

Dark Dimension – Heroic Skills and Abilities

Written and designed by Paul Bronson 2023

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Introduction

Have you ever considered how there are a such a fantastic array of heroes and monsters in literature, film, roleplaying games and other media, but you're not sure where to turn for your own tabletop roleplaying games? Well look no further. This supplement has a wide array of skills, abilities and powers that are fit to be used by players and gamemasters to improve your game experience. These skills and abilities may be used upon character (or villain) generation, or they may be acquired over time as heroes gain experience or are influenced by trials or outside forces. Gamemasters might consider that some of these abilities are unique or typical or particular species, although perhaps they could also be acquired as a gift or by supernatural forces. Remember that game balance is important, so try not to make any one player too powerful. There is also a point by system for those who would prefer not to have to roll for their abilities. Further, there are flaws that have been introduced to give an extra dimension to adventurers and villains alike. Imagine a super strong combatant that is vulnerable to silver or a fearsome monster that has a phobia to flowers or a giant afraid of rats.

Note to reader: This supplement was designed for Dark Dimension RPG, by Paul Bronson, although can be adapted for other roleplaying games with some minor tweaks. Bonus have a d100 system in mind, although if you are using d20 systems, then you can divide the bonuses by 5.

Glossary

AP = Armour Points

CP = Character Points

d100 = a hundred sided dice, or a 10's dice and a one's dice.

EP = Energy Points

GM = Games Master

HP = Hit Points

MP = Magic Points

NPC = Non Player Character

RPG = Roleplaying Game

rd = round (10 seconds)

Statistics

AGI - Agility

CON = Constitution
 END = endurance
 INT = Intelligence
 INU = Intuition
 PRE = Presence
 PSY = Psyche (or Aura)
 SDP = Self Discipline
 SPI = Speed
 STR = strength

Corruption features A

Roll	Description	CP
1-2	Quills – long porcupine like quills damage anyone using a weapon shorter than 1 meter, and deal 2d6 damage. AP 12 but can't wear standard armour. Custom armour costs 2-5 times more.	10
3-4	Mask of deception – can match the face and voice of a creature that you have seen and/or heard. Lasts 10 minutes/5 MP	10
5-6	Unnerving howl – targets need to save vs SDP or take -10 to attacks or -5 to other skills, per 5 points of failure. Range 50 meters, cost 5 EP.	10
7-8	Confusing stare – targets that can see eyes need to save vs SD or 50% do nothing, 50% act normally for d6 rounds. Range 100 meters.	15
9-10	Luck master – can reroll one skill check or save against one individual within 30 meters, including oneself. Costs 10 MP.	20
11-12	Strand launcher – can fire an entangling strand 3 meters wide in any direction once per round – range 10 meters. Save vs agility or dodge or hit and bound. The target cannot move unless they make a strength check vs the characters con – 50. Cost 5 EP to use.	10
13-14	Burning blood – when damaged with a slashing or piercing weapon, the attacker takes d10 of heat damage. This effects the lowest armour of the attacker, and metal armour only protects the first round, or until 30 seconds has elapsed.	10
15-16	Stone gaze – targets that see have to save vs con or immobilised. If a second save fails then they turn to stone the following round.	20
17-18	Merge with surface. Body absorbs into non-living matter, and can take damage if the structure or object merged with is significantly damaged or destroyed. 10 minutes for 5 MP	20
19-20	Grow – double size – 10 minute for 5 EP. Add d10 damage.	10
21-22	Shrink – size half – 10 minute for 5 EP. Subtract d6 damage (minimum 1) but + 10 to attack, stealth, dodge, acrobatics and climb skills.	10
23-24	Detach limb/head. 10 minutes for 5 EP. If struck has a 50% to avoid the blow. Takes one round to reattach the limb mentally or can pick up and reattach manually. If out of EP, limb will perish. Limb can be thrown and attack, but on ground -30 skill. To strike detached limb, normal defence +20.	10

25-26	Elemental breath. 15 m long, 5 m wide cone. 5d10 damage for 5 EP.	20
27-28	Gloom – 30 to be hit, and + 30 to hit for 1 minute/5 MP.	10
29-30	Time bend – can re-set the last round and get + 10 to all roles per reset – 10 MP.	30
31-32	Siphon strength – opponent needs to save vs en or – d6 to attacks and ability holder gets + d6. If missed by 20 or more -2d6 and + 2d6 to attacker.	20
33-34	Switch – position of ability user and target are swapped unless a ps save made – 20. Can be used to avoid attack on a sp check. Cost 5 MP	10
35-36	Power push – save vs str vs ability user psy -20 or knocked back 3 meters Cost 3 MP.	10
37-40	Accursed spirits – all within 10 m of user are at -10 to skills. Can designate allies that won't be affected. 5 MP for 5 minutes.	15
41-42	Blinding spittle – target save vs agi – 20 or -50 to actions relying on sight for 1 minute. Cost 5 EP.	10
43-44	Mist form – can turn to mist that is impervious to harm for 1 minute per 5 MP. Can slip through doorways and fly at normal movement rate or 2 m per second, whichever is faster.	10
45-46	Absorbing skin – can touch various materials to take properties: Paper/parchment + 10 to attacks, dodge and skills relying on agility Wood/bone + 5 AP + 5 to attacks, dodge and skills relying on agility Heavy wood/rock + 10 AP Metal + 15 AP, - 25% speed, - 5 attacks, dodge and skills relying on agility Costs 5 EP for 10 minute or if substance changed.	20
47-48	Shadow images – create 4 identical copies of yourself that each have a 20% chance to take a hit meant for you. They don't deal damage – but disappear if they are hit. 5 MP for 1 minute.	20
49-50	Duplicate form – create 4 identical copies of yourself that each have a 20% chance to take a hit meant for you. They have 25% of your HP and can deal damage. Each time one perishes, make an end check or take 25% of your HP in damage. The bodies and equipment disappear once they are brought to 0 HP or picked up by another being. 10 MP for 1 minute. HP lost this way are restored after 1 hour.	30
51-52	Spectral form – the user becomes incorporeal and is immune to non-magical weapons or require a psy check 100 to hit. Attacks by the spectre do 2d6 MP damage to anyone it hits with its touch. Can move through solid surfaces, but any more than 3 metres require an orientation check (int) otherwise lost for one round. 5 MP for 1 minute.	20
53-54	Polymorph – change into a form you have previously seen and is within 100% of your size per level. If you try for something bigger – 10% chance per 100% and MP lost if failed. Incorporeal or elemental forms count as 400% larger. 5 MP for 10 minutes.	30
56-58	Shadow armour – AP10 + 1/LV, 2 MP for 10 minutes	10
59-60	Shadow spear – 2d10 + 1/LV, 2 MP for 10 minutes	10

61-62	Undead form – skeleton 1/2 damage vs piecing attacks or light weapons, + 5 attacks + 5 sp, Zombie + 50% HP – 5 sp + 5 str, ghoul + 50% HP + bite d8 save vs en or sp – 10 to skills and speed per 10 failure.	10
63-64	Great undead form – vampire + 20 str + 10 spd + 100% HP, bite d10 + drain 5 str/5 failure (if zero become under control of user), mummy form + 20 str + 10 en + 100% HP, touch causes curse (50% failure on skills), Lich ½ vs piercing attacks or light weapons, + 50% HP + 5 spd + 10 int + 10 spell casting checks, necrotic touch causes 3d6 damage.	25
65-66	Hex symbol – save vs sdp -20 or command target for one round, 5 MP	10
67-68	Stinging nettles – touch attack d6 + -10 if fails en check	5
69-70	Blighted weapon – can charge held weapon for extra d6 corruption damage – 5 MP for 1 hour	10
71-72	Poison spray – target takes 2d6 poison damage within 3 meter cone, and save vs en or -20 on skills for 1 minute. If fail by more than 50 incapacitated for 1 minute. 10 EP	10
73-74	Corrupt age – save vs psy or add 1 year per 5 failure Immaturity - save vs psy or subtract 1 year per 5 failure.	10
75-76	Jinx – all within 5 m save vs ps or roll a fumble corresponding to their actions. If holding a weapon, then a weapon fumble etc.	15
77-78	Taste of defeat – target within 10 meter save vs sd or compelled to leave the area. – 10 to actions for 1 hour or until user unconscious or slain. Cannot willing approach target.	10
79-80	Pincer hands – change hand/s to pincers – 2d6 damage, 2 MP for 10 minutes	5
81-82	Brute form - +2d6 damage, + 100% HP, 10 EP/10 min	15
83-84	Trap soul – save vs en or soul trapped into an object. If object broken soul is freed, or if object dispelled. 20 MP	20
85-86	Elrich sight – can avoid any attack on a psy check.	25
87-88	Kinetic absorption – when taking physical damage, can reverse it back on an en check. If failed no effect, if successful full damage to attacker and half to ability holder. If success by 25 or more no damage.	30
89-90	Magic absorption – when taking magical damage, can reverse it back on an psy check. If failed no effect, if successful full damage to attacker and half to ability holder. If success by 25 or more no damage.	30
91-92	Curse giver – can afflict others with a curse once per day (see below) per character level. This curse lasts 1/day/lv or until save made after upon exposure or after 24 hours -20 psyche. A) Curse of suspicion – won't trust others unless they make a self discipline check. B) Curse of hunger – has to eat at least double, and if see others eat must make a sdp check C) Curse of greed – wants treasure whenever anyone they know get new items or equipment. Save vs SDP or will grapple others for the loot D) Curse of guilt – if target harmed, then psyche check or -20 to skills rolls and take equal damage. If miss by 25 or more, take double damage. If others attack the target each under curse	15

	will get an addition -20 if they fail their save. At -100 paralysed until cured.	
93	Contagion – can cause others to contract a magical disease that will cause d10 damage to one of the following on a d8: 1 strength, 2 agility, 3 speed, 4 constitution, 5 endurability, 6 intelligence, 7 wisdom, or 8 negative 10 to all skills. The victims can save vs <i>end</i> once per hour – if two successful saves then disease cured. Penalties removed on the next day.	20
94	Dark pet – familiar – vampire bat, wolf, snake, scorpion. Have a telepathic link within 50m/lv.	5
95	Hell steed – 1-2 horse, 3-4 large jackal, 5-6 giant frog, 7 hell tiger, 8 giant scorpion or 9-10 other.	5-20
96	Create flock – the character can change 1 willing target/lv into crows or other medium sized birds. They can travel up to 50 m/rd + 5 m/lv. Lasts 10 min/lv. The effect can be broken by the character or the target or if they reach zero HP.	10
97	Hells elevator – create a small room that can travel up or down 10m/rd + 5m/lv. It can go through the air, water or underground, in which case it phases through matter and can become solid when the character wills it. The elevator can only be moved horizontally when solid at 5 m/rd + 2m/lv – whether by magical wheels, sails or flippers.	30
98	Hells Master – can persuade others with a charm effect unless they save vs pre. Save once after 1 rd/ 1 minute/1 hour/1 day/1 week/month/1 year. If passed, not affected for 1 day.	35
99	Roll twice or pick 1	
00	Roll 3 times or pick 1 and roll one more.	

Summon ghost – 1 ancestor, 2 elemental, 3 disease, 4 possessing, 5-6 battle {1-4 warrior, 5-6 rogue, 7 wizard, 8 priest, 10 other}, 7 nature, 8 underworld (gives trial), 9 skill/knowledge, 10 other. Ps or sd check to control - + 20 with ancestor. If fail 50% attack, 25% talk, 25% leave. Ancestor ghosts and skill ghosts only have a 25% chance to attack, 25% talk, 50% leave.

Summon umbral beast – natural creature or monster up to level in power 1/day.

Dark folly – target must save versus spd or becomes evilly aligned. If given the opportunity to hurt the weak or take advantage of others, roll a sdp check or take the dark path.

Whispers in the dark – can communicate with anyone in shadow or darkness. Can reach 1 target/level simultaneously and they can hear other targets voices.

Fog cloud – up to 3m/lv. -20 to attacks per meter of opponents. Colour on d10: 1 white, 2 black, 3 red, 4 orange, 5 yellow, 6 green, 7 blue, 8 indigo, 9 violet, 10 other.

Hells cloud – as Fog Cloud, but added effect – d10: 1 acid damage, 2 fire damage, 3 cold damage, 4 lightning damage, 5 poison damage, 6 disease damage, 7 necrotic/dark damage, 8 psychic damage, 9 sonic damage, 10 other.

Leech aura – drain 10% health per 10 seconds and receive this to own hp. These last for 1 h/level. Range 1 meter/lv. Cost 30.

Dark feature: tentacles d4, pseudopods d2 or extra mouth appears from: hands, feet, abdomen, forehead or mouth, back, shoulders, chest, arm or elbow, leg or knee, other. Tentacles have 10% of users HP and can grapple at skills + 10%, if held, on next round d6+1/lv damage and a range of 3 meters. Bite does d8+1 damage/level and has a range of 1 meter and has 15% of characters HP. The mouth can cause disease unless save vs en -10 (lose d6 to a particular statistic per hour for 2 hrs/lv). Need to save 2 times in a row to be cured. Pseudopods have 15% health and a range of 2 metres and do d10 +1/lv. Save vs en or poison causes nausea – 20 to skills for 1 h/lv.

Mark prey – target gets a glowing red (or other colour) brand on an unsuccessful save vs ps. Then take extra 2d6 damage on physical attacks for 1 h/lv. If hit by the character, save vs sd or stunned 1 round.

Beast merge. Can possess an animal or enchanted beast by merging form. Once the beast is reduced to zero HP, the character emerges. Any excess damage affects the character. ps or sd check vs en check to merge.

Fools gold – summon up to 100 g of treasure (precious metals or gems stones or jewelry) per level that last 24 hours.

Exploding bomb – can create a bomb that does d6 damage/2 lvs within 1 m/lv. Can be thrown 10 m + 1 m/lv.

Shadow shackles – 1 target/lv save vs ps or have wrists bound by manacles. Strength – 50 to break and last 1 h/lv.

Exploding trap – a bomb is set in a particular location, and goes off when a particular condition is met, i.e. opening a chest, a particular creature or person comes within range. Lasts 1 day/level, otherwise as exploding bomb.

Restore corruption – can bring back a chaotic ability that was lost by the target. Or if the ability has been used, allows another use of the ability for that day with plus 1 level enhancement. EP10.

Cause corruption – gives a target a random chaotic ability for 1 h/lv and can modify the roll by 1 per lv (max + 20 at GM discretion). At level 10 the ability is permanent but can only have one ability at a time from this source.

Create chasm – 3m/lv long, 1m/lv wide and 3m deep per level within 10m/lv of the character. Those nearby need to save vs ag or fall in. The chasm lasts 1 h/lv. EP10.

Summon traps – summon 1 trap/lv within 10 m/lv of the character. If within 1m of trap, take d6+1 damage/lv of specified damage – fire, cold, lighting, acid, sonic, blade, boulder or spear. Blade, boulder and spear traps do an additional d6 damage. Traps can be programmed not to damage 1 target/lv.

Summon hell fort – create a 10 m cubed fortified room that lasts for 24 hours. The size increases by 2 m cubed per level. The fort is virtually impervious to physical damage with 30 AP and 500 HP per meter. Anyone striking the structure must save vs ag or suffer d6+1/lv impaling or dark energy damage.

Special features 2

Cat feet – ignore 3 m/lv from falling, then half damage. + 5/lv to acrobatics. CP10.

Sleep ray – target save vs psy -20 or sleep 1 h/lv. Damage can wake target with a bonus of 1/point -20 to ps check. CP10

Sonic scream – 45 degree cone of 10m + 2m/lv – d6 damage/2 levels. Or circle of 5m + 1m/lv radius. Save vs end or deafened for 1 round/lv. CP10

Electric charge – d6 extra electric damage with hands or metal weapon, and if opponent strikes with a metal weapon, save vs durability or drop it. CP15

Antigravity bubble – pillar of 2 m/lv radius with 30m +5m/lv of character. Targets fall up 5 m/rd. Lasts 1 min/lv. Save vs ps to be unaffected. Costs 30 EP, CP30

Blinding flash – targets within 5 m/level save vs end or blinded for 1 round/lv.

Plant form- + 1 AP/LV, 50% to ignore bleeding effects, immune to sleep and charm spells.

Celestial pet LV/2 – hound or other canine, lynx or other feline. Lasts until slain. Can be re-summoned in 10 minutes. CP10

Celestial steed LV – can be Pegasus, unicorn, seahorse or other mountable steed at GM's discretion. Lasts until slain, returns at dawn. CP20

Celestial guardian LV – enchanted creature or angel. Lasts until slain, returns at dawn. CP25

Summon elemental – elemental up to level of character +2. Lasts 10 min/lv and usable once/day. CP10.

Summon riding animals – summons 1 natural creature/lv for 1 h/lv. The animals do not fight, but can be used as cavalry.

Elemental form – fire, water/ice, earth/rock or air. Up to 10 min/lv.

Fire + d6 damage +1/2 lv and ignite flammables, ice + d6 cold damage + ½ LV + douse flames, earth + 5 AP+1/Lv + 5 str, air + 5 speed + 10 dodge+3/LV or lightning + d6 damage + 1/2 LV electricity damage. CP15.

Elemental manipulation – earth – can create one pillar/2 LV of up to 3 by 3 m, that move 5 m/round. Can move up or down for 1 min/lv.

Fire spread an existing fire of ½ lv in meters by 5 m/rd. Those caught take 2d6+1/lv damage.

Water can move up to 1 meter cubed of water/lv 10 m/rd. Can be used to push targets or drown them if they don't move (save vs con +20 -5/rd or 2d6 damage). Lasts 1 min/lv. Save vs spd + 10 or unable to move in time. str check to break free of water.

Air can make a wind gust of 1 m radius/lv that can be moved 20 m/rd. Those in the area need to make a str check or be knocked prone and take d10 damage if near a hard surface.

Those not prone are slowed unless they make the check by 30 or more. Lasts 1 min/lv. Air makes attacks by ranged weapons less than 1 kg/lv impossible, and flying creatures less than 10 kg/lv need to save vs str -20. CP15.

Phase – appear anywhere within 20 m/lv.

Summon armour – Summons a suit of armour for the user or a particular target that instantly appears. At Lv1-3 leather/padded, 4-6 chain, or 7+ plate at higher level. At lv 10 other armour of up to level in AP can be summoned. Otherwise the ability can don armour nearby within 10 m/lv. Works for 1 target/lv.

Summon weapons – LV1-3 light, LV4-6 medium, Lv7+ two handed or bow. Works for 1/target/lv.

Volley – create one extra arrow per level that can hit targets within 3m/lv of the original arrow. Roll individually for each arrow.

Ring of blades – deal 2d6 + d6/2lv damage to all targets within 1 m of the character. Lasts up to 10 minute/lv.

Force forward – target has to save vs psy – 20 or is pulled towards character.

Circle of mind – can communicate with up to 1 target per level and while in the link other targets can also communicate amongst themselves. May be blocked by walls of 1 meter thickness or more or if more than 100 km/lv away.

Chameleon – can change colour, facial features and hair length or colour. Height can be adjusted by 10% per/lv, and lasts 4 hours/level. CP10

Conceal – character can hide 2x lv x radius (objects and individuals etc) in metres. Lasts 24 hours.

Holy weapon – weapon in hand does +d6 damage/3 lv of holy damage. CP20

Panacea – cures all negative conditions on self or target creature. Costs 10 EP.

Summon constructs – animated manufactured objects such as furniture, kitchen tools or rope etc. Objects up to 20 kg/lv can be affected and have 30 HP/lv and attack for d8 damage per 3 levels, AP5 + 1/lv. Some objects like rope or rugs can grapple – but do ½ damage.

Summon swarm – can summon: 1 crawling insects, 2 flying insects, 3 rats, 4 lizards, 5 snakes, 6 birds, 7 bats or 8-10 something similar. The swarms has 20 HP/lv, does d6 damage + 1/lv, 1 AP/lv and takes half damage vs attacks with piercing weapons or have a small surface area such as one handed blades. The swarm lasts 10 min/lv or until brought to 0 HP. Venomous creatures cause -10 to attacks on a failed save vs durability.

Master crafter – get + 10/lv on craft skill, can change once per day.

Lore master – get + 10/lv on any lore or history or other knowledge skill. Can change once/day

Communication master – get + 5/level to communication checks, including language (if known), orate and persuasion. At level 10 consider all common languages known. At level 15 consider all animal language known. At level 20 consider all languages known (unless magical or secret).

Mystic Savant – get + 5/lv on magic 2 skill checks: runes, astral travel, power tap, mind tap, shape change or item utilisation. Also get + 2 MP/level.

Weapon master – get + 5/lv on combat checks of one type. Changeable once/day.

Skill master – get + 10/lv on one skill, changeable once per day. If a combat or magic skills check chosen, then the bonus is +5/lv.

Challenge – save vs sdp – 20 or attack user of this ability. If the victim tries to do attack anything else, then is at -50 to attack rolls or magic rolls. If using skills for purposes other than getting closer to the challenger or attacking them, is at -25, such as dodging other targets or casting a healing spell.

Purity – target has to save vs psy or will no longer steal or cheat for 1/day/level.

Compassion – target has to save vs pre or will intervene if someone is being hurt or threatened. CP10

Peace – save vs pre -20 or will not attack except in self defence. Will try to deal non lethal damage if attacked. CP15.

Detect hazards – traps and creatures potentially hostile to the character are detected within 10 m/lv. CP15

Muzzle foes – 1 target a level has its mouth bound by magical energy so it cannot bite. CP10

Break chains – 1 object made of chain or tied rope is unravelled, or broken at the characters discretion/lv.

Field of flowers – all within 3 m/lv of the character has peaceful thoughts as they are surrounded by blooms of colourful flowers (decided by the character). They can attack in self defence and can dodge but will avoid conflict if at all possible. Save vs psy -20 if haven't been attacked or taken damage within the last round. All those nearby need to save each round within while within the area. After 3 failed saves, do not reroll unless attacked. Lasts 1 min/lv.

Eldrich tunnel – create a tunnel up to 2 m radius wide and 3 m long/lv. This is a temporary effect that goes through non-living matter such as rock or soil. The surrounding area is stable as it is phased through, rather than dug. It lasts for 10 min/lv.

Alter memories – alter up to 1/min/lv of memories unless target saves vs ps -20. Effect permanent, although could be restored by a high level restoration spell at GMs discretion.

Rallying cry – all allies get +10 to skill checks +2/LV within 30 meters for 30 seconds.

Aura of resistance – all allies within 10 meters get + 10 to resistance rolls + 2/LV

Aura of minor deflection – 25% of physical attacks deflected

Aura of deflection – 50% of physical attacks deflected.

Grow vegetation – can enhance plant size by x 2/lv.

Extra planar storage – can store 50kg/lv in a pocket dimension.

Dimensional cold storage – can store 25kg/lv in a perfectly preserved state. Living creatures are in suspended animation unless they save vs sd.

Font of knowledge – creates a statue, tree or other structure that when interacted with gives a 2 x lv chance/hour of answering a specific question (in 100 words/lv or less or an image that lasts up to 1 minute/lv).

Planar gate – can open a planar gate made a psy check to choose, otherwise random. 1

Other planet, 2-5 Elemental, 6 heaven, 7 hell, 8 nexus, 9 void, 10 other.

Create bridge – make a 3m/lv long and 1m/lv wide bridge that is securely attached to each side of a crossing point. The bridge has 5 + 1 AP/lv and 50 HP per 1m/square. Consider the bridge made of wood, but at level 5 can be made of stone and at level 10 can be made of metal. Lasts 24 hours or until destroyed.

Create well – makes a circular pool of fresh water up to ½ wide radius/lv and 1 m deep/lv.

The edges of the well prevent contamination from the surrounding soil, rock or sand, but impurities can be introduced from the top of the well or if dug through. The walls of the well have 5 AP + 1 AP/lv. The well lasts 24 hours and an optional bucket of metal or wood can be created with a rope that reaches the bottom of the well.

Divine food – create enough notorious food and drink to feed an individual of the characters species for 2 days/lv. The food lasts for 1 week/lv or until consumed.

Divine gifts – random gifts given to character once per day. A psy of 100 or more will allow choice of the type of gift the recipient receives. Could come on an altar, a bowl, or even be laid as an egg. Can be up to 10 kg/level of common material (wood, water, rock, soil etc) or 1 kg/lv of rarer substances, 5 kg/lv of worked goods (rope, armour, swords, steel, oil) or worked goods with moving parts or rare materials (jewellery, crossbows, music boxes, gold, honey, etc) up to 200 gp/level.

Sacred mark – mark a target once/day – do d10 + ½ lv extra damage. If hit save vs psy or slow movement 50% 1 min/lv.

Breath of life – heal d6 per level to target. Uses 10 EP. If within 1 min/lv can resurrect.

Slow – movement halves and actions -50 within 10m/lv.

Time stop/stasis field – a round of free actions within 10m/lv. This ability can be used once per day per 3 levels, and can extend the time or be broken up into segments. CP30

Purify corruption – save vs psy -20 or cancel one chaotic feature for 1 hour/level. Lose an additional feature for every 20 missed by opposing resistance check. At level 10 loss of feature is permanent (unless somehow restored by magic).

Anti corruption field – chaotic features can't function within 1 m/lv of the character – unless save vs psy or pre (character choice). Abilities restored after 1/lv round of leaving the field or until a save is made. At level 5 affects most undead – that can't move (or act) within the

field on a failed save, greater undead suffer -10. At level 10 greater undead and evil extra plan beings, that suffer – 5/lv of the character.

Enchantment breaker – Can dispel one spell on a psy or sdp check. Costs 10 EP.

Divine ropes – create 3m wide/lv ropes that magically levitate in the air within 10m/lv of the character. Each meter requires 50 hp of slashing damage and has 5 + 1 AP/lv. Lasts 1 h/lv. EP5.

Song of motivation + 5/lv to non-combat skills of allies within 5 m/lv. Up to 10 min/lv

Song of inspiration - +5/lv to skills of allies within 3 m/lv. Up to 1 min/lv.

Song of protection +1 AP/lv and +5/lv to resistance checks and defence/dodge. Up to 1 min/lv.

Sphere of deflection – 5%/lv chance of deflecting range attacks in a wall or sphere of up to 2 m long/lv (max 95%).

Song of calm – all those within 3m/lv have peaceful thoughts and will not commit a violent action unless they save vs pre – 30 (-1/lv). If injured the effect will be broken.

Song of movement – all allies within 5m/lv have their movement rate increased by 5%/lv for up to 1 h/lv.

Song of healing – all allies within 3 m/lv regenerate ½lv hp/rd. Lasts 10 min/lv.

Mystic Tattoo – target has a spell imbued in their body which is usable 1 per day/4 levels (minimum 1). It glows once the ability has been activated, then fades. Common tattoos:

cheetah – haste 1 rd/lv, turtle – AP 6 + 1/lv, 10 min/lv, elephant + perception and knowledge checks + 5/lv, 10 min/lv, brown bear 2 x HP +10%/lv for 10 min/lv (excess disappear after time elapsed). Troll regen 1/lv/rd for 1 min/lv, griffin fly 50+5/lv for 10 min/lv, red tiger + d8 damage +1/3lv for 10 min/lv, unicorn unaffected by non-magical weapons and teleport 10m/lv for 1 min/lv, phoenix if killed within 1/rd/lv will come back with full HP. Cheetah, turtle, elephant brown bear, griffin CP15, troll, tiger, unicorn and phoenix CP25.

Summon saints fort – create a 10 m cubed fortified room that lasts for 24 hours. The size increases by 2 m cubed per level. The fort is virtually impervious to physical damage with 30 AP and 500 HP per meter. Anyone striking the structure must save vs ag or suffer d6+1/lv holy damage. CP20.

Strength of Nature – when in a particular environment – strength is double – 2 x physical damage and 4 x lifting capacity. Environment can be 1 ocean, 2 mountains, 3 forest, 4 plains, 5 jungle, 6 arctic, 7 swamp, 8 arid desert, 9 sky, 10 other. CP20.

Floating bubble – a bubble of energy, both translucent and containing oxygen, that can hold 2 people per lv appears – it can float up to 10 m/round in any direction through air or water. The speed can be increased by 5 m/rd/lv. The bubble lasts up to 10 min/lv. CP15

Create boat – create a river craft up to 5m long and 2m wide/lv. It has 100 HP for each square meter, but if pierced it can sink unless patched. Lasts 24 hours or until destroyed.

Hidden palace – a pocket dimension of 3 m cubed + 1m/level. The doorway is visible on a search check of -20 -5/lv. Can be made visible to selected individuals or conditions.

Imprison – target trapped in suspended animation in a crystal globe unless save vs ps – 20. Once trapped can only be released by the character.

Second life – upon death become a cocoon of energy then become a random character race, but retain memories and skills. You have a 5%/lv chance to gain this ability again.

Echoes – if you see a person, place or object – you can see 1/min level of its history.

Touch the cosmos – has a +10/lv on a knowledge/lore check 1/day, or 20 MP.

Special flaws

Dawdler – negative 10-50% to movement speed. CP4-20

Absent minded – the character is forgetful at important moments and should make an intelligence check to remember important information under stress. CP20

Characteristic voice/face – 10-20% more likely to be remembered. CP5/10.

Minor phobia – negative 10-20 to actions in the presence of a particular creature, object or stimuli. This could be rats, loud music, flowers, darkness etc. CP5-20 depending on how common the subject of the phobia is. A sdg check -20 may be able to offset this penalty for the day.

Major phobia - negative 25-50 to actions in the presence of a particular creature, object or stimuli. This could be garlic, spiders, the full moon etc. CP25-50 depending on how common the subject of the phobia is. A sdg check -30 may be able to offset this penalty for the day. If fail by more than 30 the character may run in a random direction or cover in fear (50% of either) for d10 rounds.

Super ugly - -10-30% to communication checks (persuasion, barter, language) with most races unless appearance can be hidden. May give a bonus to intimidation checks. More likely to be recognised. CP20

Unusual voice – Raspy, gravelly, croaky, high pitched or have a stutter etc. Negative 20 to most communication checks. This voice may give a bonus to intimidation checks. CP15 or CP20 for stutter (or voice without any positive effects).

Small voice – negative 20 to communication checks unless within 5 m. CP10.

Booming voice – negative 20 to communication checks within 5 m as people find you too loud. May give a bonus to leadership or intimidation, however. CP10

Atrophy – negative 5-30 to random statistic. CP4-20

Vestigial limb – 50% for leg or arm to lack strength. If leg ½ movement rate. CP30

Extra vestigial part – 1-3 leg, 4-6 arm, 7 wings, 8 head, 9 tail, 10 other. The limb doesn't function and looks unusual to the general population normally getting a -20 to reaction rolls.

Magic vulnerability – 1-3 extra 25% damage and -5 to resistance rolls, 2-7 extra 50% damage and -10 to resistance rolls, 7-9 double damage and -20 to resistance rolls, 10 triple damage from magic damage and -30 to resistance rolls. CP 5/10/25/40

Elemental vulnerability – check for type 1 fire 2 cold 3 earth/stone 4 acid 5 air/lightning 6 .

Intensity: 1-3 extra 25% damage and -5 to resistance rolls, 2-7 extra 50% damage and -10 to resistance rolls, 7-9 double damage and -20 to resistance rolls, 10 triple damage from elemental damage and -30 to resistance rolls. CP 3/5/12/20

Physical vulnerability – item type – copper/bronze, steel, silver, bone, wood, other. Intensity 1-3 extra 25% damage and -5 to resistance rolls, 2-7 extra 50% damage and -10 to resistance rolls, 7-9 double damage and -20 to resistance rolls, 10 triple damage from weapon and -30 to resistance rolls. Generally CP 3/5/12/20 or steel vulnerability CP 5/10/25/40.

Unlucky – GM can force a reroll one skill for character, or re-roll against character once/day. CP20.

Glutton – needs double food or drink. CP10.

Impatient – unless sleeping, eating or focusing on an activity, has a 10% to do something that could attract attention such as grumble out loud or do some warm-up exercises. CP10.

Sleepy – 10% chance (over and above normal chance) to fall asleep on watch or not get up when alerted. CP10.

Gross – has a 10% chance a day of doing something unpleasant in public such as urinating, picking nose or coughing in someone's face. This is likely to cause offence, a fine or worse CP15

Violent nature – if faced with insult or intimidation, have a 10% increased chance of attacking with aggression. Make a sdp check when in potentially dangerous situations, such as when insulted by a watch captain CP10.

Dependency – addicted to a substance such as alcohol or a drug or type of food. If you don't consume a reasonable quantity of this substance at least 1 once per week, make a sdp check once for every additional day or suffer a cumulative -5 to skills checks (max -20) due to withdraws. CP5-20 depending on cost or rarity of substance.

Social predator – you have a "type" which is usually of a particular gender. When faced with this type of individual, roll a sdp check or will try to ask them out and ultimately seduce them. Assume there is a 10% chance of encountering this type in an urban setting which contains people of the same species. CP15

Poor planner – when making a strategic plan make an int check or it may have a fundamental flaw. CP15

Loud mouth – when telling stories or details to others has a 10% of mentioning details that were meant to be kept hidden. CP15.

Loose purse – has a tendency to overpay for things unless making a sdp check: 1 additional 25%, additional 50%, 3 double. CP5/10/15.

Stingy – try and bargain on things, even when inappropriate. Make a sdp check to avoid this. CP10

Bad liar – have an obvious tick when trying to be deceptive, -20 to deception checks. CP10

Snorer – while sleeping have a + 20% chance to be noticed within 20 meters. May disturb sleep of others within 5 m at GMs discretion. CP10.

Stiff joints – have a 10% chance per round of strenuous activity (such as combat or sprinting) of pulling a muscle unless you warm up for 10 minutes prior, in which case the character doesn't need to check for the next hour. If muscle pulled, then -20 to physical activities for the next d100 minutes. CP20.

Bully – 10% chance to try and intimidate individuals that look weaker. SD check when in potentially dangerous situations CP10

Vain – will ask about appearance or check reflective surfaces at least once per day. If the character sees someone as potential competition (at least as good looking) of the same gender, then they need to make a sdp check not to say something derogatory or give an offensive gesture that may be observed. CP10

Deluded – believes they are amazing in one skill they are quite bad at (less than 50%) such as singing, dancing, a musical instrument or craft. They will try and use this skill when possible to entertain a crowd or impress someone in power 10% per day when in the company of others. CP10-20.

Restricted diet – needs to eat a certain type of food for health, religious or cultural reasons and this may preclude other foods. 1 vegetarian, 2 meat, 3 insects, 4 fish, 5 birds, 6 rice, 7 wheat, 8 lentils, 9 dirt, 10 other (sentient creatures, chemicals or metal etc). CP10-40 depending on rarity or cost.

Too good looking – likely to be approached by others at least 20% per day in civilised areas due to one's appearance. Make a pre -20 check to resist for characters or NPC interactions. This also makes the character more recognisable. CP20.

Beacon – skin glows at night or in the dark making it 10-50% more likely to be noticed from a distance. Covering up will reduce this likelihood of being discovered. CP20.

Joker – has an overactive sense of humour, and has a 10% chance per day of offending someone with their actions. SD if in a situation that which could give a laugh but might cause undesired consequences, such as putting a whoopy cushion under a noble's chair. CP10.

Intolerance – 1 alcohol, 2 tobacco, 3 seafood, 4 milk, 5 wheat, 6 nuts, 7 fungus, 8 other. If substance consumed make a EN check or -20 to activities. If character fails, the condition could get worse every hour by -20. CP10-20 (depending on rarity and severity).

Nightmares – have a 20% chance per night of having bad dreams. Save vs con or -10 to activities on the next day. CP15.

Jumpy – uneasy when facing interaction with unfamiliar creatures. Made a sdp check or -10 to skills checks for the duration of the combat or interaction. CP15.

Time consuming hobby – needs to do something once per day (such counting coins, knitting, push-ups, for approximately 1 hour unless the character makes a sdp check. CP10

Forgetful – make a sdp check to remember key detail/s of a mission, person or object etc that is not intimately familiar. CP20+

Light sleeper – if in a noisy or uncomfortable environment, make a con check or -5 to -20 to activities the next day. CP5-20

Motion sickness – when travelling by boat or wagon, make a end check or nauseous -10 to -20 to activities. CP10

Whistler – likes to whistle (hum or sing) while engaged in physical activity. Make a sdp check to consciously not do so. CP10

Bad with knots – has problems with armour straps and tied knots. Assume a 10% chance of straps failing when engaged in strenuous activity like combat or sprinting. Check after d10 rounds. Armour will be halved for that location CP10.

Personal maintenance – likes to keep clothing or armour clean or shiny. Spend an extra 6d10 minutes a day maintaining gear and 5% of weekly wage. CP10.

Predictable fighter – If observed by individuals of at least 30 intelligence for at least 30 seconds, these observers can make a sdp check, and if successful get a + 20 attack and defence checks against the character. CP25

Predictable – due to recurring habits of the character, observers are somewhat likely to be able to benefit when gambling or trying to deceive the character. If a sdp made after at least 5 minutes of observation, then get a +20 to gambling or communication checks to deceive.

They are also more likely to be recognised by people searching for the individual. CP25

Stubborn – unlikely to chance course of action, unless they can see an obvious benefit. If given orders, make a sdp check or may ignore them. CP10.

Toxic personality – for individuals that don't know the character, 20% chance to cause offence to others when communicating for at least 1 minute. CP20

Haunted – have a 10% chance per night (or any particular time of the day) of being visited by ghost/s that may move objects, make unearthly noises or chill the surrounding air etc. The character and those nearby need to make a sdp check or be frightened while in the presence of the entities, and for d100 minutes afterwards. This will generally cause -10 to skill checks. CP10. It is possible to slay the ghosts (and nullify the penalty), but the chances of meeting others in future is unaffected.

Boaster – when hearing tales of valour or bravery, feel the need to tell one's own heroic stories. Make a sdp check to resist. CP10

Enemy of the state – negative 5-30 on reaction checks (persuasion, barter etc) and chance to be arrested when talking to law enforcement or officials of a particular country/culture. CP5-30 (depending on severity and chance of meeting officials of a particular culture).

Vice – likes to gamble or spend money on entertainment. Assume 10-50% of wealth is spent per week or when possible (sdp check to resist). CP5-25

Centre of attention – when in a group has a desire to draw attention to oneself. Make a sdp check not to interrupt someone's story or conversation. CP20

Mouse – when in a social setting, you try not to draw attention to yourself. Make a sdp check to interact with confidence. CP10.

Annoying growth – hair, or nails grow noticeably long overnight. Spend 3d10 minutes cutting it back to appear normal. Tracking target + 10. CP10

Shed skin – leave a sizable proportion (approximately 1% of body weight) of dead skin after sleep. Tracking target +10/20 (if untreated). Dry skin may lower appearance by 10 unless treating skin 5d10 minutes per day. CP20.

Fumble fingers – 10% chance to inadvertently drop carried objects (that aren't strapped). Check for every round of strenuous activity or 1/hour normally. CP15.

Unpleasant odour – all those within 5 m notice characters smell and this can cause a 10 penalty to chances to communicate and stealth checks. CP10.

Vulnerable body – one location on the body takes double damage from weapons or effects that target it. CP20.

Common target – the character is 20% more likely to be the target of theft, deceit or crime in general. CP10

Persistent stasis – have a 10% chance per day of being trapped in a cocoon, egg, crystal, or floating orb (or something similar) until the next day. The individual cannot be freed except by high power spells or effects, otherwise they will take life threatening injury. CP30

Changing form – have a 20% chance per day to look different from character's usual form, and while usually of the same species, will vary in skin colour, hair, height and build. This could obviously cause trust issues with others and verifying identity CP15.

Afflicted – 50% chance of being: 1-2 blind, 3-4 deaf, 5-6 mute at the start of the day until the next dawn. At GMs discretion cannot be cured by magic. CP30

Psycho beast – the character has a 10% chance per night of going wild attacking other creatures randomly when it find them. Has little or no memory of these events. CP30.

Night form – the character takes a monstrous or beast form at night (or 1/2 the day) unless they make a sdp check. CP30

Twin souls – character possesses 2 personalities, and changes back and forth every day, unless save vs spd. This affects mental statistics, speech patterns and accent. CP30.

Class abilities

Note, most abilities allow 1 rank per 2 levels of the character. Thus rank 2 is available at level 4 and rank 5 is available at level 10.

Despite stating these are class abilities, these can be used by any characters provided they can receive the proper training. Unless specified otherwise, they cost 5 skills points. Assume the average NPC has 45 skills points per level, and that they will spend the majority of these points on class skills, as listed in the skill recommendation section.

Fighter

Fighters or warriors are diverse and found in nearly all cultures and environments. Caravan guards, city watch, duellists, pirates, marines, thugs, soldiers and knights are common examples of this profession. Many organisations have an entrance requirement, such as a joining fee or a pre-determined task for those joining a fighters guild or band of mercenaries. Most soldiers are forced into service, while others may be recruited, in which case their combat skills may be tested before acceptance into their ranks.

Armour training 1/2/3/4/5, 10% reduction effective to armour weight per level. Skill cost 4
Armour augmentation 1/2/3/4/5 – 10% armour bonus per level, minimum 1 per rank. Skill cost 5/rank.

Shield augmentation 1/2/3/4/5 – 10% shield bonus per level, minimum of 1 per rank.

Critical resistance 1/2/3/4/5 - 2/4/6/8/10 to reduction critical against character.

Coordinate combat 1/2/3/4/5 - +3/6/9/12/15 to attacks in combination with a partner. Skill cost 3.

Mitigate armour 1/2/3/4/5 – ignore d4/d6/d8/d10/2d6 AP when attacking with melee weapons.

Quick attack 1/2/3/4/5 - +5/10/15/20/25 initiative to attacks with melee weapons. At rank 5, one extra attack.

Quick shot 1/2/3/4/5 +5/10/15/20/25 initiative to attacks with range weapons. At rank 5, one extra attack.

Stun resistance +5/10/15/20/25 resistance to stun, knock out or paralysis checks

Passive defence +3/6/9/12/15 to defence checks when weapon or shield active (+5 if both).

Mighty blows 1/2 – do an extra d6 damage with physical attacks available at level 5. At level 10 can do an extra 2d6 damage. Skill cost 5.

Forceful attack 1/2/3/4/5 – Opponent needs to str resistance check against the character who gets a +5/rank. If failed, move back 1 m/10 failure.

Ranger/druid

Rangers are warriors of the wild and require outdoor skills to survive or serve a particular purpose. Noble families often employ rangers to care for a forest or particular outdoor region.

Druids are a specialised type of nature priest, and either worship a nature deity or powerful entity, while others pay homage to a particular environment or the world itself.

Many of the abilities listed below require that the individual join a special order of nature or worship a divine being of nature or hunting. To qualify to be trained in these abilities, agility/constitution, archery and/or animal handling skills are usually tested.

Leaf armour 1/2/3 - +3 AP +10 stealth/rank. Lasts 10 min/lv usable 1/day/rank. Prerequisite LV3/6/10

Enhance beast 1/2/3/4/5 – allied beast (which has been bonded) gets +5/10/15/20/25 to attack rolls and defence.

Fortify beast 1/2/3/4/5 – allied beast (which has been bonded) gets +10% or 10 HP/rank (whichever is higher).

Beast friend 1/2/3/4/5 = +6/12/18/24/30 to reaction checks on beasts such as natural animals or enchanted beasts such as unicorns and dragons. Skill cost 3.

Beast bond 1/2/3 - can bond with a beast who makes a resistance roll vs sd. On a failure becomes a trusted ally of the character. MP5. LV1/5/10. Skill cost 5. If beast died, take 10% HP in damage, or half on a successful durability check.

Quick shot 1/2/3/4/5 – the character receives +5/10/15/20/25 initiative to attacks with range weapons. At rank 5 one additional ranged attack.

Elemental resistance 1/2/3/4/5 - +5 to elemental resistance roll checks and 3 points of elemental damage absorbed per rank. Prerequisite LV2/4/6/8/10

Fleet of foot 1/2/3/4/5 +10-50% to movement rate. Skill cost 2.

Ranged armour mitigation - 1/2/3/4/5 – ignore d4/d6/d8/d10/2d6 AP when attacking with missile weapons such as bows or crossbows.

Extended shots - +1/2/3/4/5 + 10%/rank to the effective range of bows and crossbows. Skill cost 4.

Multi shot – 1/2/3 can fire an additional arrow per round -10 per additional arrow (but no penalty to the first arrow). Skill cost 5. Available at level 4/8/12.

Wicked arrows 1/2 - ranged weapons do d6/rank more. LV5/LV10 prerequisite.

Conceal area – 1/2/3/4/5 + 6/12/18/24/30 to checks to hide an area. Can be used to hide tracks.

Avoid hazards – 1/2/3/4/5 +10%/rank chance to avoid natural traps or hazards.

Slaying arrows – 1/2/3 +d10 damage/rank to creatures of a particular type. Available at level 4/8/12. If the creature is particularly common, such as humans, half the damage.

Slaying strikes - 1/2/3 +d10 damage/rank to creatures of a particular type. Available at level 4/8/12. If the creature is particularly common, such as humans, half the damage.

Nature's form 1/2 - at LV 5 can take the form of a natural beast that is within 25% height of character/lv or smaller, that you have seen. At level 10 can take the form of an enchanted, cursed or elemental within 25% height of the character/lv or a natural beast within 50% height of character/lv. MP10 for 1 hour/lv. Skill cost 6. While in this form you can't cast spells but can cancel the effect at any time.

Unearthly tracker 1/2/3 – +20/rank to tracking checks. At rank 2 can track in environments that are normally very difficult, or not possible, such as in water or in a blizzard.

Prerequisite Lv4/8/12.

Endless quiver – arrows reappear in quiver after firing. LV10. Need to worship hunting or archery deity.

Nature's bounty 1/2 – create enough food for 5 people per rank, that heals 20 HP/rank once per day. Need to worship hunting or nature deity. LV4/8.

Barbarian

Barbarians are a type of warrior that prefer to live under the stars, away from fortified cities, and typically survive by hunting and gathering, or raiding. In addition to outdoor skills, physical prowess and the ability to tolerate pain are favoured by this profession.

Note that many of the abilities below require that the character to join or become allied with a tribe. A trial with a con/str check and/or a battle against a tribal warrior is usually required to become accepted. The rage skill usually requires 3d10 days to learn.

The rage state is possible on a successful Constitution check. While in this state, the character cannot cast spells or abilities that require concentration, such as stealth. While raging, roll damage dice twice, and take the highest.

Painless rage 1/2/3/4/5 – 10% to damage while raged.

Furious rage 1/2/3/4/5 - +d3 damage/rank while raging.

Mighty rage 1/2/3/4/5 +10 to carry capacity +5 to grapple checks while raging/rank.

Resistant rage 1/2/3/4/5 - gives the character +5/10/15/20/25 to resistance checks versus poison, fear, disease, mind control and magic while raging. Prerequisite LV2/4/6/8/10.

Frenzied swing 1/2 – can attack an additional target within 2 meters of the initial target while raging. LV5/10. Skill cost 6.

Endless rage 1/2/3 – not knocked unconscious by reaching zero HP. Make a Endurability check +20/rank to keep fighting.

Stun resistance 1/2/3/4/5 – gives the character +5/10/15/20/25 resistance to stun checks (endurability check) and paralysis checks. Double bonuses if raging. Prerequisite LV2/4/6/8/10.

Bleed resistance +10/20/30/40/50 resistance to bleeding checks (endurability check).

Body resilience +5/10/15/20/25% to ignore critical effects. Skill cost 5.

Reliable strikes 1/2/3/4 – reroll damage dice result of 1-4 (but keep next roll if the same or higher). Level 3/6/9/12. Skill cost 4/rank.

Power throw 1/2 – add d6 damage/rank to thrown weapons. Prerequisite LV5/10.

Manbeast – 1/2/3 – can change into a human beast hybrid such as a werewolf, weretiger or werebear. In this form add 20 HP +5 attack and +5 defence and + 2 AP/rank. Attacks with claws or bite do d6/d8+1/2d6. LV3/6/9. This ability may be given as a blessing by a nature, hunting or animal deity.

Warrior Monk

Warrior monks are a profession that balances mental and physical discipline, usually in service to a temple or order. Most of the warrior monk abilities below should require that the character have prior martial arts and theosophical training. In order to be accepted for this physically and mentally taxing program, the character needs to pass a trial psy/sdp check and spend 2d100 days in service to a temple.

Light defence 1/2/3/4/5 - +5/10/15/20/25 to defence checks when in armour less than 10% of body weight.

Stun enhancement 1/2/3/4/5 +5/10/15/20/25 to stun chance when using natural attacks or blunt weapons.

Missile defence 1/2/3/4/5 - +5/10/15/20/25% to ignore missile attacks completely x2 if wearing armour less than 10% of body weight.

Fortify block 1/2/3/4/5 – gives the character +3/6/9/12/15 AP to parry attacks using arms. Prerequisite LV2/4/6/8/10.

Fortify body – 1/2/3/4/5 – gives the character +2 AP/rank. Prerequisite LV2/4/6/8/10.

Control fall 1/2/3/4/5 – character can fall an extra d10 meters per rank without taking damage. Prerequisite LV1/3/5/7/9.

Spell resistance 1/2/3/4/5 – gives the character +3/6/9/12/15 to magical resistance checks. Prerequisite LV2/4/6/8/10.

Rapid attacks 1/2/3/4/5 – provides an extra +25%/50%/100%/150%/200% to number of attacks using unarmed strikes. Pre-requisite LV1/4/7/10/12.

Spell strike 1/2/3/4/5 – the character can use a magic spell with an attack up to the rank of the ability. Prerequisite LV3/6/9/12/15.

Psionic fist 1/2/3/4/5 – can charge fists to do d3/rank psionic damage in addition to base damage.

Healing trance 1/2/3/4/5 – can heal d6/rank in one minute at a cost of 4 MP. If used during combat requires a SD check. Prerequisite LV2/4/6/8/10.

Psionic phase 1/2/3/4/5 – can travel through 1m of solid object per rank at a cost of 8 MP. If not enough to pass through, take d10 per extra meter and shunted out to the nearest space.

Cleric/paladin

Clerics and paladins are followers of a particular religion, that defend their faith with zeal. They can channel energy from a powerful godlike being that they worship and usually have weapon and armour training. Most of the divine abilities below should require that the character have prior religious training or connection to a divine being. In order to be accepted for this training, the character needs to pass a trial psy/inu check and dedicate 2d6 months of service to a temple. Clerics tend to be more focused on miracles and spreading their faith, while paladins are more attuned to martial skills and defending the religion.

Divine strikes 1/2/3 – weapon does an additional d4/d8/2d6 of holy damage. Level requirement 4/8/12. Need to worship divine being or greater spirit.

Repel/Punish undead 1/2/3/4/5 – the character can do 2d10 damage/rank to undead within 5m/lv. Or save vs sdp or flee for 1 minute/lv. Cost 5 MP. Prerequisite LV2/4/6/8/10 and need to worship divine being or greater spirit.

Repel/Punish elementals 1/2/3/4/5 – the character can do 2d10 damage/rank to elemental creatures of a particular type within 5m/lv. Cost 5 MP. Prerequisite LV2/4/6/8/10 and need to worship divine being or greater spirit or have magical training.

Repel/Punish fae 1/2/3/4/5 – The character can do 1d10 damage/rank to fae creatures (elves, faeries and enchanted creatures of nature) or 2d10 to animated plants within 5m/lv.. Cost 5 MP. Prerequisite LV2/4/6/8/10 and need to worship divine being or greater spirit or have magical training.

Repel/Punish monsters 1/2/3/4/5 – effects enchanted monsters such as trolls, giants, minotaurs and chimera. Does 2d10 damage/rank to monster type within 5m/lv. Cost 5 MP. Prerequisite LV2/4/6/8/10 and need to worship divine being or greater spirit or have magical training.

Repel/Punish shifters 1/2/3/4/5 – effects shape changing monsters such as oni and lycanthropes. Does 2d10 damage/rank to monsters type within 5m/lv. Cost 5 MP. Prerequisite LV2/4/6/8/10 and need to worship divine being or greater spirit or have magical training.

Counter shield – can counter a spell with a held shield. Skill cost 6.

Gain ability 1/2 – the character acquires a special ability from one of the special ability lists. Skill cost 5/rank. Prerequisite level 5/10.

Cleansing ritual 1/2/3/4/5 – can dispel a magical effect of up to the rank of the target. It takes d6/rank minutes and MP2/rank of the target spel. Prerequisite LV2/4/6/8/10.

Magical protection ritual 1/2/3/4/5– can create an area 1m/lv radius wide that magical effects do 20%/rank less damage and give +20 bonus/lv to resistance rolls. D6 minutes to cast. MP2-10. Lasts d6x10 minutes.

Wizard

Wizards are magical practitioners that learn magical talents and spells through intellectual study of unseen forces and arcane practices. Most of the abilities below should require that the character have prior magical training. In order to be accepted for this intellectual

training, the character needs to pass a trial psy/int check. The character then spends 3x100 days of service and receives training in a number of spells and skills

Elemental strikes 1/2/3 – the character can imbue a weapon to do an additional d4/d8/2d6 of elemental damage. Level requirement 4/8/12. Need to have a bound elemental, or pact with a greater elemental or worship a divine elemental being.

Empower burst 1/2/3/4/5 – when using two hands or holding a focus, the character can do 5-30% more damage with area spells, such as elemental attacks.

Counter master 1/2/3/4 – gives the character +5/10/15 to attempts to counter spells. Skill cost 5. Pre-requisite LV3/6/9/12

Expand spell 1/2 – the character can increase a spells effectiveness such that it has an additional target at level 5, or two extra at level 10. The casting check is -10 for every additional target. Prerequisite LV5/10

Shape spell 1/2/3/4/5 – the character can change the shape of a spell by 10%/rank, such that it can miss allies or structures. LV1/3/5/7/9.

Spell recovery 1/2/3 – the character can meditate for 10 minutes to recover 10-30% magic points, usable 3 times/day. Pre-requisite LV4/8/12.

Forbidden power 1/2 – get an ability from the beast table or special ability table. This ability can be taken from level 5 and again at level 10. Skill cost 5/rank.

Bolster ritual – 1/2/3/4/5 – the magical effect of an enchantment is increased by 1-5 levels, and the chance to dispel the effect is 5-25 more difficult. Ritual takes 5d6 minutes. MP 3-15.

Banishment ritual – can send an out planar creature back to its home plane. Ritual takes 2d6 minutes. MP5.

Summoning ritual – summons a creature from another plane of existence in a prepared space. The plane can be chosen, but the power of the creature will vary unless used with a specific spell or the name of the entity is known. LV of creature is: 1-20 d3, 21-40 d6, 51-70 d10, 71-80 2d6, 81-90 2d8 91-95 2d10, 96-99 3d10, 100 5d10. MP5+lv/5. The time to conducted the ritual is 3d6 minutes and the being is held for 2d6 minutes. If the being is not friendly the caster can dismiss the creature on an opposed psy check (add levels of the caster and creature), or followed by an entrapment ritual.

Entrapment ritual – holds a outerplanar or summoned creature in a circle or pentagram unless they make a psy or sd check -20 (+their level-caster level). Ritual takes d6 minutes and lasts 6d10 minutes. MP5.

Binding ritual – traps the summoned creature into an object, such as a weapon or object unless they make a psy or sdp check -20 (+their level-caster level). Ritual takes 3d10 minutes and costs MP10. The summoned creature can be freed by breaking the object, certain spells that release spirits, or by the ritual caster releasing the binding.

Extend ritual 1/2/3/4/5 – magical effect duration extended by 2/3/4/6/10 times. Ritual takes d6 minutes/rank of extension, thus tripling the spell duration would take 2d6 minutes. Prerequisite LV3/6/9/12/15 and MP5/8/10/15/25.

Efficiency ritual 1/2 – a spell can be cast as a ritual, and costs half normal MP. At rank 2, the spell costs 75% less. Ritual takes d3 minutes per rank of spell or d5/rank if trying to cast with a 75% MP reduction. Prerequisite LV1/6.

Empower ritual 1/2/3/4/5 – spell does 10% extra damage/rank and -10% to resistance rolls. d6 minutes/rank to cast. MP3/6/9/12/15. Prerequisite LV2/4/6/8/10.

Antimagical ritual – create an area of 1 m/radius per level where magic ceases to function. Lasts for d6 x 10 minutes. MP 5. Prerequisite level 5.

Routine spell 1/2/3 – one known spell becomes second nature and can be cast without using magic points, although can't cost more than 10% of the character's total MP. Additional spells can be become routine at higher level. Prerequisite LV4/LV8/LV12.
Enhance summons 1/2/3 – can improve summoned creatures by 15 HP +5 Attack and +5 defence/rank. LV3/6/9.

School of Illusion

Illusion 1/2/3 – the character can create an illusion of a 1 m/rank cubed creature object that lasts 1/min/lv. It can be moved with concentration. Others save vs int -10/rank to know it's an illusion and one extra sense is added at level 6 and 9.

Illusionary double 1/2/3 – can make a psy check vs an attack to absorb an attack with an illusionary duplicate and take no damage. Doesn't work against area effect spells or conditions. LV4/8/12.

Illusionary familiar 1/2 – can summon a small translucent shape, which can be moulded to look like a creature. You can extend you vision through this create at a range of 100m/200m. The familiar cannot deal damage but cannot take damage. LV4/8.

School of Necromancy

Fortify undead 1/2/3 Add 20 HP, +5 attack and +5 defence to undead/rank.

Drain life 1/2 – drain 25%/rank of a target's health unless they make an opposed psy check. Usable 1/day.

Undead familiar 1/2 – familiar is immune to fear, exhaustion, poison and disease. At rank 2 the familiar takes half damage from non-magical weapons or creatures. LV4/8

Undead minion 1/2/3/4/5 – create a skeleton HP30 AP2 attack 30 defence 20 or zombie HP50 AP4 attack 25 defence 10, using available corpses. The necromancer can have 1 minion/rank. Prerequisite LV2/4/6/8/10

Control undead 1/2 – can control undead creature/rank for 1 h/lv. Prerequisite LV5/10.

Speak with dead 1/2 – can ask a corpse two questions/rank that they would know from their life. Prerequisite LV3/6.

Undead form 1/2/3 – can change into an undead creature of 1/3 level/rank for 1 h/lv.

Prerequisite LV4/8/12. Usable twice/day.

Death portal – create a portal to an undead plane. LV8

Beyond death 1/2 – when slain and a body remains, the character may return to life in d100/rank days. If the body is mostly destroyed, then it may come back as a ghost instead. A ghost has a chance to interact with the real world using a psy check. In order to harm the ghost, a psy check is required, or magical weapons. Prerequisite LV6/12.

School of Item Enchantment

Animated familiar 1/2 – the character can animate a small servant from an object of no more than 10 kg/rank. It has 25 HP + 10 defence and 10 attack and deals d6/rank. Different materials will add the following properties: metal +7 AP +2 damage/rank, wood or stone +5 AP/rank +5 defence +1 damage/rank, ceramic +3 AP + 10 defence +5 speed/rank + 5 speed/rank, paper or linen + 10 defence + 10 speed/rank. LV4/8

Create substance 1/2/3 – create 5 kg of common material/rank or half as much of worked material (wooden basket, backpack, steel sword etc). Make a psy +5/rank check to see if character is successful. LV4/8/12.

Temporary substance 1/2/3 – create 30 kg of common material/rank or half as much of worked material that lasts for 1 min/lv. Could be used to summon a shield in combat on a successful psy check that could block +25. Usable 3 times/day. LV3/6/9.

Change substance 1/2/3 - the character can change (or extract) 10kg/rank of substance to a more refined form. Iron can be extracted from ore, or a steel helmet could be made from iron. Useable 3 times/day. LV3/7/10

Enchant substance 1/2/3/4/5 – give a property of +5/rank to attack, +10/rank skill (non-combat), 20% attack speed/rank, or +5 defence, d3 damage (of a particular type) or 4 AP/rank to an appropriate item that lasts for 10min/lv. A combination of properties may be allowed, such as a rope that gives + 10 to climb and + 10 to attack (as a whip), or a suit of chainmail with +8 AP and +15 defence. Other abilities may be added at the GM's discretion. Prerequisite LV3/6/9/12/15. It takes d10 days/rank of ritual to make the enchantment permanent.

Make golem 1/2 – the character can create a magical animated being that will serve you to the best of its ability, and follow instructions of up to 15 words/rank. The type of golem that can be created can be: flesh 100 HP, 5 AP, 40 attack, 25 defence, 3d6 damage, wood HP120, AP8, 50 attack, 30 defence, 2d10 damage, vulnerable to fire, or clay HP130, AP6, 60 attack, 30 defence, 2d8+2 damage. At rank 2 the character can make a stone golem HP170 AP12, 90 attack, 40 defence, 4d6 damage, or an iron golem HP210 AP18, 95 attack, 35 defence, 5d6 damage. It takes 3d10 days to make a rank 1 golem, or 6d10 days to make a rank 2 golem and the materials cost 10 gp/HP/rank. Prerequisite LV7/LV12. You can have 1 rank golem from level 7 or 2 from level 12, or 1 rank 2 golem from level 12.

Pocket dimension 1/2 – can store 1 cubic meter/rank of non-living goods in an extra dimensional space. This can be retrieved by you by making a special gesture. This space is inaccessible to others unless someone else has the skill and you teach them the gesture. Prerequisite LV4/LV8.

School of Enchantment

Steal familiar 1/2 – save vs ps or the enchanter can control another individual's familiar 1/day/rank and use their abilities. Thus it's possible to control two extra familiars at rank 2. Prerequisite LV4/8

Control summons 1/2 – the user can control an outerplanar creature/rank or can take another individual's summoned creatures. This power can be used 2/day and lasts 20 min/lv. Prerequisite LV4/8

Extend enchantment 1/2/3 – the character's sleep, charm spells and effects last 2 times longer at rank 1, 3 times longer at rank 2 and 4 times longer at rank 3. LV4/8/12.

Strengthen enchantment 1/2 – enchantment spells and effects from you acquire an addition -10 penalty/rank. LV5/10.

Sleeping mist 1/2 – individuals in a 3 m/rank radius within 50 m must save vs con or fall into a deep sleep where they can only be woken by taking damage. Usable twice per day and prerequisite LV4/8.

Detect enchantment – you can identify if someone is under the effect of an enchantment spell or influence within 20m/lv. Prerequisite LV3.

Natural Charm 1/2 – you can charm one individual/rank by speaking or by meeting their gaze (your choice) twice/day as a natural ability that can't be countered (but can be dispelled later). This lasts 10 min/lv and the target/s will treat you as a trusted friend unless they save vs sd at -20. Prerequisite LV5/10.

Fortify mind 1/2/3/4 - +10/rank to resist mind controlling effects. At rank 4 you are immune to mind controlling effects. Prerequisite LV3/6/9/12.

Charm breaker – the enchanter can remove any charm or sleep effect by snapping their fingers – make a resistance check vs the one who cast the charm. LV6.

School of Alteration

Access these abilities requires the ability to change shape.

Enlarge familiar 1/2 - beast summoned with a familiar spell can acquire a bonus + 2 AP + d6 damage/rank. Prerequisite LV4/8.

Polymorph mastery 1/2/3 – acquire an extra ability or feature of creature copied/rank, including mental statistic bonuses or spell-like abilities. LV4/8/12.

Form mastery 1/2/3 – the character can copy select statistics up to 2/rank as well as exhibit abilities or features 1/rank of creatures you have previously polymorphed into, without having to change shape (unless the ability requires it, or you wish to) for 1 h/lv. So you could potentially copy troll regeneration, lizardman skin and dragon breath at rank 3. These abilities may stack with other abilities, so lizardman skin can stack with the harden skin ability. The GM may rule that certain abilities are more powerful so count as 2, and others may be prohibited. Also from rank 2, you can attempt to copy a specific creatures appearance and/or voice on a successful intelligence check. Prerequisite LV5/10/15.

Quick morph 1/2/3 – shape shifting or polymorph spells take less time. Rank one allows changing shape in half a round, while rank 2 allows a change in a quarter of a round, and rank 3 allows instantaneous change. LV3/6/9.

Morph regeneration – the character can regenerate faster than normal. Rank 1 gives 1 HP/10 min, rank 2 1 HP/1 minute, rank 3 1 hp/rd, rank 4 d6/rd and can regenerate severed limbs or destroyed body parts. LV 3/6/9/12.

Extend limbs 1/2/3 – the character can extend limbs at will for additional reach of 1 meter/rank allowing attacks at a distance. LV3/6/9.

Amorphous form 1/2 – the character can change into a amorphous blob for 10 min/lv twice per day. While in this form take 25% less damage/rank -10 to critical hits/rank and immune to acid and poison. Pre-requisite LV5/10.

Harden skin 1/2/3 – the character's body gains an additional AP/rank. LV2/5/8.

Natural shifter 1/2/3 – the character can shift into a creature the character has seen or studied within half/double of size/rank, up to their level. This is counted as a natural ability and cannot be dispelled. This lasts for 10 min/lv and can be used 1/day/rank. LV5/10/15.

Detect shapechanger – the character can detect a being that has the ability to change form (naturally) or has changed form, within 10m/lv. Prerequisite LV3. SK 4.

Break shapechange 1/2 – this ability will revert a shapeshifter to their natural form, and they won't be able to shapechange again for 10 min/lv unless they save vs SD-20. Rank 2 affects an additional target. Prerequisite LV4/8.

School of Dark Magic

Shadow familiar – the character can summon a beast that does + d6 dark magic damage and has +20 stealth (except in bright light)/rank. Prerequisite LV4/8.

Shadow field 1/2/3 – the character can create darkness in a 3m radius/rank for 10min/lv, 5 times per day. Prerequisite LV2/4/6.

Dark sight 1/2 – the character can see in darkness 50 meters. At rank 2 can see normally in darkness up to character's normal visual range. Prerequisite LV3/6.

Dark minion 1/2/3 – the character can summon a creature out of the darkness that is a shadow copy of a natural creature up character level and lasts until brought to zero HP. However, it has only 20%/rank of the HP of the creature but +10 dodge/rank. Prerequisite LV4/8/12.

Sound cloak 1/2/3 – gain +10 stealth -25% sonic damage/rank as the character can dampen sound around their body at will. Prerequisite LV4/8/12.

Dark cloak 1/2/3 – gain +10 stealth +3 AP/rank as the character can form condensed shadows around their body at will. If in bright light, make a ps check. Prerequisite LV3/7/10.

Dark wall – create a wall of solid darkness up to 3m by 6m by 1m 2/day. This wall is passable by those cloaked in shadow (dark cloak, shadow familiar and dark summons) but others will be stopped. It has 5 AP and 100 HP per meter square. Prerequisite LV4.

Dark flight – the character can fly when in darkness at 50m/rd. Areas of bright light can be jumped across if no more than 5m, on a successful agility check, and lead to another area of darkness. LV5.

Dark friend 1/2 – the character is immune to fear while in darkness or shadow. At rank 2 they are immune to fear in any environment. Prerequisite LV5/10

Dark power 1/2/3 – while in darkness or shadow, the character's spells do +d3 damage and are -5 to resist/rank. Pre-requisite LV3/6/9

School of Elements

Elemental familiar 1/2 – the character can summon a small elemental to use as a familiar or can add d6/rank elemental damage to natural attacks (fire, cold, lightning, acid) of a beast. If a small elemental is chosen, then it will have its damage increased d6 at rank 2. LV5/10.

Elemental resistance 1/2/3 – take less damage from elemental effects (of one type). Rank 1 – 25%, rank 2 – 50%, rank 3 immune to chosen element*. Prerequisite LV4/8/12.

Elemental breath 1/2/3 – can breath out one particular element (chosen at start of the day) for 3d6 damage/rank, 3 times per day, in a 5 m cone. This doesn't count as a spell, so can't be countered. LV3/6/9.

Control elemental 1/2/3 – the character can control up to one elemental/rank if they save vs sd-20, for 10 min/lv. Usable 3 times/day. Prerequisite LV4/8/12.

Elemental portal 1/2 – the character can create a portal to an elemental plane or back to your plane 1/day/rank. LV5/10.

*This ability applies to one element, but the character can get resistance to additional elements if they spend more skill points.

School of Summoning

Bizarre Familiar 1/2 – the character's familiar can be chosen from a wide varied of places, including other planes. Give the familiar a special ability such as poison strike d6 poison damage/rank, acid strike d6 acid damage/rank, sonic strike d6 sonic damage/rank, invisibility 1/day/rank for 10 min/lv at rank 2 can make owner invisible simultaneously, fear gaze save sd -10/rank or -20 for 1 minute, breath weapon 3d6/rank (fire, cold, lighting, poison, acid, force, dark magic etc) in a 5 m cone, 3 times/day, teleport 100 m 3 times a day, at rank 2 can teleport owner simultaneously. LV5/10

Summon companion 1/2/3 – the character can summon a willing ally from anywhere on the same plane. Usable on one target/rank. Prerequisite LV4/8/12.

Summon equipment 1/2 – the character can summon up to 1 cubic meter of their equipment/rank up to 3 times per day from anywhere on the same plane (even if stolen, it still counts as theirs). Prerequisite LV2/5.

Modify summons 1/2 – the character's summoned creatures* can be given an additional ability/rank (resistance to one element, addition 6 AP/rank, extra d6 of damage/rank of a particular type, a ranged attack that does 2d6/rank within 100m, an area effect attack like a breath weapon that does 4d6/rank in a 5m cone or blast of 3m radius 3 times/day, invisibility 10min/lv 3 times/day, teleport 100 m, 3 times/day, +15 skill/rank or +10 to a statistic/rank. Prerequisite LV5/10

*excluded familiars and allies.

School of Battlemagic

Ferocious familiar 1/2 – familiar summoned can be bestowed + 2 AP +5 attack +5 defence and + d3 damage/rank. LV4/8

Summon armour 1/2/3 – the character can summon a suit of weightless armour of 5 AP/rank for 10min/lv, or 1 existing (owned) suit to 1 willing target/rank. LV4/8/12.

Awaken 1/2/3 – allies within 3m/rank are awakened (and refreshed) from slumber. LV3/6/9.

Battle call 1/2- +10 to attacks and defence/rank of allies within 5m for 1 min/lv. Prerequisite LV4/8. Usable twice a day.

Dancing weapon 1/2 – animate a weapon that can attack a target the character can see, within 50m, at their skill chance once per round. Prerequisite LV6/12

Rogue

Rogues are individuals with skills and knowledge associated with skulduggery, stealth and crime. Many of the skills below require affiliation with a gang, thieves guild or criminal network. In order to be accepted, agility/int checks are usually tested, and will likely require that the character commit some unlawful act/s.

Quick to act 1/2/3 - +5/10/15 initiative. LV3/6/9.

Avoid traps 1/2/3 – get a +10/20/30 bonus to avoid hazards. LV4/8/12.

Avoid blast 1/2/3 – take 20% less damage from explosions or area spells per rank on a successful resistance roll. Skill cost 5. LV4/8/12 requirement.

Detect hidden 1/2/3/4/5 - +5/rank to detect hidden or invisible objects. Skill cost 4.

Cloak 1/2/3/4/5 – the character gets +5/rank to stealth checks. Prerequisite LV2/4/6/8/10. Skill cost 4

Hidden attack 1/2/3/4/5 – plus d10 damage with physical weapon/rank if not detected by target. Skill cost 4.

Puzzle focus 1/2/3 - +20/rank to disarm a trap or solve a puzzle if given at least 1 minute to inspect. LV4/8/12.

Steady Mind 1/2/3 - +10/rank to resistance rolls vs mind effects such as charm or fear.

Deadly attack 1/2/3 - +5/10/15 to critical checks when not detected by target. Lv4/8/12.

Roll with strike 1/2/3 – 20% less damage when hit by melee weapon or large ranged weapon/rank on a successful agility check. +10/rank bonus to check if attacker is at least 50% larger. Lv3/6/9.

Distract 1/2/3 – the character can make an agility check vs targets intuition at +10/rank. If successful the character can make a hidden attack.

Appraise 1/2/3/4/5 – the character can receive +6/12/18/24/30% increased value of gems, jewels and precious goods sold.

Resist poison 1/2 – the character takes 25%/rank less from poison damage and +10 to resistance rolls. Prerequisite LV1/5.

Poison blade 1/2/3 – the character can add d6/d8+1/2d6 poison damage to melee attacks. Prerequisite LV1/5/10. Note that poison is detectable on the blade and wounds, and still needs to be applied before use. Poison is illegal in most cities and expensive.

Dark sight – the character can see in darkness 5m/lv. Need to worship a deity with darkness affinity or form a pact with a shadow spirit.

Create darkness – the character can form darkness in a 2m/lv radius. Lasts 10min/lv.

Perquisite LV3 and costs MP3. Skill cost 3. Need to worship a deity with darkness affinity or form a pact with a shadow spirit.

Shadow jump – teleport to an area of darkness within 5m/lv for MP5. Can strike from hidden when appearing in new position. Prerequisite LV5.

Shadow blade 1/2/3 – the character can add d4/d8/2d6 dark magic damage to a weapon. Prerequisite LV4/8/12. Need to worship a deity with darkness affinity or form a pact with a shadow spirit.

Bounty hunter

Bounty hunters are warriors that are hired to track down, capture or eliminate particular individuals. They often work as part of a guild, in which case a joining fee or test, such as grappling or rope use, is often required. The skills below are common amongst bounty hunters, but other fighters or rogues may acquire them at the GMs discretion.

Subdue 1/2/3 – +d6/rank non-lethal damage to target. Pre-requisite LV3/7/11.

Hog tie 1/2 – +15 bonus/rank to tie with a rope. Opponent needs to make an opposed agility check or consider grappled. Prerequisite LV4/9.

Fearsome reputation 1/2/3 – the character can use their reputation to intimidate others. +10 to communication checks using intimidation. If the target fails a SD check -10/rank or opposed communication check, -10/rank to skills checks while within sight of the character.

Gather lackeys 1/2 – +10/rank to communication checks to encourage locals to follow the character. On a success get d6 + d6/rank followers for a reasonable amount of time (depending on pay and conditions). Pre-requisite LV3/LV6.

Asking price 1/2/3/4 – Get an additional 25% pay/rank for jobs relating to tracking targets or mercenary work. Prerequisite LV3/6/9/12. Skills cost 3/rank.

Bard/Scald

Bards and scalds are known for their musical or story telling ability, usually in the form of heroic tales or sagas. In order to be trained in their traditions, a test of agi/inu, musical instrument and/or storying telling is usually necessary.

The songs below require a successful musical instrument check to succeed. Stories require a story telling/orate check to succeed.

Song of battle 1/2/3/4/5 – this song gives + 4/rank to attack rolls within 2m/rank radius. Lasts 1 min/lv

Song of fleetfoot 1/2/3/4/5 – this song gives +5%/rank to movement rate within 2m/rank radius. Lasts 10 min/lv.

Song of healing 1/2/3/4/5 – when using this song, healing spells add + rank to HP, and heals d3/rank/minute. Lasts 10 min/lv while camped.

Song of rest 1/2/3/5 – when using this song, energy is recovered at d3/rank/minute. Lasts 10 min/lv while camped.

Song of inspiration 1/2/3/4/5 – while using this song, provide +5/rank to crafting and knowledge skills within 2m/rank radius. Lasts 10 min/lv

Song of resistance 1/2/3/4/5 – while using this song, provide +4/rank to resistance rolls within 2m/rank radius. Lasts 1 min/lv

Song of passion 1/2/3/4/5 -this song provides +5/rank to communication checks within 2m/rank radius. Lasts 10 min/lv

Song of discord 1/2/3/4/5 – this song gives -4/rank to skills of enemies within 2m/rank radius. Lasts 1 min/lv

Song of sluggishness 1/2/3/4/5 – this song gives -10% to movement rate of enemies 2m/rank radius. Lasts 1 min/lv

Song of charm 1/2/3 – can charm one target/rank unless they save vs SD. Prerequisite LV4/8/12. Lasts 10 min/lv.

Song of mesmerisation 1/2/3 – targets within 2/4/6 meters need to save vs sd -5/10/15 or be fixated on the song. If they take damage the effect is broken. LV3/6/9.

Stories affect allied listeners within a designated time period. A successful orate/storytelling skill is first required.

Story of valour 1/2- allows +5/10 to attack rolls and 1 or 2 re-rolls in battle within 24 hours.

Story of fortune 1/2 - allows up to 5/10 adjustment and 1/2 re-rolls for random encounters or treasure within 24 hours.

Story of success 1/2 - allows +5/10 to non combat skills and 1 or 2 rerolls of non-combat skill checks in the next 24 hours.

Story of survival 1/2 = allows +5/10 to resistance rolls and 1 or 2 rerolls of resistance rolls or critical rolls in the next 24 hours.

Story of peace 1/2 - allows +10/20 to communication skills and 1 or 2 rerolls of communication checks or reaction rolls in the next 24 hours.

Story of discovery 1/2 - allows +5/10 to knowledge and craft skills and 1 or 2 rerolls of those skills in the next 24 hours.

Story of disaster 1/2 – gives 1 or two rerolls (take worst roll) to enemies who listened to story within 24 hours.

Dancing instrument 1/2 – allows one to play one or two extra songs simultaneously.

Prerequisite LV5/LV10. Need to worship a deity with music affinity or receive a boon of music.

Sonic blade 1/2/3 – add d4/d8/2d6 sonic magic damage. LV4/8/12. Need to worship a deity with music affinity or receive a boon of music.

Witch/Warlock

Witches or warlocks can be considered spell casters that form an alliance or pact with spirits or outerplanar beings in order to access magic. To access the special abilities below, the character could be required to pass a trial that requires a test of wis/psy or a resistance check vs fear check as they are exposed to an otherworldly presence, such as an abomination, powerful spirit or undead. The types of abilities available can be adjusted based on the affiliation that the witch or warlock makes.

Manifest weapon 1/2 – the character can create a copy of a weapon you own that lasts 10 min/lv. The weapons glows a particular colour, based on the alliance made, and is

considered magical. This weapon can be summoned 3 times per day, or additional times at a cost of 3 MP. At level 8 copy the magical properties of the weapon selected. Prerequisite LV2/LV8.

Summon familiar 1/2/3 – summon a rat, frog, bat, crow, rabbit or cat that the character can contact telepathically and see through its eyes if within 100m/lv. At level 4 summon a wolf, leopard or hawk. At level 8 the character can summon an imp, sprite, or small elemental. If this familiar is slain, the character can summon a new one the next day.

Magic cauldron 1/2/3 – the character can make potions of healing 4d6/rank or poison 4d6/rank at level 3. At level 6 the character can make potions of restoration (can cure negative conditions except petrification and severed limbs or destroyed organs) or a potion of sleep (save vs ps or enchanted slumber for 1 h/lv). At level 9 restoration potions can cure all negative conditions, including severed limbs or destroyed organs, but not death). The character can make 2 potions/day/rank for free, and extra potions will require ingredients.

Magic broom/carpet 1/2 – imbue an object with the ability to fly 20m/round/rank. At rank 2, two individuals can be carried. LV2/6

Alter form 1/2/3/4/5 – the character can appear as another being of the same race within 10% of height and 20% of mass. At level 4 the character can shift to a #similar race within 20% of height and 40% of mass and gain one statistic modifier. At level 6 the character can copy any humanoid race within 50% of height and gain two statistic modifier such as constitution, At level 9 can attempt to copy a specific individual humanoid's appearance on a successful intuition check and copy three static modifiers of a race and one ability* such as water breathing. Height of the witches' form can be within 75% of their normal form. At level 12 an individual voice can also be copied on a successful intuition check, as well as up to four statistic modifiers and two abilities such as water breathing, natural armour or flight and the character's height can be modified up to 100%. LV2/4/6/9/12. Duration 1 hour/level. Skill cost 5 per rank.

#If the character is mammalian, then the other race needs to be mammalian.

*The GM may decide that magical abilities like regeneration or teleportation may not be allowed.

Plane/pact location/pact lord

Arboria/The grove/Pinebrim forest master

Bark armour 1/2/3 – Gives the character tough woody skin, plus AP5/rank. Prerequisite LV3/6/9. Lasts 10min/lv.

Vine Whip 1/2 – a 5m/10m sturdy vine is summoned that entangles a target in range unless they make a str check -30. LV3/LV6.

Sap-like blood 1/2 – bleeding is reduced by half at lv4. At rank 2, bleeding is reduced by 75% at lv8.

Woodwall 1/2/3 – create a line of trees up to 3 m long/rank up to 5m away/lv that blocks passage. From rank 2 the wall can also grab targets within 1 m/rank, and cause them to save vs agi – 5/rank or be grappled. A strength check -20 is required to escape or 60 HP damage can be done to the wall/square meter (fire does double damage). The wall lasts 10 min/lv and can be used 2/day.

Forest friend – summon a forest creature up to character level, that will serve for 1 min/lv.

End space/Twilight nebula/Rayamek the watcher

Horror from Beyond – the character can maintain a sinister feature, such as glowing eyes, that causes fear to those seeing character for the first time. Save vs sd or ps, or ½ to attacks and ability checks for 1 rd/lv. Prerequisite LV4

Renewed terror – if using an ability like tentacle burst or eject acid, witnesses need to save vs sd -10 or flee for d6 rounds. LV5

Cloak of eyes 1/2/3. +20/rank to perception checks. 10 min/lv.

Tentacle burst 1/2/3 – the character can do 2d6 +d6/rank bludgeoning damage and grapple to up to 2 targets/rank within 5/10/15 meters unless they save vs agility -10 for every round they are within range. Grappled targets can save vs str -20 to escape. This ability can be used twice per day for a duration 1 min/lv. Prerequisite LV4/8/12.

Eject acid 1/2/3 – the character can spray acid in a 5m cone at lv3, which does 4d6/rank to most substances and is usable 2/day. The acid can be adjusted to not effect one substance (like metal) at lv 6 and not effect two substances (like metal or wood) at lv9. The acid does not work on crystal.

Nightmare/Thousand Tombs/Vezzertae Ghoul Queen

Chill claw – natural attack can cause paralysis on a hit for up to d6 rounds. Save vs Endurability or can't move, but can check every round. Chill claw duration 1rd/lv and prerequisite LV4.

Bone cage 1/2/3 – trap one target/rank unless they save vs agility -10. Once inside take 2d6 of necrotic damage/rd and can't move. Require a str check -20 to break free or an ally can do 50 HP of damage AP5. Duration 10min/lv and prerequisite LV4/8/12.

Soul track 1/2 – can track a target that you have seen as long as they are within 1 km/lv at LV5 or 10km/lv at level 10.

Bone augmentation 1/2 – take 25%/50% less damage from physical attacks. LV3/6. Lasts 10 min/lv and can be used 3/day. Prerequisite LV5/10.

Air/Sky island – Lady Neyku Yendyma

Bird form 1/2/3/4 – the character can polymorph into a bird from the size of a sparrow at LV2, a winged humanoid or a bird up to the size of an ostrich at LV5, and a bird up to the size of a giant eagle at LV9 (can carry up to 3 human sized passengers) or 6 human sized passengers at LV12.

Control bird 1/2 – the character can control up to one birdlike creature/rank unless it saves vs SD. The creature is controlled 10 min/lv on a failed check. Prerequisite LV3/6.

Cloud call 1/2/3 – clouds form in a 3m/rank radius or surround one target/rank causing obscured vision (treat as blinded, but cannot be removed with a restoration spell). Lasts 1 min/lv and can be used 3 times/day. Prerequisite LV4/8/12.

Jump port 1/2/3 – the character can teleport 25 m/rank 3 times per day. Prerequisite LV3/6/9.

Rainbow blast 1/2 – 5d6/10d6 magic damage to those in a 5m/10 cone and save vs int or confused (25% do nothing 25% talk to self 25% practice a hobby 25% act normally). Prerequisite LV4/8.

Water/Coral keep – Uxamoe Deep princess

Water breathing 1/2 – The character can breath water and is resistant to water pressure at rank 1. At rank 2 the character can affect one target/LV for 1 h/lv. Prerequisite LV3/6.

Poison affinity 1/2/3 – At LV4 the character takes half damage from poison and poison effects. At LV8 they can add d6 poison damage to melee attacks. At LV12 the character is Immune to poison and can add d10 poison damage to attacks.

Manta skin 1/2/3/4 – the character can take on some properties of a manta ray giving +15 to stealth due to camouflage, +15 swim and +2 AP/rank. The camouflage feature works on land and affects equipment worn or carried. Prerequisite LV3/LV6/LV9/LV12.

Summon aquatic beast – the character can summon a water creature, or up to their level. Lasts 1 min/lv. Prerequisite LV5.

Fire/Obsidian shores – Telantia Salamander Empress

Ignite arrows 1/2/3 – the character can cause arrows or stones to do d4/rank extra damage. Prerequisite LV4/8/12.

Heat wave 1/2 – the character can create a 10m/20 cone that deals 5d10/10d10 heat damage, or half damage on endurance check. Usable twice per day. Prerequisite LV4/8.

Heat resistance 1/2/3 – minus 33% from fire and heat and no damage from natural fire. Rank 2 gives minus 67% to fire and heat and no damage from lava, and rank 3 provides 100% less damage from all fire and heat, including the surface of the sun. Prerequisite LV3/6/9.

Fire walk 1/2 – the character can walk on or climb fire at LV5 and walk on, or swim through, lava at LV10.

Earth/Emerald oasis– Hargarork Gemmaw Stonemaster

Rock barrage 1/2/3 – the character can throw 3 rocks per rank, that deal 3d6+lv damage. Prerequisite LV3/6/9.

Tunnel – the character can create a tunnel through soil or rock that is 3 m/level long. LV4 Crystal encasement 1/2 – the character can cause a target creature to be encased by hand sized gems that slows them 50% and reduces actions by 50%. At rank 2 the target cannot move, attack or casts spells. Lasts 1 min/lv and usable 2/day. Prerequisite LV4/8.

Rock skin 1/2/3 – Gives the character rock or gem skin that provides AP6/rank for 10 min/lv, 3 times per day. Prerequisite LV4/8/12.

Rock feast – the character can eat rocks and heal up to 50 HP/rank per meal from eating a kg of rocks or 100 grams of gems. Consider the character full after one meal. Prerequisite LV3/6.

Mystic

Mystics are wise elders that have access to visions and hidden possibilities. In order to learn skills from this list, there should be some trial of intuition or psyche or exposure to visions.

Vision 1/2/3 – discover one aspect/rank of an object or creature that the character is examining or touching. A creature can resist the effect on a successful SD check.

Prerequisite LV3/6/9

Glimpse future 1/2 – the character can get 1 or 2 rerolls per day as they get a small glimpse of upcoming events. These possibilities can be bestowed upon another character for a day.

Prerequisite LV4/8

Prophecy 1/2/3 – the character knows if one course of action may be positive, negative or neutral overall within the next 1 hr/rank, usable twice/day. Prerequisite LV5/10/15.

Energy bolt 1/2/3 – force 2d6/rank to one target who is automatically hit. This is usable 5 times/day at no MP cost. Prerequisite LV3/6/9.

Detect magic – the character can detect magic within 10 meters. Prerequisite LV5.

Mystic manta 1/2/3 – the character receives +5/10/15 to skills while humming a manta. Prerequisite LV3/6/9.

Command 1/2/3 – the character can force a target/rank to perform an action for up to 1 minute unless they save vs SD -10/-20/-30. Some actions may be precluded at the GMs discretion. Prerequisite LV4/8/12.

Geas – A target is bound to do an action unless they save vs SD -20, and if they don't attempt it within 24 hours, will suffer -10 to skills and checks per day. If they attempt to harm the mystic, they will take d100 damage. Prerequisite LV10

Cleanse mind 1/2 – at LV4 the character can remove any curse, charm, command or fear effect. At LV8 remove any mind affecting condition, including penalties to mental attributes. Also, this ability makes a target immune to mind affecting conditions for 1 min/lv.

Prerequisite LV4/8 and usable 2/day.

Magic well 1/2/3 – the mystic can channel magic from an outerplanar location 1 per day/rank. Restore 25% of magic points but can't use the ability again for at least 1 hour. Prerequisite LV4/8/12.

Other world – the mystic can select a target who is transported into another world of a bizarre nature for up to 1 minute unless they make a sd check -20. While in the other world, if the target makes 2 consecutive SD checks -20, or the time elapses, then they can return to the same plane and position.

Shaman

Shaman's are holy or wise elders that have access to magical knowledge. In order to become a shaman or be taught by them, it requires a test of wis/psy and interaction with a spirit.

Summon spirits 1/2 – the character can summon ancestral spirits that give +10 to skills/rank for 1min/lv. Or summon baneful spirits that cause a penalty of 10/rank to skills of opponents unless they save vs SD -20 or d6 /rank damage/rd, 1 min/lv. Usable 3/day.

Ward area 1/2/3 – the character creates area of 3 m radius/rank that causes those entering to get attacked by baneful spirits, unless friendly to the Shaman. Prerequisite LV3/6/9.

Usable 1/day/rank and lasts 24 hours until activated.

Totems available at level 2, with upgrades at level 6 and 10. Usable 2 times/day

Horse Totem 1/2/3 – movement plus 20/40/60 for 20min/lv.

Bear Totem 1/2/3 – HP + 25/rank for 20min/lv

Bison Totem 1/2/3 – carry capacity + 30/70/100 for 20min/lv

Fish Totem 1/2/3 - +20 Swim and water breathing/rank for 10min/lv

Wolf Totem 1/2/3 – con +10/rank +10 to track for 20min/lv

Tiger Totem 1/2/3/ - +5 attack +2 damage/rank for 10min/lv

Cheetah Totem 1/2/3 – haste 1/d/rank. Double move and attack frequency for 1 rd/lv.

Rabbit Totem 1/2/3 + 10 athletics +5 dodge/rank for 20min/lv

Monkey Totem 1/2/3 - + 10 climb +10 jump +5 throw/rank for 20min/lv

Lizard Totem 1/2/3 - +5 AP/rank for 10 min/lv.

Crow Totem 1/2/3 - flight 30m/rd + 10m/rank for 10min/lv.

Spirit animal 1/2/3 – the shaman gains +5 to one chosen statistic/rank. At rank 3 the character can have +15 in one statistic or have it split between different statistics.

Prerequisite LV4/8/12.

Afflict with poison 1/2 – the character can cause a target a -25 to skills/rank for 10 min/lv or until cured. Prerequisite LV4/8.

Afflict with disease 1/2 – the character to afflict a penalty of -10/rank to one statistic of a target unless they save vs EN. This penalty lasts for 1 h/lv or until cured., and the penalty increases by 10/hr unless the victim makes a EN check.

Curse of lethargy 1/2 - -25% to movement rate and attack speed/rank for 1 h/lv or until cured. Prerequisite LV4/8.

Curse of truth – must tell the truth for 1 h/lv or until cured. Prerequisite LV4.

Mind fog 1/2 - -25%/rank to magic, knowledge and communication skills for 10 min/lv or until cured. Counts as a curse.

Make Oath – an agreement is made between the shaman and another creature. The one who breaks the oath becomes cursed, with a -20 to skills until they can make amends.

Prerequisite LV4.

Craft tribal weapon 1/2 – Made a stone axe, club or spear that deals 2d6 + d6/rank damage. Lasts 24 hours.

Summon mount 1/2 – summons a quadruped that can move at 30m/rd +20m/rank. Can carry 2 human sized figures per rank. The mount cannot be slain and lasts 1 h/lv unless dispelled. Prerequisite LV3/LV6

Spike skin 1/2/3 – a willing target is covered in woody spikes, that gives +3 AP and d4 damage/rank against foes using short weapons (less than 1 m). This can be used 2/day and lasts 10 min/lv. Prerequisite LV3/6/9.

Remove malady 1/2 – Removes a curse, poison, disease or negative enchantment 2 day/rank. Prerequisite LV3/6.

Shaman's resistance 1/2/3 – the shaman is immune to poison or disease or curses. Gets one extra immunity per rank. Prerequisite LV4/LV8/LV12.

Biome lord

Biome lords are masters of nature, and are usually druids, shamans, rangers, or other types of wilderness champions. In order to receive a title as a biome lord, or to access their special abilities, the character should accomplish certain trials, such as saving or befriending a creature significant to the environment they wish to master, surviving in the environment alone for an extended period of time or defeating invaders that threatens the area.

Tundra

Resist cold 1/2/3 – take less damage from cold, including magical cold. At rank 1 – 25%, rank 2 – 50%, rank 3 immune to cold. Prerequisite LV3/6/9.

Summon tundra spirit – a giant yeti is summoned which has 12 HP/lv, AP11+1/lv, attack 40+5/lv, defence 30+5/lv, and has two attacks with claws or a bite for damage 3d6 +1/2 level. It last for 5 min/lv or until defeated. Prerequisite LV10.

Polar blast 1/2 – the character can eject a cone of frost that does 5d10/rank damage in a 5 m cone 2/day. Targets take half damage on a save vs agility but are slowed by 50% (movement and attacks) for d3 rounds if they fail. Prerequisite LV4/8.

Tundra communication – can speak with creatures native to tundra. Prerequisite LV6.

Superior survival (tundra) 1/2/3/4/5 – gives the character + 10 to survival checks/rank in the tundra biome. Prerequisite LV3/6/9/12/15.

Swamp/lake

Amphibious form 1/2/3 – the character can breathe in air, water or mud at rank 1. At rank 2 the character can take an amphibious form which provides +2 AP and +20 jump or acrobatics skill/rank and can give 1 target/level the ability to breathe in air, water or mud for 1 h/lv. At rank 3 the character can give 1 target/level the amphibious form ability for 1 h/lv. Prerequisite LV4/LV8/12.

Summon swamp spirit – a crocodile is summoned which has 13 HP/lv, AP15+1/lv, attack 35+5/lv, defence 25+5/lv, and has two attacks with a tail or bite for damage 2d10+1/2 level. It last for 5 min/lv or until defeated. Prerequisite LV10.

Quicksand 1/2/3 – the character can cause two targets/rank within 5m/lv to get sucked into treacherous mud unless they save vs agility -20. If they fail, they have 5 minus rank rounds before they start suffocating, but can try and halt this by making a strength -30 check or getting help from a character outside the mud at -10. This ability is usable 2/day.

Prerequisite LV4/8/12.

Swamp communication – can speak with creatures native to swamps and lakes. Prerequisite LV6.

Superior survival (swamp/lake) 1/2/3/4/5 – gives the character + 10 to survival checks/rank in the swamp/lake biome. Prerequisite LV3/6/9/12/15.

Jungle

Resist insects 1/2/3 – take less damage from insects, at rank 1 – 25%, rank 2 – 50%, rank 3 immune (unless enchanted creatures that are partly insectoid, in which case take half damage). Prerequisite LV3/6/9.

Summon jungle spirit – a jaguar is summoned which has 10 HP/lv, AP8+1/lv, attack 60+5/lv, defence 55+5/lv, and has three attacks with claws or a bite for damage 2d8 +1/2 level. It last for 5 min/lv or until defeated. Prerequisite LV10.

Retractable claws 1/2/3 – the character can use retractable claws that add d4/rank to unarmed damage. Prerequisite LV3/6/9.

Insect swarm 1/2 – the character causes targets in a 4 m radius are surrounded by biting insects that deal 3d10 damage/rank per round for 1 rd/lv. Armour only provides half protection against the damage and targets can't speak or cast spells unless they make an endurance check -10/rank. They will follow targets who move out of the area, but they won't attack the caster. Prerequisite LV5/10.

Jungle communication – can speak with creatures native to jungles. Prerequisite LV6.

Superior survival (jungle) 1/2/3/4/5 – gives the character + 10 to survival checks/rank in the jungle biome. Prerequisite LV3/6/9/12/15.

Forest

Resist wood 1/2/3 – take less damage from weapons or objects containing mostly wood. Rank 1 – 25%, rank 2 – 50%, rank 3 immune (or half damage if tip of weapon is another substance like metal). Prerequisite LV3/6/9.

Summon forest spirit – a giant bear is summoned which has 11 HP/lv, AP10+1/lv, attack 45+5/lv, defence 40+5/lv, and has two attacks with claws or a bite for damage 3d6 +1/2 level damage. It last for 5 min/lv or until defeated. Prerequisite LV10.

Barrage of spikes 1/2 – the character causes a 5m radius area to be hit by wooden spikes that deal 5d10 piercing damage/rank, half on a saving roll, to those in the area. Those who fail an agility save -10/rank are also pinned to the ground so need to spend a round free themselves (after a strength check-10/rank) if they wish to move or attack. Prerequisite LV5/10.

Forest communication – can speak with creatures native to forests. Prerequisite LV6.

Superior survival (forest) 1/2/3/4/5 – gives the character + 10 to survival checks/rank in the forest biome. Prerequisite LV3/6/9/12/15.

Speak with trees – the character can speak with trees or large plants for 10 min/lv.

Prerequisite LV6

Mountain

Resist earth 1/2/3 – the character takes less damage from rock, soil, gems, metal or earth magic. Rank 1 – 25%, rank 2 – 50%, rank 3 immune and takes half falling damage on land, and half damage from enchanted metal. Prerequisite LV4/8/12.

Summon mountain spirit – a giant boar is summoned which has 15 HP/lv, AP13+1/lv, attack 50+5/lv, defence 30+5/lv, and has two attacks with tusks or hooves for 4d6 +1/2 level damage. It last for 5 min/lv or until defeated. Prerequisite LV10.

Quake 1/2 – the character can cause an area within 5m/lv radius to be hit by a 5m radius seismic tremor that does 6d10 bludgeoning damage/rank. It knocks targets prone on a failed save vs agility, otherwise they take half damage. Prerequisite LV4/8

mountain communication – can speak with creatures native to mountains. Prerequisite LV6.

Superior survival (mountain) 1/2/3/4/5 – gives the character + 10 to survival checks/rank in the mountain biome. Prerequisite LV3/6/9/12/15.

Speak with stone – the character can speak with stone for 10 min/lv. Prerequisite LV6

Plains

Resist lighting 1/2/3 – take less damage from lightning and the element of air. Rank 1 – 25%, rank 2 – 50%, rank 3 immune and half damage from being thrown through the air (such as a tornado). Prerequisite LV3/6/9.

Summon Plains spirit – a giant wolf is summoned which has 10 HP/lv, AP8 +1/lv, attack 50+5/lv, defence 45+5/lv, and has two attacks with a bite for 2d10 +1/2 level damage. It last for 5 min/lv or until defeated. Prerequisite LV10.

Lightning strike 1/2 – the character can call down lightning within a 5m radius that does 5d10 damage/rank, ignoring metal armour. Those who make an agility save -10 are blinded for d3 rounds, otherwise they take half damage. Prerequisite LV5/10.

Plains communication – can speak with creatures native to plains. Prerequisite LV6.

Superior survival (plains) 1/2/3/4/5 – gives the character + 10 to survival checks/rank in the plains biome. Prerequisite LV3/6/9/12/15.

Desert

Resist desert heat 1/2/3 – take less damage from heat and desiccation. Rank 1 – 25%, rank 2 – 50%, rank 3 immune to heat damage and desiccation (and don't need to drink).

Prerequisite LV3/6/9.

Summon Desert spirit – a giant snake is summoned which has 11 HP/lv, AP12 +1/lv, attack 55+5/lv, defence 40+5/lv, and has two attacks with a bite for 2d6 +1/2 level damage + resist

vs Endurability or take an additional 5d6 poison damage. It last for 5 min/lv or until defeated. Prerequisite LV10.

Parch 1/2 – the character can cause 2 targets/rank within 5m/lv to be desiccated and consequently take 7d6/rank damage from losing water. Armour doesn't protect against this effect, but they take half damage on a save vs endurability -20. Prerequisite LV5/10.

Desert communication – can speak with creatures native to deserts. Prerequisite LV6.

Superior survival (desert) 1/2/3/4/5 – gives the character + 10 to survival checks/rank in the desert biome. Prerequisite LV3/6/9/12/15.

Intertidal/ocean

Summon intertidal/ocean spirit – a giant crab is summoned which has 12 HP/lv, AP15 +1/lv, attack 50+5/lv, defence 35+5/lv, and has two attacks with claws for 4d6 +1/2 level damage. It last for 5 min/lv or until defeated. Prerequisite LV10.

Intertidal/ocean communication – can speak with creatures native to beach, intertidal areas or the ocean. Prerequisite LV6.

Crustacean form 1/2/3 – the character can take features of a crustacean which allows water breathing at rank 1. At rank 2 the character can take the form of a humanoid crab, at will, that has AP5/rank and can make two claw attacks of d6 damage/rank and give 1 target/lv water breathing for 1 h/lv. At rank 3, the character can give 1 target per level water breathing and humanoid crab form for 1 h/lv. Prerequisite LV4/8/12.

Crashing wave 1/2 – the character can create a moving wall within 5 m/lv of water 5 m long and 5 m high that impacts creatures up to 10 m from the origin. It does 5d10/rank bludgeoning damage and creatures are knocked prone and stunned for 1 round, on a successful agility save -20, they take half damage and don't become stunned or prone. Prerequisite LV5/10.

Superior survival (beach/ocean) 1/2/3/4/5 – gives the character + 10 to survival checks/rank in the intertidal or ocean biome. Prerequisite LV3/6/9/12/15.

Underdark

Cave sense 1/2/3 – the character can see in the dark for 50 m+5m/lv. At rank two the character can see in the dark as well as their regular vision, and can give one target a level the ability to see in the dark. At rank 3 the character can detect vibrations within 50m +5m/lv allowing them to detect the environment without using sight. LV3/6/9

Summon underdark spirit – a giant worm is summoned which has 16 HP/lv, AP12 +1/lv, attack 40+5/lv, defence 30+5/lv, and has two attacks with a bite for 3d10 +1/2 level damage. It last for 5 min/lv or until defeated. Prerequisite LV10.

Underdark communication – can speak with creatures native to the subterranean environment. Prerequisite LV6.

Sonic blast 1/2 – the character can create a sonic blast in a cone 5 m long that deals 5d10 damage/rank. If those in the blast make their save vs endurability -10 they take half damage, otherwise they take full damage and are deafened for d6 rounds.

Superior survival (underdark) 1/2/3/4/5 – gives the character + 10 to survival checks/rank in the underdark biome. Prerequisite LV3/6/9/12/15.

Champion classes

Master of the pass

Smite enemy 1/2/3 – (choose a type – humanoid/beast/outerplanar/enchanted or cursed) – deal 2d10/rank with a melee or missile attack. Usable 2/day/rank and lasts 1/rd/lv. Prerequisite LV4/8/12.

Smash object 1/2/3 – ignore 5/10/20 AP of structure and deal x2 damage. Prerequisite LV3/6/9.

Break army 1/2/3/4 – If outnumbered, get an extra attack at rank 1, and two attacks at rank 2, 3 at rank 3 and 4 at rank 4. LV4/LV8/LV12/LV15

Giant Slayer 1/2/3 – If you fight a foe at least 50% taller than you, you get an extra d6 damage. At rank 2 and rank 3, gain an extra 2d6 and 3d6 respectively. Prerequisite LV4/8/12.

Create barrier 1/2 - can make a wall of force 3 x 5m long/rank. Lasts 10/min/lv.

Repair structure – can repair 5 x 5 x 3 cubic meters/rank of structure that was destroyed in the last week. Usable 5 times/day

Unnerving cry 1/2/3 – enemies shake by shout within 5 m/lv if they fail against SD -10 or -20/rank. Lasts 1 min/lv. LV4/8/12.

Void master

Vacuum 1/2/3 – character does 4m radius 10d6/rank damage unless those in the radius save vs endurance -10. Prerequisite LV4/LV8/LV12.

Suck life – targets take 10% per round

Creeping darkness 1/2 – 6m longwall of darkness spreads that spreads 3m/rd and does 2d6/rank of negative energy damage. LV3/LV7.

Mantle of death – see in darkness, immune to fear and can fly. At rank 2 can fly 60m/rd.

Escape death 1/2 – if in darkness or at night, roll a PS check up to 1/day/rank. If successful the character is brought back to life in a predetermined location. Level 6.

Disintegrate – 10d10 damage/rank to target unless they save vs endurance -20.

Mirror self – copy – 50% hp. LV 10 prerequisite.

Summon wraiths 1/2 – the character can summon creeping shadows at rank 1, or wraiths at rank 2. The level of the creatures should not exceed the character level. Prerequisite LV4/8.

Master of Magic

Extra magic reserves 1/2/3/4/5 – Gain extra 10%/rank MP. Prerequisite LV2/4/6/8/10.

Precise spell targeting 1/2/3/4/5 - +5/rank to hit with bolts and other spells requiring an attack roll. Prerequisite LV2/4/6/8/10.

Stable spells 1/2/3 – fumble reroll chance on spells reduced by 1/rank. Thus at rank 3, the character only needs to reroll and deduct the d100 result on a 01-02 on a % dice.

Prerequisite LV4/8/12.

Exemplary spells 1/2/3 – high reroll chance on spells reduced by 1/rank. Thus at rank 3, the character only needs to reroll and add the d100 result on a 93-00 on a % dice. Prerequisite LV5/10/15.

Spell memory 1/2/3/4 – the number of spells the character can commit to memory is increased by rank x 5. Prerequisite LV3/6/9/12.

Spell shield 1/2/3 – If reduced to zero HP by an attack, roll a PS check, and if successful deduct d10 MP instead. This ability can be used up to rank times/day. If the character goes below 0 MP, make another check. If the second roll is less than or equal to the number of negative MP, then the character may be transported to another plane of existence.

Magic foresight 1/2/3 – the character may reroll a spell or magic check rank time/day and take the higher number. Prerequisite LV4/8/12.

Spell absorption 1/2 – the character may absorb an incoming spell or magical effect rank time/day. If they roll a ps check higher than the one using the incoming spell or magical effect, then the spell instead recharges the character by half the cost of the spell, or d10 MP if the cost is not specified. If this brings the character over full MP, then these excess MP will disappear in the next hour. Prerequisite LV5/10.

Master of Combat

Extra health reserves 1/2/3/4/5 – Gain extra 15/rank HP. Prerequisite LV2/4/6/8/10.

Extra energy reserves 1/2/3/4/5 – Gain extra 15/rank EP. Prerequisite LV2/4/6/8/10.

Reliable strikes 1/2/3 – fumble reroll chance on combat reduced by 1/rank. Thus at rank 3, the character only needs to reroll and deduct the d100 result on a 01-02 on a % dice. Prerequisite LV4/8/12.

Critical strikes 1/2/3 – high reroll chance on combat reduced by 1/rank. Thus at rank 3, the character only needs to reroll and add the d100 result on a 93-00 on a % dice. Prerequisite LV5/10/15.

Combat foresight 1/2/3 – the character may reroll a combat check rank time/day and take the higher number. Prerequisite LV4/8/12.

Combat maneuvers 1/2/3 – plus 10/rank to combat maneuvers. Prerequisite LV5/10/15

Critical resistance 1/2 – the character can force a reroll of a failed resistance check 1/day per rank. Prerequisite LV5/10.

Plane walker

Detect rift 1/2/3/4 – the character can sense gates or a weakening between the planes, within 100m/1000m/10km/1000km.

Open gate 1/2 – the character can open a gate where the barrier between planes are weaker. At rank 2 the character can force a gate open anywhere 1/day. Prerequisite LV5/10.

Resist planar effects 1/2/3/4/5 – the character gets a +10/rank bonus to resist resistance checks on a particular plane, and takes 10% less damage/rank vs the environment.

Planar survival

Slay planar denizen

Return gate – when on a planar other than the character's own, they can return to their home plane 1/day by making a portal.

Cosmic traveller

Cosmic travellers are beings that seek to explore the universe. They are normally inducted by inter-galactic entities, cosmic spirits or space faring aliens, usually when a deed of cosmic importance has been achieved, such as saving a dying race or finding an alien artifact.

Superior Flight 1/2/3/4/5 – can move up to 50/200/1000/5000/25000m/rd in atmosphere, or 10x in low atmosphere or space. Can achieve escape velocity at rank 4. Any flight faster than rank 2 requires an agility check -10 per degree of speed over 200m/rd. Prerequisite LV3/6/9/12/15.

Breathe in vacuum – doesn't need to breathe air. Prerequisite LV6

Resist cosmic energy – take 33/67/100% less damage from radiation and heat. Prerequisite LV4/8/12.

Resist cold – take 33/67/100% less damage from cold. Prerequisite LV3/6/9.

Pressure resistance 1/2 – unaffected by low pressure and high pressure up to 5G/rank. Also gives 10 AP/rank. Prerequisite LV5/LV10

Finder 1/2 – can navigate direction in space or by using the stars +20/rank. Prerequisite LV4/LV8.

Change density 1/2/3 – the character can adjust density to walk on foreign worlds. This can give either +20/rank to acrobatics or +4 AP/rank and -4 to criticals/rank. Prerequisite LV4/8/12.

Cosmic knowledge 1/2/3 - +20 to knowledge checks relating to space and physics.

Power nullifier

Deny spells 1/2/3/4/5 – prevent a target from using a magic ability of up to rank for 1 rd/lv unless they save vs ps. Usable 5 times +1/rank/day. Prerequisite LV3/5/7/9/11.

Dispel magic 1/2/3/4/5 – dispel one spell up to rank. Usable 5 times +1/rank/day. Prerequisite LV2/4/6/8/10.

Detect ability 1/2/3 – the character can detect the type of magical abilities a target has within 50 m. At rank 2 the range is 100 m and at rank 3 the range is 1000 m. It doesn't detect the spells a target knows, but it recognises the highest rank of spells possible for the target. Prerequisite LV3/6/9.

Cancel power 1/2/3 – dispel or remove the effect of an innate ability, including those acquired through the beast feature of special feature table on a contested ps check, with a -20 at rank 2 or -40 at rank 3. Constant or activated abilities become unusable for 1 rd/lv, or 1 min/lv on a check missed by at least 25 or 1 h/lv on a check missed by at least 50. On a check missed by 75 or more the ability is unusable until restored by a magical spell or effect. Usable 2 time/rank/day. Prerequisite LV4/8/12.

Enhanced ability resistance 1/2/3/4/5 – the character gains +10/rank bonus against innate abilities and takes 10% less damage/rank. Prerequisite LV2/4/6/8/10.

Enhanced spell resistance 1/2/3/4/5 – the character gains +10/rank bonus against spells. Prerequisite LV3/6/9/12/15.

Townfolk/villager/commoner

Play innocent 1/2/3 – the character receives a +10/rank chance to persuade aggressive creatures that they are no threat.

Survive 1/2 – roll a ps check to avoid death 1/day/rank, and instead go to zero HP.

Master crafter 1/2/3/4/5 - +10/rank in a particular craft

Blend in the crowd 1/2/3 – in a town or village get +20/rank to stealth checks.

Beg 1/2/3 – character gets +20/rank to persuade wealthy individuals to part with a small amount of wealth.

Noble

Exceptional leader 1/2/3/4/5 - +10/rank on leadership checks

Statecraft 1/2/3 - +20/rank to negotiations and trade between other territories, nations or cultures.

Ransom 1/2/3 – before striking the character, striker makes a SD check -10/rank or strike for capture or subdual damage instead.

Queen's Etiquette 1/2/3/4/5 +10/rank to etiquette, dance and high language checks.

Grand Judgement 1/2/3 – opposing individuals need to save vs SD -10/rank on a announcement of the lady or lords judgement or -20/rank to targets actions for 1rd/lv

Class skill recommendations (basic).

Warrior: polearm, medium blade, shield, dodge, 1 or 2h club, bow or crossbow, combat maneuver, lifting, medium or heavy armour x2, HP, EP, perception, craft weapon maker, crafting armourer

Ranger: bow x 2, medium blade, 1 or 2h axe, dodge, track, perception, survival, stealth, medium armour, combat maneuver, EP, HP, run, climb, first aid, spells 2 ranks.

Monk: martial arts, dodge, combat maneuver, polearm, short or medium blade, bow, balance, perception, run, extra language, read/write, EP, HP, craft painting.

Rogue: short or medium blade, 1h club, dodge, stealth, perception, devise, climbing, light armour, combat maneuver, persuasion, extra language, read/write, first aid, assassination

Barbarian: long blade or 1h club, 1 or 2h axe, dodge or shield, polearm, HP, EP, combat maneuver, thrown spear, medium armour, survival, track, perception, climbing, swimming, craft weapon maker

Bard: medium blade, polearm, sing, musical instrument, dodge, world history, MP, poetry, orate, perception, combat maneuver, first aid, read/write x2, extra language x 3, craft painting, craft woodwork, spells 3 ranks

Cleric: religion, first aid, MP, 1h club or polearm, shield or dodge, detect entity, read/write, history, perception, spells 4 ranks

Druid: religion, knowledge nature, first aid, runes, MP, 1h club, short blade or polearm, perception, runes, shield or sling, track, history, spells 4 ranks

Paladin: polearm, medium blade, religion, shield, 1 club, crossbow, combat maneuver, heavy armour, HP, EP, leadership, perception, crafting armourer, spells 2 ranks

Wizard: runes, item utilisation, spell mastery x 2, MP, polearm or short blade, read/write x2, extra language, perception, dodge, spells 5 ranks

Townfolk/villager/commoner: craft x 5, perception, short blade or 1h club, persuasion, first aid, 2 ranks in local history, 2 ranks in EP, 2 ranks in swimming, running, lifting or climbing.

Noble: medium blade, dodge or shield, leadership x 2, orate, local history, extra language x 2, read/write, bow or crossbow.