1]	11-30 +3-5	pen/shock	180-360-720	2 ABCs	0
bolt, med. eng.[2]	11-30 +6-8	pen/shock	210-420-840	3 ABCs	0
claw	1-30	pen/shock	x - x - 20	Special[3]	0
crow	1-6	penetration	x - x - 20	Special[4]	0
flame engine[2]	5-10	special[5]	2w. x 15l.	2 ABCs	10
mill scythe[1]	11-20 +21-25	pen/shock	10	Special[6]	20
pick[1]	26-35	pen/shock	x - x - 10	5 ABCs	0
ram[1]	26-35	shock	x - x - 10	5 ABCs	0
screw[1]	25-35	pen/shock	x - x - 10	5 ABCs	0
stone, hv. eng.[2]	11-30 +36-50	shock	x -480-960	6 ABCs	0
stone, lt. pn eng.[7]	11-30 +17-20	shock	90 -180-360	4 ABCs	10
stone, lt. eng.[1]	11-30 +13-16	shock	x -360-720	3 ABCs	0
stone, med eng.[1]	11-30 +26-35	shock	x -420-840	4 ABCs	0

Footnotes

1. All subjects in the direct path of a missile fired from this weapon suffer equal potential Harm according to the variable for the weapon in question. For game purposes, assume Harm is reduced variably if the exact path or strike area of the weapon's attack is not definable. Roll a d4: a roll of 1 incurs Harm of 25% of the normal amount, a roll of 2 incurs 50%, a 3 means 75%, and a target for which a 4 is rolled suffers 100% of potential Harm. Example: A mill scythe can inflict harm of 11-20 +21-25 points. To simplify matters, a single potential amount is found—assume it is rolled as 14 + 22, or 36 points. A d4 is then rolled for each of 12 potential targets in the path of the weapon: three suffer 25% Harm (9 points), three 50% (18points), three 75% (27 points), and three 100% of potential Harm (36 points).

2. All subjects in the direct path of a missile fired from this weapon suffer equal potential Harm according to the variable for the weapon in question. For game purposes, assume Harm is reduced variably if the exact path or strike area of the weapon's attack is not definable.

3. This is a large, steel hook set on the end of a long lever, designed for catching and pulling down a drawbridge. If it contacts a target, the indicated Harm is inflicted and the victim is impaled, suffering an additional 6-8 points of Harm per ABC until the hook is removed and the wound treated. A Harm roll of 21-30 indicates double Harm to a drawbridge.

4. This is a long lever with an outer-end "T" bar set with small hooks to snag clothing and flesh. It is lowered from above, moved sideways in an arc of about 20-foot radius, then raised. If any targets have been contacted and caught (Weapons Ability check at average Ability of the four main operators) the lever is raised and swung upwards and inwards so as to capture the victims for whatever end is desired.

5. If the flame arises from a substance that will continue to burn such as lamp oil, naphtha, or paraffin liquefied, the target will suffer Harm each ABC:

Lamp Oil: 1-3 ABCs, 3-5 Harm points per each.
Naphtha: 1-3 ABCs, 6-8 Harm points per each.
Paraffin: 2-4 ABCs, 3-5 Harm points per each.

6. After the flywheel has been cranked to full rotation speed (10 ABCs time) the blades are striking continuously until destroyed or the operators cease cranking (peddling). In the latter case, the blades cease revolving rapidly so as to lose the Harm bonus (+21-25) after striking a target or in 3 ABCs time, and stop attacking (spinning) altogether after striking a second target or in 6 ABCs time.

7. All subjects in the direct path of a missile fired from this weapon suffer equal potential Harm according to the variable for the weapon in question. For game purposes assume Harm is reduced variably if the exact path or strike area of the weapon's attack is not definable.

Author's Note

The Lejendary Adventure™ Fantasy Role Playing Game and the Lejendary Earth™ World Setting were not created solely by a single person, this author, working in a vacuum. Just as in the production of a theatrical motion picture, there are many persons who made invaluable contributions to this work. Here then is the "credit roll" at the end of the feature:

* * * \

Lejendary Adventure™ *Avatar Record Sheet*

General Information

Player Name: _____ *Avatar Name:* _____ *Race:* _____

Order: _____ *Rank:* _____ *1st Ability:* _____

Motivations/Goals: _____

Cash on hand: _____

Knack: _____

Quirk: _____

Repute: _____ **Dark Repute:** _____

Disrepute: _____

Base Ratings

	Health	Precision	Speed	AEPs*
Base Total				
Current Total				

*Multiply unmodified Speed Base Rating times four to arrive at Activation Energy Points (AEPs).

Abilities and Ability Scores

Rank	Ability	Score	Rank	Ability	Score
1st			7th		
2nd			8th		
3rd			9th		
4th			10th		
5th			11th		
6th			12th		

Arms Carried

Weapon	Qty.	Base Harm	Harm Class	Range Radius	Speed	Precision Bonus	Harm Bonus

Avatar Description:

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Armor & Shield/Other Protection

Armor	Protection%	Speed Penalty	Base Health	Damage Taken

Merits and Demerits

Ability	Merits	Ability	Merits
General			

Enchantment & Extraordinary Powers/Items

Name/Type	Detail	Harm/Effect	AEP Cost

Equipment & Treasure

Item	Qty	Location

Avatar History

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Lejendary Adventure™

General Information

Player Name: _____ Avatar Name: _____ Race: _____

Order: _____ Rank: _____ 1st Ability: _____

Motivations/Goals: _____

Cash on hand: _____

Knack: _____

_____

Quirk: _____

_____

Base Ratings

	Health	Precision	Speed	AEPs*
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6th			12th		

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Weapon	Qty.	Base Harm	Harm Class	Range Radius	Speed	Precision Bonus	Harm Bonus

Avatar Description:

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Armor	Protection%	Speed Penalty	Base Health	Damage Taken

Merits and Demerits

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Name/Type	Detail	Harm/Effect	AEP Cost

Equipment & Treasure

Item	Qty	Location

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Many thanks to the folks who aided greatly in the correction of problems, minor and otherwise, throughout the vast expanse of this world. The list is long and surely I have failed to remember someone who's contributions made a difference. My apologies and sincerest thanks to those who's names were lost, yet took the time to help.

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-Daniel Lewis

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